

# Leap aboard Lester

Arrange six or seven pupils in a boat shape, kneeling down, holding hands, with a pointy 'bow' and blunt 'stern'.

Arrange the rest of the class kneeling down as the waves around the boat.

Help the pupils to work together to make the boat to pitch up and down as it ploughs through the waves. Demonstrate the game yourself by leaping aboard Lester (jumping into the boat shape) and begin to act out in mime (for example, 'diving')

Teach the whole class to call out the question "Pand'r'a yll'ta gul? Pand'r'a yll'ta gul?" (What can you do?)

From aboard Lester, keep dancing and answer the class' question with "My a yll sedha!".

Whereupon, tell the pupils making up the boat to immediately drop hands and begin to 'sedha' through the waves whilst calling out to each other "My a yll sedha! ... My a yll sedha!..."

Whilst those pupils are dancing, help six or seven 'waves' form a new Lester.

Tell the 'dancers' to sink down and become new waves. Now select a new 'volunteer' to leap aboard Lester and begin a mime (for example, 'walking') Lead the class in asking "Pand'r'a yll'ta gul?" "Pand'r'a yll'ta gul?"

Help the volunteer to reply "My a yll kerdhes!".

Remind the 'boat' people to copy the action and the words before becoming waves again.

Repeat, enjoying the range of actions learned and the general havoc!