

Simon Says Action Cards by KidsPrintAndPlay

Animal Moves — Ages 4 to 8

Animal-inspired movement that stays in personal space.

How to play

How to play: Leader reads a card. Players move like the animal described. Cards never print Simon says; leader decides when to add it. Stay in your own space and keep movements small.

Space and body safety

Space and body safety: Keep animal moves inside your bubble. Hands and feet stay under you, avoid bumping others, and keep landings soft with bent knees.

Theme guidance: Animal Moves use imagination without leaving your area. Any hopping or balancing includes a seated or soft-landing alternative.

Non-elimination scoring — first to 10

Score: Non-elimination. Earn one point for each correct action. Individual or group completes a round at 10 points. Celebrate at 10 and start again. No elimination.

Score tracker — 10 points to finish (use for one player or the whole group)

1	2	3	4	5
6	7	8	9	10

Color or check one box per correct action. First to 10 completes a round.

Theme variation

Variation — Sound Off: Add the animal sound quietly, then do the move silently on the next turn.

Optional classic elimination (optional)

Optional classic elimination: You may optionally play where a mistake means pause one turn then rejoin. This is optional, never the default.

Printing tips: US Letter or A4, grayscale, low-ink. Cut along dashed lines for 18 cards. Laminate if you like for reuse.

Animal Moves — Cards 1 to 6

Cut on dashed lines. Each card has a simple line icon and clear action text.

1



Move like a bear on hands and feet for four steps

2



Flap wings like a small bird in place

3



Hop like a bunny with soft landings — seated option: tap feet like hops

4



Stomp gently like an elephant in your space

5



Waddle like a penguin with small steps

6



Stretch long like a cat after a nap

Cut cards apart. Keep space between players. Use seated or wall-support options where printed.

Animal Moves — Cards 7 to 12

Cut on dashed lines. Each card has a simple line icon and clear action text.

7  Slither arms like a snake in the air	8  Gallop like a horse without leaving your area
9  Crouch low like a turtle then stand tall	10  Leap like a frog and land with bent knees — seated option: lift heels and bend knees seated
11  Balance like a flamingo for five counts — seated option: lift one foot slightly	12  Clap like a seal sitting on a rock

Cut cards apart. Keep space between players. Use seated or wall-support options where printed.

Animal Moves — Cards 13 to 18

Cut on dashed lines. Each card has a simple line icon and clear action text.



13

Wiggle like a puppy shaking off water



14

Move neck like a giraffe looking high and low



15

Shuffle like a crab side to side



16

Pounce softly like a kitten — seated option: gentle arm pounce seated



17

March like an ant in a tiny circle



18

Crawl like a caterpillar with slow hands and knees

Cut cards apart. Keep space between players. Use seated or wall-support options where printed.