

# WILD WIGGILYZ



## Games & Activities



### Overview

Students share information about Wild Wiggilyz animals through a series of games and activities.

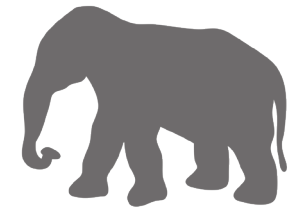
### Preparation

Handout Wild Wiggilyz to students or have each student pick one of their own to use for the following activities. Ask each student to discover as much information as possible about their particular animal. Wild Wiggilyz Animal Worksheets can be used to record answers.



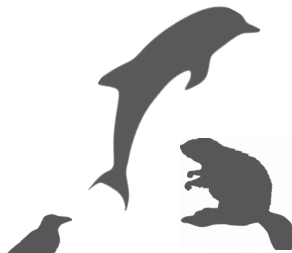
### 1. Who Am I?

*(Appropriate for all grades.)* An active game. Have students stand in a circle with one student in the center. Going in a clock-wise direction, each student takes a turn asking a yes/no question and gets to guess the center student's animal. A correct guess allows a student to move to the center and be asked about his/her animal. Continue until all the students' animals have been identified. Extension: students draw their animal in its habitat. Drawings may be used in a display.



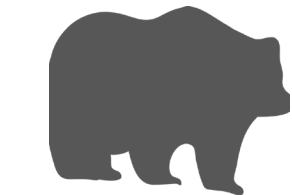
### 2. Charades

*(Appropriate for all grades.)* Each child acts out their animal without speaking. After animal is correctly, the student shares what they've learned about the animal (and recorded on their worksheet, if used). If the animal is not guessed correctly, the student or teacher may help by offering clues or one or two letters from the animal's name.



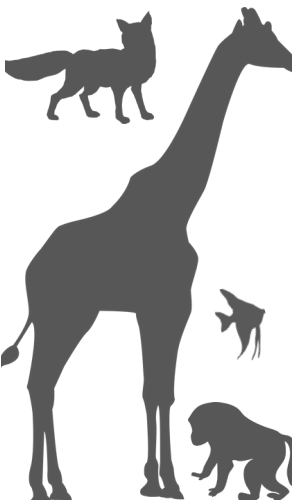
### 3. Skits

*(Best for 3rd grade and higher.)* Students get together in small groups (two to four) to plan a skit. It may be based on scientific facts or fantasy. Simple props may be used. Each group presents their skit to the class. If students have trouble coming up with an idea, you may offer them a scenario. (Example: What would happen if all your animals met at the supermarket? What would they say? What would they want to buy? How would they act toward each other?) Extension: Each student writes up their skit and illustrates it.



### 4. Web of Life

*(Best for 4th grade and higher.)* The web of life is a game in which students create a visible, physical representation of the connections between all living things. There are many versions of this game, but the essential components are a ball of yarn and students sitting or standing in a circle. The ball of yarn gets passed around by rolling or tossing it across the circle; students hold on to the yarn as it comes to them, unrolling the ball of yarn as they pass to another student. Very quickly, the students will have created their "web". Using Wild Wiggilyz, try some of the following ideas for moving the ball of yarn around the circle:



- Pass the yarn to a student with an animal that lives in the same environment/country/continent as your animal.
- Pass the yarn to a student with an animal that eats the same thing your animal eats. Or, pass to another herbivore/carnivore.
- Choose another student. Find out what animal they have. Find something that connects your animal with their animal in order to pass the yarn. If you can't think of anything, choose another student!
- The teacher gives the criteria for finding a student/animal to whom you can pass, changing occasionally: "Find an animal that needs water to live!", "Find an animal that eats leaves from trees.", "Pick someone with an animal that might want to eat your animal!", etc.