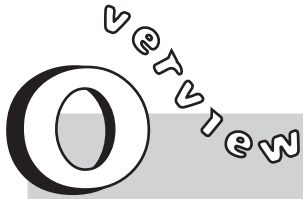




Too Cool



Students play pantomime/improvisation games based on *Two Cool Cows*.

Preparing

- Review the story *Two Cool Cows*.

Doing

- Tell students the object of this pantomime/improvisation game is for pairs of students to act like certain animals.
- Select two students.
- Secretly tell the two students their animal (or allow them to think of one on their own). The performers must be two of the same animal.
- After about 30 seconds of performance, say “Freeze.”
- Invite the audience to guess the animal. If they do not guess correctly, the performers continue on for another 30 seconds. If the audience does guess correctly, two new performers are chosen.

Extension

- Explain one modification of the above game: the pairs of performers are always cows. They are given an emotion or style to portray as they move and act like cows.
- The LitART Family Cards could be used for emotion ideas. For example, if the word is happy, the pair would be two happy cows for 30 seconds. The audience would guess by calling out the phrase “two ____ cows” and inserting the word they felt described the cows.

Creative Response



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PING 

Materials

- none

Creative Response

