



Name: _____

Class: _____ Date: _____

Mime Time: Creatures Big & Small

An extension of "Good news: These endangered animals... a comeback"

In every issue of *What's Up*, there are at least two or three stories about wildlife. Many of these animals move with grace and elegance. Wouldn't it be fun to use our human bodies to imitate them? In the process, we might feel more connected to all of nature as well. The following game is all about such moves. To warm up, read "Good news: These endangered animals are slowly making a comeback" (page 10–11) and "Spineless creatures with big jobs (page 17) in the October 2026 issue of *What's Up*. Then, form four teams by dividing your class into fairly equal quarters.

IN YOUR TEAM

1. Skim through the pages of our October *What's Up* newspaper. Jot down all the creatures — big and small — that are mentioned or shown in this issue.

_____	_____	_____
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2. Gather with your team members and spend some time practicing the animal moves. Each team should prepare to mime the moves of any five creatures.

AS A WHOLE CLASS

3. Play the game. Team A goes to the front of the class and mimes one creature. The rest of the class tries to guess which one it is. When a student guesses correctly, that student's team gets 10 points. For the scoring to be done properly, it is important that only one student speaks at a time. When someone has guessed Team A's first creature, Team B takes a turn and so on until all four teams have gone five turns.

WINNERS.

Best Guessers: The team with the highest score for correct guesses wins.

Best Mime: The class then votes for the student who mimed most realistically.

Win or lose, playing is good exercise for both your body and your mind.