Guess Who Bounces and Wiggles?

The following two sheets are reproducible picture cards for you to carefully cut along the lines indicated and organize them in the order of your choosing. Have your group sit in front of you and read the following directions aloud. When you are ready to begin, show your group one card at a time to allow them to see what animal is pictured. See if they can guess the sound that the animal on the card makes! How do these animals bounce or wiggle? Make this activity extra fun by having everyone move like the animals shown!

DIRECTIONS (READ ALOUD)

There are lots of animals in Bounce and Wiggle. Whether they bounce, hop, wiggle, slither, or fly, they all make different sounds! Do you know what sound a tiger makes? See if you can guess what sounds the following animals make.
DIRECTIONS: Cut along the dotted lines
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Guess Who Bounces and Wiggles Continues!
Which of these animals or things can bounce or wiggle? Circle the animal(s) or thing(s) that you think can bounce or wiggle and put an X on those that do not.
Ker-Plop Contest
Did you ever wonder how frogs could jump from lily pad to lily pad in a single leap? Or did you ever see an Olympic long jumper break the world record for the longest jump?

CHOOSE ONE OR BOTH:
1. Have each child stand in a line behind a mark on the floor made by a piece of masking tape. Affix one or two yard sticks on the floor with tape next to where the children will be jumping. Each child, in turn, must jump as far as he/she can without falling over. Use the yard stick to measure the distance he/she jumped. Record your findings for each child on the lines below. Announce who jumped the farthest as the “Bounciest Bouncer!”

2. Now it is time to see how high everyone can jump! Attach a few blank pieces of colored paper to a wall within the room. Have the children line up and measure each child’s height when standing normally using a yard stick. Write their name next to the measurement on the colored paper. Then, have them jump as high as they can. Use your hand to mark the spot their head reaches to. Allow two tries per child. Write their names next to the point they reach. When the contest ends, announce who jumped the highest as the “Bounciest Bouncer!” Award each child with a fun prize!

Write your scores below:

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Reproducible
Wiggle and Bounce Simon Says

Think you know how to play Simon Says? Follow these instructions and don’t forget to throw in a few twists along the way. Some sample Simon Says mix-ups are included below.

TO PLAY:
1. Have the children line up in front of you, about 10 feet away.
2. Tell the players that they should all do exactly what you say and do when you first say the words “Simon says.”
3. If they follow an order that doesn’t begin with “Simon says,” or if they fail to do what “Simon” says to do, they will be out of the game.
4. Begin the game with some simple commands of your choosing such as “Simon says, put your hand on your head.” Then throw in a few silly ones (some suggestions for commands are written below).
5. Play until one person is left. This is the winner!
6. If you choose to play again, let the winner give the commands for the next round.

BOUNCE AND WIGGLE COMMANDS:
• Simon says wiggle your tail like a dog
• Simon says bounce like a kangaroo
• Simon says wiggle like a worm
• Simon says bounce like a bouncy ball
• Simon says buzz like a bumblebee
• Simon says slither like a snake
• Simon says flap your wings like a bird

TRY THESE TO MAKE THE GAME A LITTLE TRICKY (DO NOT SAY “SIMON SAYS”):
• Quickly say “Do this,” and make a motion, like bouncing!
• Say something like “Straighten up the line,” in a casual manner to really make it tricky.
• Single out specific players to follow one command on their own. This may work for someone who is very good at the game. Say, “Chris, move back (or up) a step.”
• Ask someone a question. Point and ask, “What’s your name again?” or “How old are you?” If they answer, they are out!

Keep the pace moving fast! Everyone will be laughing so hard, they won’t care who’s in or out, or who wins or loses!
Hot Potato!
This game needs a little music, so find some tunes to go along with the fun! We suggest songs like "At the Hop" by Danny & the Juniors or "The Twist" by Chubby Checker. To begin, find a beach ball, balloon, or bouncy ball to play with! Then have everyone sit in a circle and read the directions below aloud. When the game ends, whoever is the last person left from the circle wins a prize!

READ THESE DIRECTIONS ALOUD:

- When everyone is ready to begin, pass the ball to the person next to you as quickly as you can! The ball will travel around the circle only when the music plays. As soon as the music stops, the last person holding the ball has to stand up and do a silly dance (maybe a hop or bounce too)! Let’s see your silly dances!

- When you have finished your dance, you must sit outside the circle as the game continues. The circle will get smaller and smaller as more of you get caught with the ball. When two of you are left in the circle, the last person caught without the ball is the winner!
Look Who Lost Their Shadows!

These animals need your help! They bounced so much, they lost their shadows! Can you help them wiggle their way to find them? Draw a line from the animals to their correct shadows.
Bounce into Color!
To color in the image below, first create the following key by coloring each box a different color. This will help you to color in the picture to the left. Then, once you have created your key, wherever you see a “1” on the picture, fill that space with the color in the “1” box. Wherever you see a “2” on the picture, fill that space with the color in the “2” box. Do the same wherever you see a “3” on the picture.

If you bounce into a puddle,
it’s best to bounce in boots.
Bounce Connect-the-Dots

Instructions: Connect the dots to form a picture. Color in the picture.