

IMITATING ANIMALS



The children in this game imitate animal sounds and attitudes, just as Krishna and the cowherd boys would do in the forest of Vrindavana. The teacher might first take the class to a zoo to observe and hear the monkeys, cows, lions, frogs, peacocks, peacocks, elephants, horses, snakes, etc.

The game can be enhanced in the following way. A child is chosen to lead the game by reciting one Hare Krishna mantra. He chooses an animal and tells all the other children to imitate it. Then he says which child in his opinion did the best. That child then leads the game.