

The “go-to”-game

<u>Target group</u>	2-6 years old children
<u>Material</u>	-
<u>Procedure</u>	Go to a place which is big enough to play. Think about different ways to go somewhere, for little children it's good to use animals like a lion, a monkey, a kangaroo, a snake, a mouse, a horse, a rabbit, an elephant, etc. It's always the same sentence: "go to the bench as quiet as a mouse" or "go to the statue like an elephant" or "go to the flowers jumping like a kangaroo" and so on.
<u>Variations</u>	<ul style="list-style-type: none"> • The animals can be represented by a rhythm: you can use a drum to imitate the specific rhythm of for example a horse, the big and slow walk of an elephant, the little and fast steps of a mouse, etc. The children have to hear what the rhythm is like and imitate the walk of the animals. • You can vary further: the child who does the wrong walk is out, but he or she can be referee and looks at what the other children are doing with the teacher. So he or she is not totally out of the game • This game can be used when you go for a walk! You can say to the children, that they have to go to the next bench (for example) but they have to go like an animal! So the walk is more fun :)
<u>Aims</u>	<ul style="list-style-type: none"> • learn about the different animals and their way of walking • listen carefully to know which animal is next • learn about rhythm

	<ul style="list-style-type: none"> • learn to look after the other children • become aware of one's body • become more self-confident: using one's body in the nature
<u>Comments</u>	<ul style="list-style-type: none"> • there shouldn't be more than 15 children, because otherwise they are in each other's way • you can play it in a room in the Kindergarten, or in a place in the town, or in a park, you just need enough space and enough places to go to.