

Dog Feelings Charades Game

This game can be used to follow on from, *“Be a Friend to Your Dog”, Activity 3, Unit booklet 2, Recognising Feelings*. For the best outcomes, please ensure that prior to playing Dog Feelings Charades, students have engaged with this activity. NOTE: This game is not mandatory, but designed to reinforce learning.

Lesson Outline:

Students build upon their understandings of dog feelings through role play.

Desired Understandings:

Students can identify/recognise dog body language/feelings and make informed decisions on the appropriate level of contact with the animal.

Activity 1

Introduction

- Continuing on from Activity 3, introduce the students to role play. Allow students time to practice acting as happy, cheeky and scared dogs.

Activity

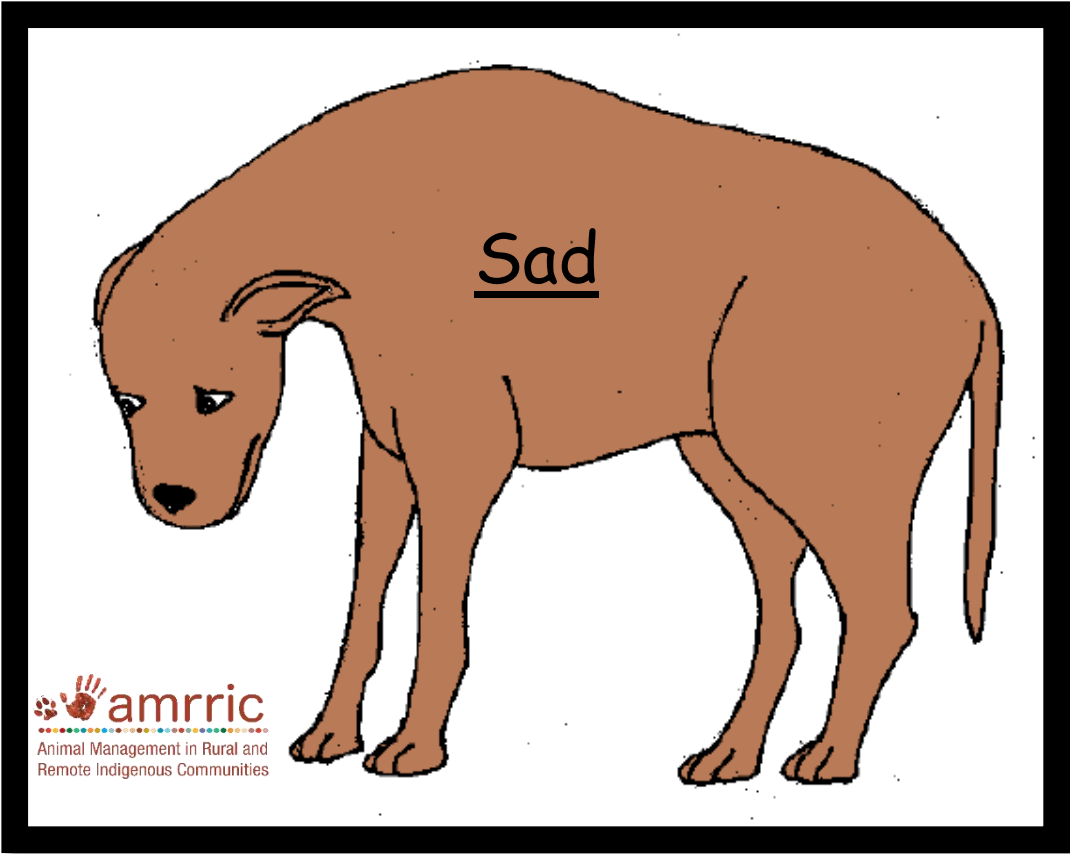
- Shuffle the Dog Feelings Charades game cards and choose a student to come to the front of the class and select a card.
- The student then needs to act out the dog feeling displayed on the card. For example if the student selects the “cheeky dog” they need to act out how a cheeky dog behaves.
- The rest of the class needs to guess what feeling/emotion is being performed.
- Once the feeling/emotion has been guessed a new student is chosen to select a card to perform in front of the class.

