

“Move along animal footprints” – (René Koppel 2018 “ELU”)

“Jäljeaabits” (“Footprint Primer”, published by State Nature Conservation Centre in 2015) is used

The game is suitable for everyone. Opening the lock develops puzzle-solving skills, fine motor skills and collaboration. Together with a friend or a classmate, one has to come up with a solution for opening the lock. There are elements of surprise and learning in the game (footprints and animals) and also motor skills (walking pattern).

Goal: calm active children down and introduce the paw prints of different animals.

Materials: laminated footprints, “Jäljeaabits” (“Footprint Primer”).

Playing the game:

- Scan the QR code with your tablet / phone.
- From the “Footprint Primer” you will find footprints of different animals and birds, and their movement patterns.
- Pick a footprint pattern from the primer and imitate it with colourful laminated footprints you find from the box on the floor.
- Move / jump along the footprints like the chosen animal or bird does.

