

## Instructions: Animal Movement - Swim, Walk, Fly

1. Cut out and prepare the 3 Category Cards, the 3-Part Cards, and prepare the Control Chart (no cutting required).

[Learn how to prepare 3-Part Cards](#)

2. Discuss various modes of movement and why animals might use a particular mode over another.

3. Introduce the animal cards to the children.

[Learn how to use 3-Part Cards](#)

4. Discuss how each animal moves and how their bodies have adapted to their environment (environment & predators often dictate movement)

5. Show the children how to sort the animal cards under the correct 3 Category Cards and then use the Control Chart to check their work.

6. The children can make their own Animal Movement Chart by using clip art images, pictures cut from used magazines, or draw their own.

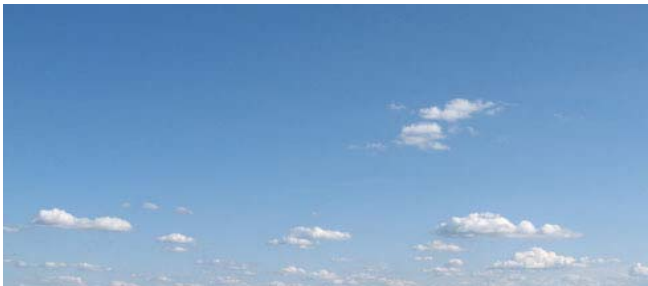


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### 3 Category Cards



Walk / Climb



Fly



Swim

Animals that Fly 3-Part Cards



bat



dragonfly



eagle



hummingbird



hoverfly



ladybug



Animals that Walk and/or Climb 3-Part Cards



dog



monkey



stick insect



lizard



elephant



squirrel



Animals that Swim 3-Part Cards



dolphin



octopus



stingray



sea turtle



jellyfish



fish



# Animal Movement



Swim



Walk / Climb



Fly

