Mimicking Animals

Players take turns naming animals and telling them how they want them to move.

Example:

1. Waddle like a duck.
2. Run like a dog.
3. Bounce like a kangaroo.
4. Move your arms like a trunk of an elephant.
5. Gallop like a horse.
6. Swing like a monkey.
7. Roll like a pig.
8. Pounce like a lion.
9. Reach for the trees like a giraffe.
10. Fly like and eagle.