

Dog Feelings Charades Game

This lesson plan for school years 2 to 4, aims to build students' knowledge on dog behaviour and reading dog body language, through a fun charades game. The download includes, Dog Feeling Charades Cards.

Resource Categories	Dogs; Dogs Feelings Charades; Activity; Card Game
Suitable Age Level	Year Two to Four
Desired Understandings	Students can identify/recognise dog body language/feelings and make informed decisions on the appropriate level of contact with the animal.
Resources Required	Dog Feelings Charades game cards
Additional AMRRIC resources to support lesson content	Be a Friend to your Dog, Unit Two, Activity Three (see for accompanying lesson plans)



Lesson Plan: Dog Feeling Charades Game

Introduction

- Continuing 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. E.g. Cheeky Dog becomes Angry Person, Happy Dog becomes Happy Person.







