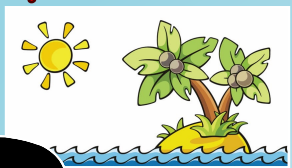
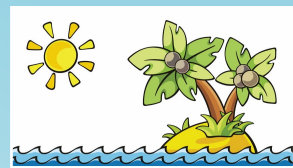


Body control and action replication



THE ISLAND



LEARNING..
 TO BE ABLE TO COPY AND PERFORM;
 SWIMMING ACTIONS, SLOW MOVEMENTS, FAST MOVEMENTS, STILL SHAPES, MOVING SHAPES



YOU HAVE SET SAIL FROM YOUR CLASSROOM; YOUR DESTINATION IS.....THE 'SECRET ISLAND'



YOU ANCHOR YOUR SHIP JUST OFFSHORE AND MUST SWIM AROUND THE OUTSIDE OF THE ISLAND - BE CAREFUL BECAUSE SOMETHING LIVES ON THE ISLAND!

WHEN YOU RETURN TO THE SHIP YOUR CAPTAIN TELLS YOU THAT AT THE RIGHT MOMENT WE MUST SNEAK ON TO THE ISLAND - BUT WE MUST MOVE AROUND VERY QUIETLY AND VERY VERY SLOWLY - WE MUST NOT WAKE 'THE SOMETHING'

USE MUSIC WHEN YOU WANT CHILDREN SWIMMING; STOP MUSIC WHEN YOU WANT CHILDREN TO ENTER THE ISLAND!

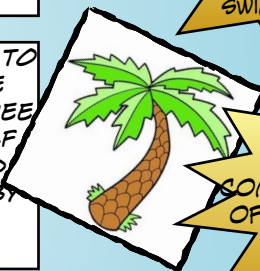


WHEN LEAVING THE BOAT CAN CHILDREN JUMP OVERBOARD INTO THE SEA? CAN THEY SHOW DIFFERENT SWIMMING STROKES?



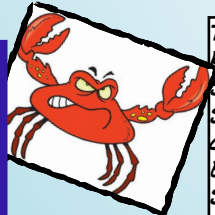
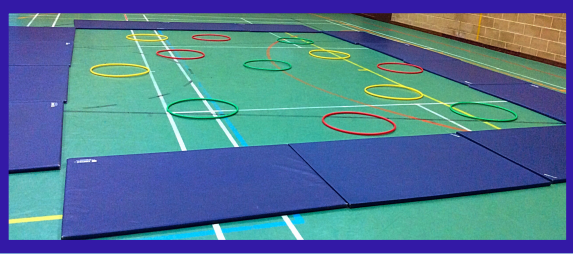
THE CAPTAIN CALLS YOU AND ASKS YOU TO SWIM BACK TO THE BOAT; IT IS TIME TO TELL YOU WHAT LIVES ON THE ISLAND.....WE HAVE LANDED ON THE ISLAND OF KOMODO - HOME OF THE MIGHTY KOMODO DRAGON!

THE CAPTAIN TELLS YOU THAT AT THE RIGHT MOMENT WE MUST SNEAK BACK ON TO THE ISLAND - IF YOU HEAR THE CAPTAIN SHOUT 'KOMODO!' YOU MUST RUN INSIDE ONE OF THE HOOPS. IF IT'S A GREEN HOOP YOU MUST MAKE THE SHAPE OF A TREE AND STAY PERFECTLY STILL! IF IT'S A YELLOW HOOP YOU MUST MAKE YOURSELF AS SMALL AS POSSIBLE AND HIDE PERFECTLY STILL IN THE SAND. IF IT'S A RED HOOP PRETEND TO BE A KOMODO DRAGON YOURSELF - BUT STAY VERY STILL, BY DOING THIS YOU MAY FOOL THE KOMODO DRAGON INTO THINKING YOU ARE NOT THERE!



WHEN ON THE BOAT CAN CHILDREN COME UP WITH SOME IDEAS OF WHAT MAY LIVE ON THE ISLAND??

LAYOUT: The Island

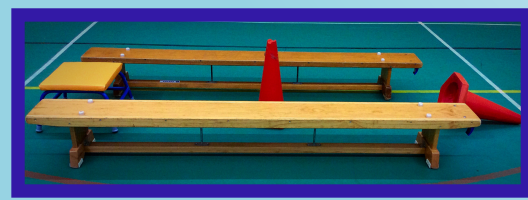


THE CAPTAIN CALLS YOU BACK TO THE SHIP - HE THINKS THE KOMODO DRAGON MIGHT WAKE UP VERY SOON. THE CAPTAIN SUGGESTS THAT WHEN WE NEXT GO ON TO THE ISLAND THAT WE SHOULD TRY AND TRICK THEM BY MOVING AROUND LIKE SOME OF THE OTHER ISLAND ANIMALS - IF THE CAPTAIN SHOUTS 'KOMODO' EVERYONE MUST FREEZE IN THEIR SHAPE AND HOLD IT PERFECTLY STILL - KOMODOS CAN ONLY SEE YOU IF YOU MOVE!

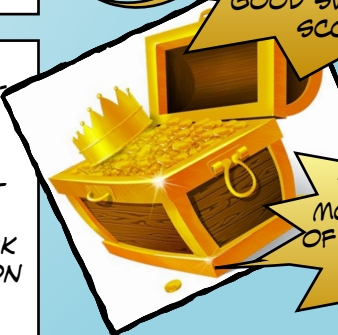


WHEN EVER YOU NEED TO BRIEF THE CHILDREN GET THEM TO SWIM BACK TO THE BOAT, SALUTE THEM FOR GOOD SWIMMING AND SCOUTING!

The Boat!



THE CAPTAIN CALLS YOU BACK TO THE SHIP ONE LAST TIME. IT'S TIME TO TELL YOU THE REASON THAT WE SAILED ALL THE WAY TO THE KOMODO ISLANDS WE HAVE COME ON A SECRET MISSION FROM OUR HEADTEACHER TO TAKE THE KOMODO DRAGONS TREASURE - IN ORDER TO DO THAT WE MUST ALL START ON ONE END OF THE ISLAND AND SNEAK TOWARDS THE KOMODO DRAGONS TREASURE - IF THE KOMODO DRAGON TURNS AROUND YOU MUST FREEZE AND NOT MOVE - IF THE KOMODO DRAGON SEES YOU MOVE THE DRAGON WILL HISS YOUR NAME - YOU MUST SWIM AROUND THE ISLAND BEFORE STARTING AGAIN TO SNEAK UP ON THE KOMODOS TREASURE! AS SOON AS ONE PERSON GETS THEIR HAND ON THE TREASURE EVERYONE MUST SWIM BACK TO THE BOAT SO WE CAN ESCAPE BACK TO SCHOOL!



THIS IS JUST A MODIFIED VERSION OF 'WHAT'S THE TIME MR WOLF!'