



60 mins

Jump
straight in

Odd socks



Aim of activity

You'll never look at your socks in the same way again! Transform lifeless clothing items into a gang of quirky characters and use them to tell a story every bit as silly as they are.

What you'll get out of it

- Learn about the structure of a story
- Develop performance skills
- Use your imagination
- Work as a team

What you'll need

- A bag of socks, 1 sock per girl (socks can be old, as long as they're clean)
- Googly eyes, 2 per girl
- Glue
- Scissors
- Craft materials for decorating the sock puppets, such as scraps of fabric and fake fur, sequins, feathers, wool, felt-tip pens, wrapping paper

WE DISCOVER, WE GROW
Girlguiding



Before you start

Your Leader will lay out the craft materials at one end of the space.

What to do

1 Sit together in a circle on the floor.

2 Your Leader is going to take a bag around the circle. Without looking, put your hand in and pull out a sock – this sock is going to become a hand puppet!

3 You now have 15 minutes to transform your sock into a character using the craft materials. Your puppet's most important feature is its eyes, so be sure to stick these on, but everything else is up to you. You could add hair, clothes or any other features you like. Remember to share the craft materials fairly among your unit.

Top tip

If your unit prefers, you could stick the decorative items onto your sock puppets using just tape. This will mean you can peel the items off at the end and use the sock as a sock again!

4 When your time's up, come back into a circle. Put your puppet onto your hand and spend a few minutes getting to know it. Think about the following questions.

- What's your puppet's name?
- What do they like and dislike?
- What's their personality like?
- What's their voice like?

5 Get into groups of three. Find a space to sit together, and introduce your puppets to each other.

6 In your group, create a very short story or scene, using your puppets as the main characters. Like all good stories, yours should have a beginning, middle and end.

When creating your story, you could decide what will happen and then practise acting it out using your puppets. Or you might prefer to just make the story up as you go along. Both ways are fine.

Top tip

If you're struggling to think of an idea for your story, your Leader can help by suggesting a title such as 'The Disaster', 'The Birthday Party', 'The Misunderstanding' or 'The Summer Holiday'.

7 After 15 minutes, one group at a time, use your puppets to act out your story. While you're watching the other groups perform, see if you can spot the beginning, middle and end of their stories.