

# Splat bang zoom



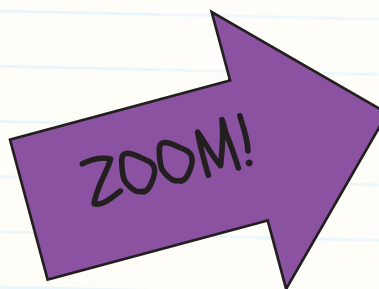
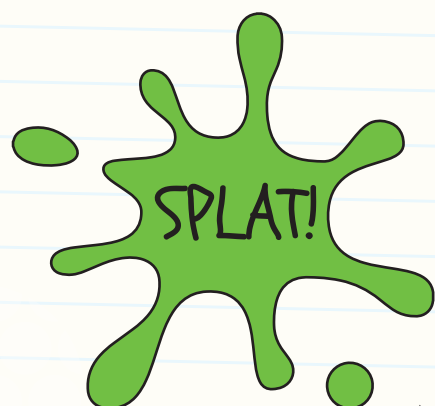
Storytelling



20 mins



Give it a go



## 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)



WE DISCOVER, WE GROW

**Girlguiding**



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

## Top tip

When you have played for a while your Leader could choose Rainbows to take turns being the Caller.

**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.