

DICK WHITTINGTON

WHAT ELSE HAS WHEELS?

INTRODUCTION

During the show, Dick travelled for part of his journey on a wagon, and we sang that the wheels on the wagon go round and round.

There are lot's of vehicles that have wheels. Can you come up with some?

Here are a few we've thought of

Motor Powered	Person/Animal powered
Car	Wagon
Van	Horse & Carriage
Lorry	Cart
Motorbike	Bicycle
Camper van	Unicycle
Ambulance	Hand-cycle
Fire Engine	
Police Car	
Crane	
Bus	
Minibus	



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DRAMA GAME (Characterisation)

This works well in a playground where you can mark out 'roads' with cones.

Take each of the examples in turn, and discuss with the children. To start with, it's easier to have all the children pretending to be the same vehicle at the same time, and we would suggest that three vehicles explored deeply is a good number to start with.

Ask them questions to get them to think about the following:

- 1. What size is the vehicle? Is it big or small? How can you make your body big/small/thin/long/tall etc.*
- 2. How many wheels does your vehicle have? What parts of your body are you going to move to replicate the wheels? Do you need to move the same number of body parts as the number of wheels? How does that work?*
- 3. What noise does your vehicle make? Can you move around the road, making your noise? Why does your vehicle make that noise?*

If the kids do well then you can extend the game further (it may help to reference a movie, such as cars, where vehicles are animated in a human fashion). To start with, it's easier to have all the children pretending to be the same vehicle at the same time, and we would suggest that three vehicles explored deeply is a good number to start with.

- 1. Let's pretend that your vehicle is actually alive and that they can talk and have a personality just like you. How would you describe their personality? Ideally, you're looking for one word here. An ambulance might be 'kind', a fire engine 'brave' etc. If they answer 'fast' then encourage them to take it a step further – why are they fast? Are they always late? Are they impatient etc?*
- 2. How would your vehicle talk to another vehicle? Do they have a big slow voice or a little fast voice? Encourage the children to speak to one another. What are they talking about?*
- 3. Finally, encourage the children to give their vehicle a name.*

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CLASSROOM EXTENSIONS

Once you've completed the drama game you can continue to explore the characters of the vehicle through junk modelling, drawing and even writing. If you have models of the vehicles then you could set up a story area where children can reenact the scenario that they played out during the drama game.

