

Using Activities in a Story Program

Harriet the Spy

Ripples

- Form a single-file line
- The object is to follow the movement of the person directly in front of you
- Have the line leader begin a movement
- The second person follows the leader, but the third person follows the second
- All movements should be done while standing in place, so the line does not move around the room
- The result should be a ripple or wave effect to the motion

Real-life Drama

- Have players sit in a circle and take turns telling the most dramatic thing that has happened to them (limit their story to one minute)
- Then divide the group into smaller groups of 4, 5, or 6 -each group combines several of the true-life incidents to make a dramatic skit
- Perform the skits to the entire group being as dramatic as possible (think "Perils of Pauline")

Yes-No-Black-Blue Taboo

- Before the program, create a "safe zone" area by marking a circle on the floor outlined in masking tape
- Divide the group into two teams and line up relay-style
- Going back and forth between teams, ask each child a question that requires an immediate response. They cannot use the words yes, no, black, or blue in their answer
- If a question is answered without using one of the taboo words, that person can advance to the "safe zone"
- The first team to have all its members safe wins
- Sample questions:
 - Are you eight years old?
 - Do you like homework?
 - What color is a bluejay?
 - Do you have a red sweater?
 - What color is a blackboard?
 - Is your hair green?

Everything on a Waffle

E-M-O-T-I-O-N

- Before the program, write a different mood on several slips of paper (angry, afraid, happy, etc.)
- As the group enters the room, have each person write a sentence on a slip of paper and drop it into a box or basket
- Have participants take turns drawing a sentence and a mood then reading the sentence while expressing the feeling of the mood
- Have the rest of the group try to guess what mood was being conveyed

Amber was Brave, Essie was Smart

Three Headed Monsters

- As participants enter the room, have them write down a question they would like to ask a three-headed monster
- Select three volunteers who will stand shoulder to shoulder with their arms about each other's waists to be the monster
- As questions are asked, the monster must answer by saying one word with each of its heads
- Give other participants a chance to be the monster

Building a Bridge

- Before the activity, place several items throughout the room as obstacles (a chair, a table, a stack of books, etc.)
- Have the group place themselves at one end of the room
- The entire group must make a bridge from one end of the room to the other using only themselves

The Tin Forest or Weslandia

Invisible Sculpture

- Have everyone stand or sit in a circle
- Pull a chunk of invisible space out of your pocket and allow it to expand
- Use your hands to shape the space into an everyday object (fishing pole, baseball bat)
- Press the invisible space back into a ball and pass or toss it to another person in the group
- Give everyone a chance to create a shape out of the invisible space

In My World

- Tell the group that they are going to create an area to live
- Begin by brainstorming a few things that are needed -air, water, sunlight, etc.
- Bring a group member up to pantomime the air, one for the water, etc.
- After the first few things are added, allow children to callout more items that are needed (animals, plants, etc.) then they can become that item
- When everyone is a part of the area, allow a few moments of quiet time, then give the children a chance to quietly make the sound of their item

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