

little MIME



Ages: 2.5-5 years



Includes: 30 "animal" cards



Aim of the game: Help the animals get home by acting like their mums.

The baby animals are lost. Quick – help them find the way back home!



Playing the game: Put 4 "animal" cards on the table, face up, in the middle of the players.

Explain to the children that these animals are lost and they must help them get home. To help them, they need to act like the animals' mums.



Cluck cluck



Woof



Baaaaa



Ribbit

The first player begins. They secretly choose an animal from the table without telling anyone and copy what it says, what it does, or both.

Working together, the other players try to recognise what animal it is.

When a player thinks they have recognised the animal, they say it out loud (or point at the picture for younger children):

- If it is the right animal, then it can go home to its mother. The card is removed from the table as it has gone home. Then it's the next player's turn, who chooses a new animal to imitate...

- If the other players do not guess the right animal, it stays where it is. Then it's the next player's turn. They can choose to act like the same animal or a different animal.

N.B.: For the first turn, it is best to choose an adult as the first player.

End of the game:

When all 4 animals have found their way home, the players have won the game!

Variants for older children:

The game is no longer played working together as a team but as a competitive game: the player who recognises the animal the quickest wins the card.