Extension

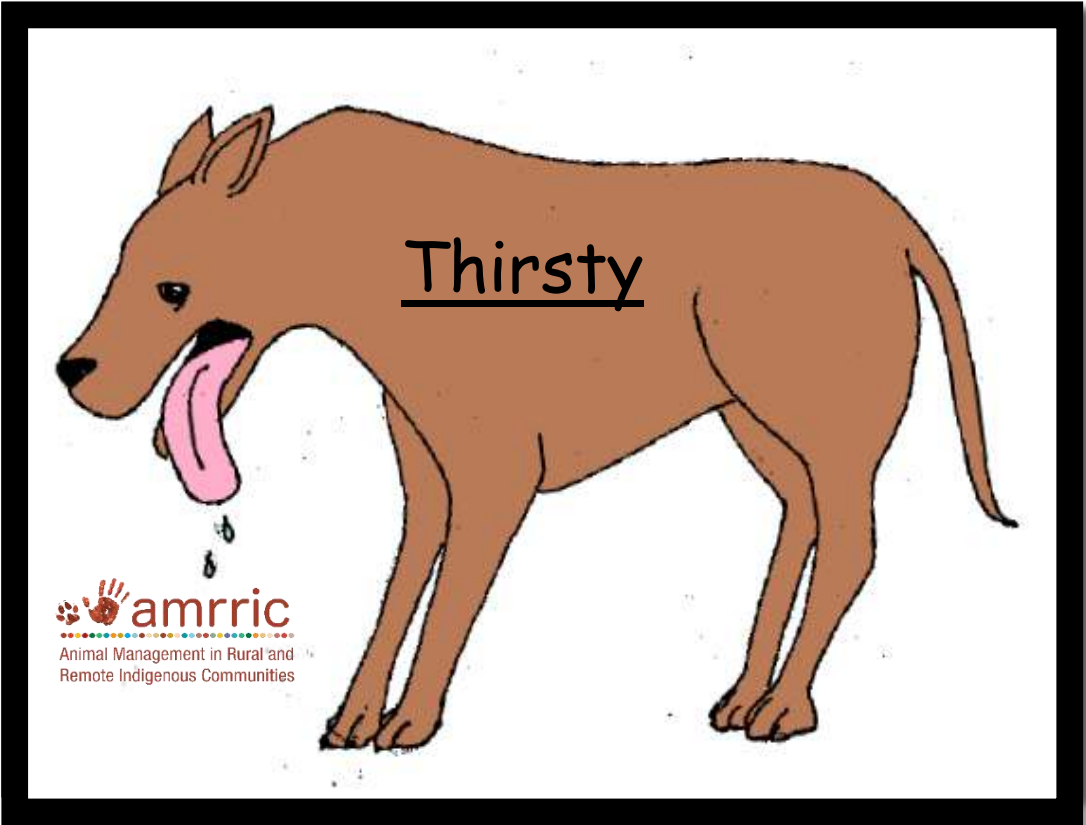
If students are moving quickly through the Dog Feeling cards, change the game so that it focuses on human feelings. Eg Cheeky Dog becomes Angry Person, Happy Dog becomes Happy Person.





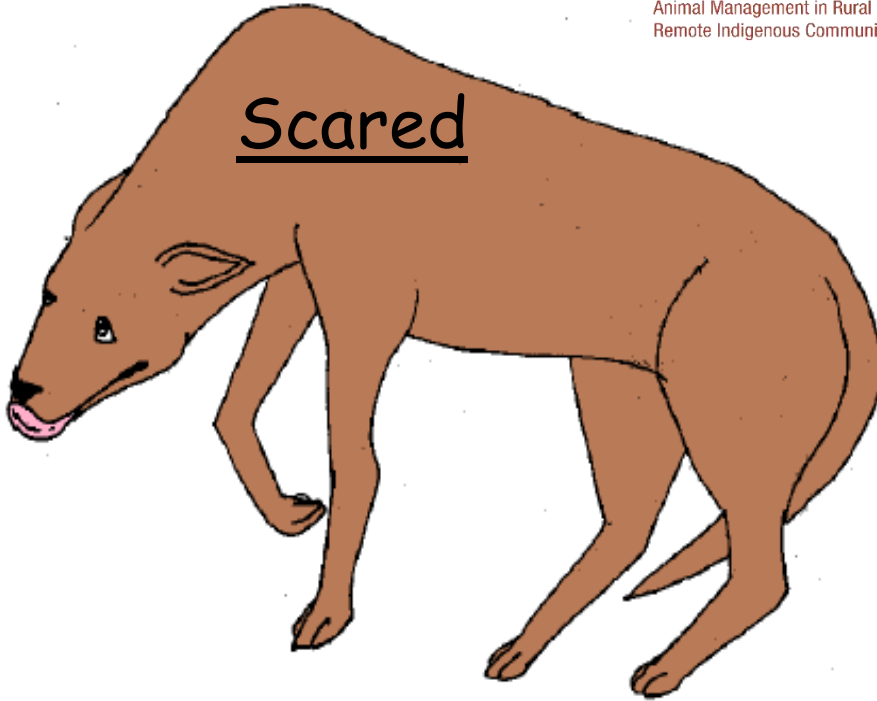


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Scared



Hungry

