Rules

Children dress up, create puppets of different animals. A conductor stands before the groups and gives descriptions of these animals which the children must listen to and then act out. Here are some suggested animals from the first and second declension.

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| Lupus – Wolf |
| Lepus - Rabbit |
| Equus - Horse |
| Simius - Monkey |
| Hircus - Goat |
| Noctuus - Owl |

Each group of players needs an animal, so if you have more than six groups you will need to add some more first or second declension animals.

Here is a list of some first and second declension adjectives that can be easily acted out. The conductor teams an adjective or two to the animal and speaks the description to the class.

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| Magnus – Great |
| Durus – Hard (still) |
| Quietus - Quiet |
| Fessus - Tired |
| Malus - Evil |
| Iratus – Angry |

The children must listen to the description and react by acting it out, but only if their animal is the one described. In which case, in the desciption ‘*Malus Lupus’* the children dressed as or holding wolves would act out the part of an evil wolf.

**Stage 1**: Single descriptions are given… *‘Iratus Hircus’*

**Stage 2**: Longer descriptions are given… *‘Iratus Fessus Lepus’* – Children dressed as or holding rabbits would act out being angry and tired.

**Stage 3**: Two animals are descriped at once… *‘Malus Lupus et Fessus Lepus’*

**Advanced Stage**: If you have a mixed boy/girl class you can give the commands in masculine and feminine with the rule that only the specific gender can act out the roles described.