

Episode 124: "A Dark And Stormy Night" - Activity 24

Play the "If an Animal Could Say tengo hambre" game. Have your child and his/her friends sit in a circle. Ask them to each think of an animal and what they could feed it. Play begins with the first child saying, " If a _____ (child says name of an animal) could say " tengo hambre," then I would give it (child says name of food he/she would give the animal.)" Play continues around the circle, with each child saying the sentence and telling what he/she would feed the hungry animal. (As a variation, rather than moving around the circle, an element of chance can be added to the game by throwing a beachball to the first player who says his/her sentence. The first player then picks another child in the circle to throw the ball to, who in turn shares his/her sentence and then throws the ball on to another player in the circle.) After children have had experience with this basic version of the game, increase the complexity of the game by having players not only tell their sentence, but also recall the animals and foods mentioned by previous players. This version of the game is best played in a small group of children after they have had experience with the easier forms of it. Provide clues to children who need assistance in remembering previously mentioned animals and/or foods.

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