Goolan’s gabble

Using a ‘volunteer’ pupil, model how to build a ‘statue’ by gently but firmly placing their arms, fingers, eyebrows etc in position to create the desired effect.

Get pupils into pairs. Challenge pairs of pupils to look at each other and, without speaking, one leave their hands in their lap and one put a hand up. Ask pupils with their hands up to stand up. Tell pupils standing up that they will be the ‘statues’. Tell pupils sitting down that they will be the ‘sculptors’.

Ask sculptors to build a statue of "Goolan wag; an empty seagull". Allow about 20 seconds before clapping your hands and calling “Freeze!” Praise individual statues for eg, holding really still, good facial expression etc. Ask the sculptors to look at the array of statues and pick their favourites by asking “Which statue really conveys the feeling of a hungry seagull?”.

Allow the statues to relax and choose a particularly good example to come out and demonstrate ‘Lip Synch’ in front of the class. Tell the ‘statue’ that you are going to add its voice and that it is allowed to move its mouth (‘beak’) to go with the words.

Say to the class “We need to find out how this statue is feeling, so we are going to ask it; Fatla genes?”

Get the whole class to join in asking; “Fatla genes?” In your best Hungry Seagull voice reply “Gwag ov vy!” (it’s probably best to speak quite slowly at first) whilst the statue moves their mouth. Repeat the questioning and answering, but now allow the statue to move their head, their wings, their feet whilst you speak.

Tell pairs to swap their previous roles (statue and sculptor). Ask sculptors to create a whole flock of hungry seagulls and provide their voices “Gwag ov vy!”

Ask a few pairs to demonstrate to the whole class. Praise extreme facial expressions, seagull-like movement and voices etc. To finish off with a bit of frantic chaos, pretend to throw bread-crumbs to the flock and let everyone dive and swoop for tit-bits while shrieking “Gwag ov vy!”

Choose a new volunteer and build a new statue, this time thinking in your mind (but not revealing) the idea of a very tired seagull.
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Say to the class “We need to find out how this statue is feeling, so we are going to ask it; Fatla genes?”

Get the whole class to join in asking; “Fatla genes?” In your best Tired Seagull voice reply “Skwith ov vy!” whilst the statue moves their mouth. Repeat the questioning and answering, but now allow the statue to move their head, their wings, their feet whilst you speak (you might need to whisper to your volunteer to be ‘tired’).

See if the class can guess that ‘Skwith’ means ‘tired’. Get the class to swap partners and build Goolan Skwith; Tired Seagull statues, animate them and add tired voices “Skwith ov vy”. Hold a question and answer session; ask individual pupils “Fatla genes?” to which they may either look hungry and say “Gwag ov vy!” or look tired and say “Skwith ov vy”.

Allow the class to mingle, meet each other, ask “Fatla genes?” and reply with a choice of the two phrases (with appropriate facial expressions etc). Suggest to the class that we really need a few more feelings beyond ‘gwag’ and ‘skwith’.

Using either a projector or multiple copies shared between groups, reveal the six Feelings pictures (but not their labels). Choose a feeling to act out, for instance, ‘lowen; happy’.

Get the whole class to ask you how you are feeling; “Fatla genes?” Reply “Lowen ov vy” whilst smiling manically. Ask a volunteer to come out and copy your words and mood. Ask them “Fatla genes?”

See if they can respond with “Lowen ov vy”, then select the correct label and place it next to the correct picture. Work your way through all six pictures in this way.

Ask volunteers to come out and act out one of the feelings. Challenge the class to put up their hands and guess which feeling is being portrayed (using the correct Cornish term!).

Check if they are correct by asking the volunteer “Fatla genes?”, to which the volunteer responds “Trist ov vy”, or “Klav ov vy” or “Sygh ov vy” as appropriate.