



**Long Activity**  
**Ages 3–5**  
**40 minutes**

## **Playdough Animals**

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### **Description**

Create animal replicas using playdough.

### **Competencies**

- Creative and imaginative thinking
- Development of fine motor skills
- Planning skills
- Creative expression
- Spatial relationships
- Understanding and appreciation of animals

### **Materials**

- Playdough (various colours)
- Pencils
- Paper

### **Preparation**

- Prepare the room for a program that uses playdough
- Print out photographs of various animals or cut them out of discarded magazines

### **Implementation**

1. Participants attempt to recreate one or more of the animals they see in the pictures using playdough (e.g. construct the animal in 2D on a sheet of paper or construct the animal in 3D)
2. For an added STEAM (Science, Technology, Engineering, Art, and Math) component, instruct participants to find the geometric shapes in the animal, like circles, ovals, triangles, rectangles, and squares; use a pencil to draw the same shapes on a sheet of paper and then fill in the shapes with playdough

3. Optional: Experiment with shaping the playdough in way that represents a different position of the animal other than the one picture:
  - a. What would it look like if it were moving?
  - b. What would it look like if it were hunting?
  - c. What would it look like if it were eating?

## Book Suggestions

*At the Pond* by Werner Zimmerman

*City Critters* by Antonia Banyard

*Discovering Animals: English, French, Cree* by Neepin Auger

*Do Frogs Drink Hot Chocolate?* By Etta Kaner

*Drawn from Nature* by Helen Ahpornsiri

*Mi'kmaw Animals* by Alan Syliboy

*My First Book of Canadian Birds* by Andrea Miller

*Picture the Sky* by Barbara Reid

*Splish, Splash, Foxes Dash!* by Geraldo Valério

## Images and Templates

