Splat bang zoom

Aim of activity
Discover some wonderful words in this fun and active game. Move your body and make all sorts of noises to experiment with special storytelling words.

What you’ll get out of it
• Learn about words
• Experiment with movement
• Use your imagination

What you’ll need
• A storybook (optional)

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Words are wonderful things, and there are so many to choose from! When we tell a story, we try to use words that help people to really imagine what’s happening in the story. There’s a type of word that’s extra fun for using in stories – it’s called ‘onomatopoeia’. Can you say on-oh-ma-toh-pee-ah? An onomatopoeic word sounds like the thing it’s describing – like ‘bang’, or ‘pop’.

Have some fun using your bodies to explore these words!

What to do

1. Find a space, making sure you can see and hear your Leader.

2. For this game, your Leader is going to be the ‘Caller’. When the Caller calls out a word, you need to repeat it back to her, and use your body to make a movement for that word.

Think about how the word makes you want to move. For example, for the word ‘HISS’, you could slither like a snake. For the word ‘BUBBLE’, you could pretend to float around softly, and for the word ‘SQUELCH’ you could move like you’re stuck in deep mud.

3. Caller, call out the word ‘ZOOM’. Encourage everyone to repeat it, and start zooming around the space, saying ‘ZOOM’ as they go.

4. Caller, now call out ‘BOING’. Again, everyone should repeat the word, and then start doing a boing-y movement, while continuing to say the word.

5. Now you know how the game works. Every time the Caller calls out a new word, make up a new movement. It doesn’t matter if everybody does the same movements or different ones – as long as you’re all moving your bodies!

Caller, here are some more words for you to choose from:

| SPLAT  | BUZZ   | QUACK  |
| SPLASH | MUNCH  | SWOOSH |
| BANG   | FIZZ   | THUD   |
| HISS   | POP    | FLUTTER|
| CRASH  | ROAR   | CRUNCH |
| BUBBLE | SIZZLE | BUMP   |
| SQUELCH| PUFF   | GIGGLE |

6. Once you’ve had enough, talk as a group about any fun new words you learned today. If you were making up a story, which onomatopoeic words would you most like to use?

Take it further

After this activity, you could listen as your Leader reads a story. Put your hand up every time you hear an onomatopoeic word like the ones you’ve learned in this game.