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Around the World

LitART Recreation**Good Morning, Doctor De Soto****Objective**





To identify your classmate's voice.

Set-Up

1. Select one student to be Doctor De Soto.
2. Doctor De Soto must close his or her eyes and face away from the group.

Process

1. The leader secretly selects a player to talk to Doctor De Soto.
2. The selected player says, in a disguised voice, "Good morning Doctor De Soto."
3. Doctor De Soto says, "Hello _____. How can I help you?" and tries to name the speaker.
4. If Doctor De Soto incorrectly identifies the speaker, the speaker must say, "I'm not _____, but I'm here for my tooth."
5. Doctor De Soto says, "Oh hello _____, I'll fix your tooth," again trying to name the speaker.
6. If Doctor De Soto correctly identifies the speaker, he or she remains Doctor De Soto. If Doctor De Soto is incorrect, the new player becomes the Doctor.
7. To continue to play, the leader secretly selects a new student to talk to Doctor De Soto.

	Energy Level: Mild
	I/O/E Either
	Grouping: Whole Group
	Complexity: Medium Low
Materials: none	

Doctor De Soto Goes to Africa

by William Steig

Book
Connection