

Kids Love Musicals!

PLAYTIME AT HOME

Free and structured play time are both important components to learning. They provide a wonderful counterbalance to virtual and book lessons.

UNIT FOUR:

PETER PAN

LULLABY AND GOODNIGHT

Building on last week's image exercise, think of images and words you like to hear right before you go to sleep. What objects, experiences or people bring you comfort and joy?

1. Take 5 minutes to brainstorm words and images.
2. Pay attention to rhyming words or items that can be placed into categories or begin with the same letter.
3. Once you've organized your thoughts, think of a familiar tune that might work as a lullaby - "Twinkle, Twinkle Little Star...", "Frere Jacques (Are You Sleeping)" or "You Are My Sunshine," and begin playing around with the lyrics.

For example (to the tune of "Frere Jacques")

*Go to sleep, go to sleep ... little one, little one
Sun and stars are shining ...
Just for you, just for you...*

Or (to the tune of "Jingle Bells")

*[Name], [Name] ...
You're my precious one
I love you so very much
You fill my life with fun -UN. (2X)*

CAPTAIN SAYS

Just like "Simon Says," a leader plays "Captain" and the remaining players must do anything the leader asks, as long as they say "Captain Says." If the leader asks the players to make a gesture or movement without first saying "Captain Says," they are immediately eliminated from the game. This is a fast-paced game in which whomever is playing "Captain" tries to trick players into following them without saying the aforementioned "Captain Says!"

WHERE'S MY SHADOW?

Engage in a simple mirror/shadow exercise with a partner. Working together, take turns as both leader and follower to mimic facial expressions, gestures and body movements striving to work together as a single unit. This exercise can be done virtually as well - via Skype, FaceTime or Zoom

"X" MARKS THE SPOT!

There's something fascinating about a map!

1. Create your very own map of Neverland. Close your eyes and imagine the various spots (Mermaid's Cove, Tiger Lily's Village, Peter's Tree house, Captain Hook's Ship, etc.) as well as the various terrains (mountains, forests, the shore lines, rivers, lakes etc) are found on the island. Draw a detailed and scaled map. Make sure you create a legend!
2. Make a detailed map of your house and/or back yard. Once you've created the map with a legend, hide (or have someone hide) clues with small trinkets (stickers, pencils, candy, toys or coins) at various spots on the map as you search for hidden treasure. "X" marks the spot!

CAPTAIN ON DECK

This is a deviation of "Captain on Deck" as described in the video. Once again, one player acts as Captain. The other players are pirates on a ship and mime doing pirate chores like hoisting sails, swabbing the deck, steering the ship, walking the plank, etc. As the Captain "boards" the ship proclaiming "Captain on Deck!", activities must stop immediately and the pirates must salute their captain. If a player doesn't immediately freeze to attention and salute the captain, they're "out."

Another variation of this game:

1. Designate a playing area and ask players to scatter themselves around the space.
2. The "Captain" calls out pirate-themed orders that the players must listen to and follow, for example, "Hit the deck" (lay down on your stomach) or "Shark!" (everyone must run to a designated home base).
3. Any player who confuses the order or is unable to find a partner or complete the order quickly is eliminated from the game until the next round.