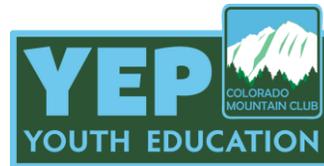


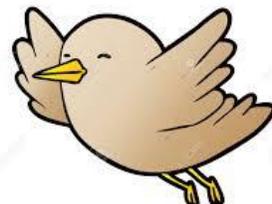
How Birds Move- Birdy Says!



Birds get around in different ways, and these movements are interesting to observe and imitate. Learn how birds move through this “Birdy Says” (like Simon Says) game.

Before playing this game, take a stroll outside to observe how some birds move, and try to answer the following questions:

- How do birds get around? (Fly, walk, swim, hop, soar, flap, migrate)
- Do all birds fly, walk, and swim the same way?
- What are some differences you have observed?
- Why do birds move? (Find food, get away from predators, find mates)



Playing the Game:

Birdy Says (Move Like a Bird!) (5-15 mins):

- City Strut- move head in and out as they walk, put hands behind your back, taking short steps (*imitate a pigeon*)
- Desert Soar- like **vultures**, students spread their arms and gently tip their bodies and arms back and form
- Shuffle-Shuffle- Students do their best **penguin** by holding their arms at a slight angle away from their bodies and shuffle with small steps and feet close together. A little swaying adds to the waddle
- Flit-around- Acting like the little helicopters **hummingbirds** are, students flap their arms from their elbows as fast as possible and over in one position. They can also fly up or down or even side to side.
- Step-stop- just like **robins**, students step, step, step, then stop to listen to worms

After you demonstrate, go through each of the movements with the whole class. Once they have each name and movement down, play “Birdy Says!”

Explain the rules: You will call out one of the five movements or tell them when you say “Hawk Approaching!” (potential predator) they must freeze! Players can only do what you say if you start with “Birdy says _____.” Anyone who moves when you call something out without “Birdy says” must take a seat. Additionally, if someone does the wrong movement, they also must take a seat

*Alternatively, instead of taking a seat and being “out,” keep track of how many times you made a mistake, and see who has the lowest number at the end of the game!

*for younger, you can teach only 2-3 movements.