



Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

# Mime Time Online

*An activity of the Olympics stories*

The Olympic Games is around the corner — that is why there are four stories about the Olympics in the May issue of *What's Up* (see Stories 07A–07D). Although we can't be there, we can participate in our own way! For a start, play this game about Olympic sporting events. The steps here are for playing online as a class during home-based learning.

## Get ready

1. For this virtual game, the **Game Leader** would be your teacher who is hosting the virtual meeting. The Game Leader doubles up as the Scorer and Timekeeper. (Mime Slips have been sent to your teacher directly.)
2. Divide your class into five teams of about the same size. Name your teams. You may simply call them Team A, Team B and so on, or each team may choose a fancy name for itself.
3. Every team then meets in a breakout room. As a team, decide who will be miming (the **Mime Artist**). For some topics, you may need more than one person to perform.
4. Return to the main virtual classroom. Now you are ready to play Mime Time Online!

## Play the game

5. Team A starts. The Game Leader picks a Mime Slip and sends the topic (the sporting event) in a chat message privately to Team A's Mime Artist.

Then, Team A's Mime Artist performs the mime for the whole class to see. Team A gets five minutes to guess the sport. Guessers should put up their hands and wait for the Game Leader to select them before they speak.

If Team A does not correctly guess its Mime Artist's sport within five minutes, students from other teams may try.

The team of the student who gives the correct answer will score the points stated on that Mime Slip.

If no one guesses the correct sport within ten minutes, the Game Leader calls out, "Time's up!" and returns the slip to the envelope.

6. Every team gets a turn to play two or three rounds. Whenever a Mime Slip is drawn for the second time, it is returned to the envelope. The Game Leader ends the game when there are ten minutes left.

## Cheer for the winners

7. The team with the highest points is the winning team. The whole class can also declare a Best Mime Artist. There is more to winning than this step. This game only ends with the next step.
8. As you know, everyone can be a winner if they choose to be one. Think of one way in which you have benefitted from playing this game — if you can do that, you too are winner!