Animal Relay Race

Objectives:

1. Participants will learn about the behaviors and tracks of native Pennsylvania animals.
2. Participants will be engaged in an active game.

Theme: Animals have different ways of getting around that give them different advantages.

Materials:

- Cones (can use any objects such as milk jugs, buckets, chalk, etc)
- Pictures at bottom of lesson plan
  - Gait Pattern pictures
  - Tracks pictures
- Scrap paper

Set Up:

1. Identify an open area in the house or backyard.
2. Use cones or another marker to establish the start and end of the area.
3. Pull up pictures of different animals on the computer or look at them in books
4. We recommend choosing 4 animals total, 1 from each group (Bear, Dog, Rabbit, Otter)

Introduction:

Animals have different ways of getting around!

Ask: What are some different ways that animals move?

- Birds fly, snakes slither, fish swim etc
Mammals that walk on their legs have different ways of moving too.

There are four main walking patterns seen in mammals:

1. **Pacer/Waddler**
   a. Bears, opossums, raccoons, skunks

2. **Diagonal Walker/Perfect Walker**
   a. Cats, dogs, coyotes, foxes, mountain lions, deer

3. **Bounder**
   a. Weasels, mink, fishers, otters

4. **Galloper**
   a. Squirrels, mice, chipmunks, groundhogs, rabbits

**How to Play:**

1. The goal of this game is to complete a relay race using the different walking patterns above.
2. Participants can either race against others or time themselves.
3. Participants start by the starting cone.
4. They are given four different animals and walking patterns
   - You can use the prints at the bottom of the lesson plan.
   - Alternatively, you can draw the walking patterns with chalk on a driveway, or cut out paper feet/circles to arrange in the different patterns.

[Links to resources provided]
5. Participants will walk/run like each corresponding animal to the far cone and back to the start cone until all four are complete.

Conclusion:

Different walking patterns lets animals move around in different places. Some tracks can appear smudged because the back foot steps in the same spot as the front foot (like the dog tracks seen below). How does your walking pattern help you move around?
## Getting to Know Track Patterns

<table>
<thead>
<tr>
<th>Family/Group</th>
<th>Front Toes</th>
<th>Back Toes</th>
<th>Claws Showing?</th>
<th>Track Shape</th>
<th>Normal Gait</th>
<th>Gait Pattern</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAT</td>
<td>4</td>
<td>4</td>
<td>NO</td>
<td>Diagonal</td>
<td>Diagonal Direct Register</td>
<td></td>
</tr>
<tr>
<td>DOG</td>
<td>4</td>
<td>4</td>
<td>YES</td>
<td>Diagonal</td>
<td>Diagonal Indirect Register</td>
<td></td>
</tr>
<tr>
<td>BEAR</td>
<td>5</td>
<td>5</td>
<td>YES</td>
<td>Pacer</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(Raccoon &amp; Opossum Are Also Pacers)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DEER</td>
<td>Hoof</td>
<td>Hoof</td>
<td>---</td>
<td>Diagonal</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RABBIT</td>
<td>4</td>
<td>4</td>
<td>Sometimes</td>
<td>Not Shown</td>
<td>Galloper</td>
<td></td>
</tr>
<tr>
<td>SQUIRREL</td>
<td>4</td>
<td>4</td>
<td>Sometimes</td>
<td>Not Shown</td>
<td>Galloper</td>
<td></td>
</tr>
<tr>
<td><strong>Pacer/Waddler</strong></td>
<td><strong>Diagonal Walker</strong></td>
<td></td>
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<td>--------------------</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Black Bear</td>
<td>White-Tailed Deer</td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Bounder</strong></th>
<th><strong>Galloper</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Mink</td>
<td>Cottontail Rabbit</td>
</tr>
</tbody>
</table>