

Peppy's Shadow

Games and Activities-of-the-Month

Activity: Songs and Lyrics

Peppy's Song. (Song and lyrics/choreography available as free download)

Activity: Shadow Puppets

- Peppy and Petito puppets. (Available as punch-outs in Peppy's Shadow storybook or free downloads in My Activity Book, page 26.)
- Wolf puppet and masks available as free downloads.
- Shadow Puppet stage directions (available in Peppy's Shadow storybook or My Activity Book, pages 28-31).
- Script. (Available as free download for Shadow Puppet activity)

Games: Air Balloons
Balloon & Bubblegum Relay

Once Upon a Time (character game)

Game: Air Balloons (to Peppy's Song)

Needed: Balloons. Peppy's Song. (Song and lyrics available as free downloads)

Objective: Keep the balloons floating in the air for the time it takes to sing or listen to Peppy's Song.

Rules: Form two circles and start the balloon going around from player to player,

keeping the balloon in the air at all times. The circle that keeps its balloon up the longest wins.

Repeat as long as there is interest.

Games and Activities-of-the-Month, continued

Game: Balloon & Bubblegum Relay

Needed: Balloons. Bubblegum (wrapped, individual pieces). An open space with a non-slip floor.

Rules: Blow up the balloons, with a wrapped piece of gum inside each one. Set the kids in lines of two

or three teams. Place a balloon at the finish line for each team. When you say, "Go!" a player will skip to the finish line and pop the balloon, grab the folded piece of gum that was inside, unwrap it, and blow a full bubble. Once the player has blown the full bubble, he/she may skip back to the beginning of the line, touch the next player's hand, and it continues until the first team to finish wins. (As each player is skipping back to the beginning of the line, place another

blown up balloon, with a wrapped piece of gum inside, at the finish line.)

Game: Character Game (adapted from Auto Parts)

Needed: Story. Chairs.

Players: 2 or more players

Objective: A game where you race for your chair. Don't be last.

This is a lot like musical chairs but players move to the elements of a story, not to music.

Rules: Chairs are set up in a circle. Players sit in the chairs. Players are assigned names of characters

who are in the story. A character's name can be assigned to more than one player.

(Peppy, Pepito, Wolf) The storyteller tells the story using the game-characters.

When the players hear their character names in the story, they get up and follow the storyteller around the outside circle of chairs. When the storyteller yells, "oo la la" each player

scrambles for a seat. The last player to be sitting in a chair is the winner.

Here is the story:

Once upon a time, a dog named <u>Peppy</u> liked nothing better than to bark and gnaw and chase and chew.

And once upon a time, there was a shadow puppet named Pepito who wanted a friend.

Oo la la!

Peppy loved to play with lights and shadows and one day,

Peppy chased her shadow into a shadow puppet box.

Pepito was dancing in the shadow box.

But there was a very big shadow in the shadow box, tool Oo la la!

Peppy chased the big shadow.

Peppy gnawed at the shadow.

Peppy chewed on the shadow's shoes.

Oo la la sang the Diva. Peppy barked at the shadow, too. Oo la la said the stagehand.

Then Peppy pulled and pulled. Oo la la said the costume designer.

Games and Activities-of-the-Month, continued

Here is the story, continued

<u>Peppy</u> pulled the shadow out of the shadow box. It was the big bad not-so-scary <u>Wolf</u> looking for the 3 Little Pigs or Red Riding Hood. Oops Wrong Story, said the director. Sor-ry, said the <u>wolf</u>.

Good Peppy, said the director. You saved Pepito.

You saved the show. Oo la la. The children clapped and cheered.

Pepito danced.

Then Peppy patted Pepito's nose.

Pepito smiled at his new friend. Oo la la!

From than on Peppy walked in her own shadow and Peppy lived happily ever after.

In the right place and at the right time, even barking and gnawing and chasing and chewing can be positive talents. <u>Oo la la!</u>