



Little Ernie

SET-UP: If you have a large enough group, divide it up into four or more teams of at least five each. It is not a problem to have more than four teams or more than five per group, but try to make each team as even as possible. Have the leader stand in the middle of the field and each team line up as if the whole team were a spoke in a wheel with the leader as the hub and the team members all facing the leader. It is not necessary to see the leader, only be able to hear the leader. Below is a sample of how one set up would look if there were 25 players and 1 leader (4 teams with 6 players on three of the teams and 7 players on one of the teams).

- 6
- 5
- 4
- 3
- 2
- 1



- 1 ■
- 2 ■
- 3 ■
- 4 ■
- 5 ■
- 6 ■

Assign all four team members that are closest to the leader the role of Ernie (Number 1 on the chart). The next in line is Dad (Number 2), and the third in line is Mom (Number 3). Then start naming the extra team members names of animals you would see in a zoo (Numbers 4 through 6 in this example). Each team is to have the same kind of animals. For instance, all the Number 4's could be a giraffe and the Number 5's are the monkeys, etc. If one team has more members, than that team will have an animal that the other teams do not (Number 7 in this example).

PROCEDURES: The leader in the middle is the storyteller. Tell each team member that every time they hear their character mentioned in the story, they must leave their line on the right side and run around the entire team and return to their exact location in line.

Then have the storyteller begin making up a story about Ernie's trip to the zoo. Start off slow and only mention one character every other sentence or so. Then increase the amount of times you mention each character.

At the end of the story, use all the characters in rapid succession. That will have the entire team running in circles.