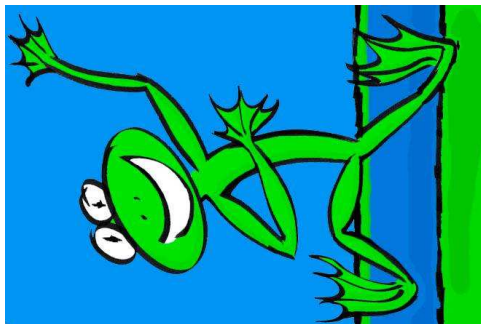
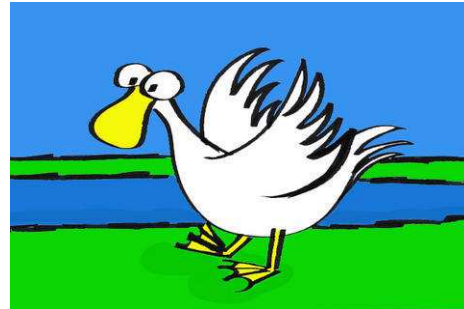


GAME: "EVERYONE, SPLISH-SPLASH"



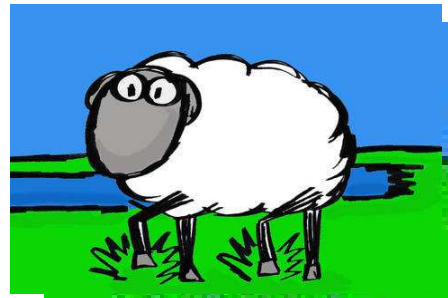
cry wheeee!!!



flap



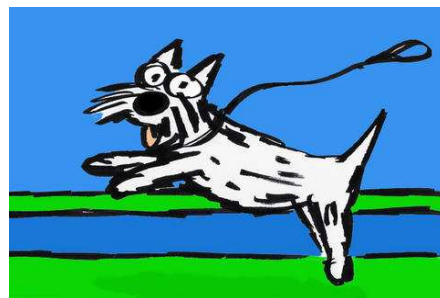
wiggle



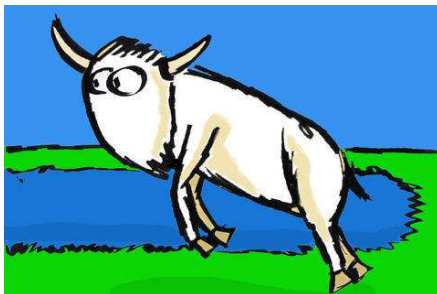
stamp



spring



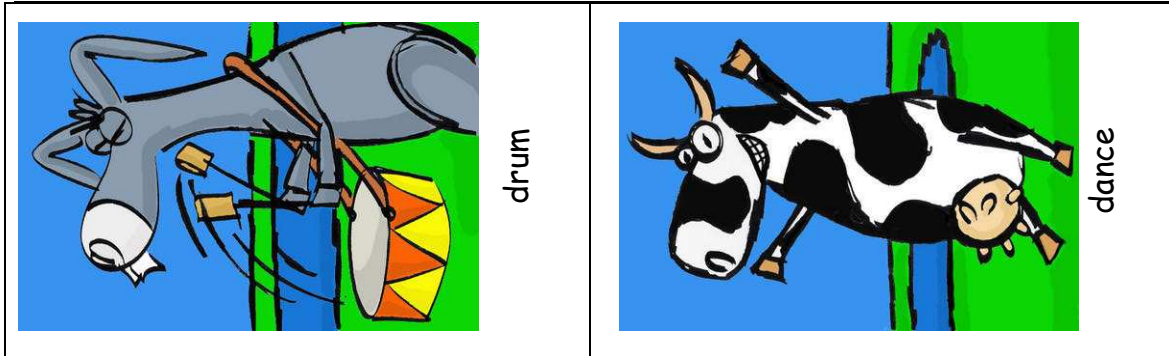
turn round



skip



prance



Teacher's notes

Language: animals: cat, cow, dog, donkey, duck, frog, goat, pig, pony, sheep;
 actions: cry wheeee, dance, drum, flap, prance, skip, splish-splash, spring,
 stamp, turn round, wiggle

Materials: small cards

1. Hand out cards (one per child), making sure that at least two have the same.
2. Give instructions:
 e.g. "Frogs, cry wheeee!"
3. The children having that card follow the instruction. The one who doesn't is out. The same happens if anyone does an action which is NOT in their card, in which case they must freeze.
4. When the teacher says "Everyone, splish-splash", everyone has to mime it.
5. The game ends when there is one child left; they are the winner.