Animal Antics Popsicle Review Game

1. Take sixteen popsicle sticks and number them 1-16.
2. Print the game board. Lamination is optional.
3. Have students pull a popsicle stick from a container or bag. Personally, I use a recycled sour cream container. No peeking!
4. Match the number on the stick to the printed game board animal antic.
5. Say the memory work while performing the action.

Want to really spice things up?

Add four more popsicle sticks with red dots. If a child pulls one with the red dot, then the child gets to pull a second popsicle stick... except the PARENTS and tutor have to perform the memory work!
Flutter like a butterfly
Gallop like a horse
Slither like a snake
Swing like a monkey
Bounce like a kangaroo
Stomp like an elephant
Chomp like a crocodile
Stand like a flamingo
Strut like a rooster
Twirl like a ballerina
Waddle like a penguin
Crawl like a crab
Crawl like a baby
Prowl like a tiger
Fly like a bird
Hop like a frog