

- (i) Imagine the scenario.... the two friends play a game together in the street - baseball, football, basketball etc.

- (ii) Decide which game you want to "play" e.g. Baseball, Football, Basketball etc.
Then think of the characteristic actions associated with the game.
Select some of these actions and exaggerate them.

Create a "playing a game" series of movements which could be repeated to fill the 8 x 8 beats of the music (TRACK 3)
When you create your "game" can you make sure that you include elements which show:-

- (a) Travelling movements
 - (b) Jumping, bouncing or springing
 - (c) Turning or spinning movements
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- (iii) Practise to the music (TRACK 3)