

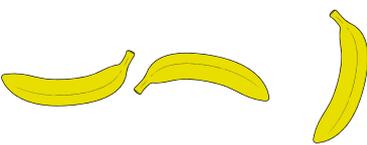
# FAMILY ACTIVITY PACK

## Part 2

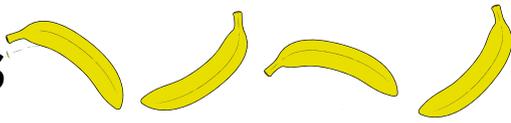


# Gorilla

**By Anthony Browne**  
**Adapted for stage by Rachel Barnett**



# Tongue Twisters



Tongue twisters are a great way to warm up the voice and get energised. Break the sentence down and repeat it again and again slowly and clearly. You can practice saying it one after the other with family members, getting faster and more confident. Once you are comfortable with the whole sentence you can practice saying it with different emotions and expressions i.e. happy, sad, slow motion, fast forward.

Repeat this last one as fast as you can 5 times, now 10 times, even 20 times! Set up a competition between you and your family member to see who can say this tongue twister the most times in 10 seconds, 30 seconds, maybe even a minute?



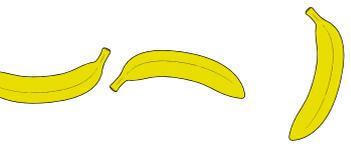
**Bananas  
in pyjamas**



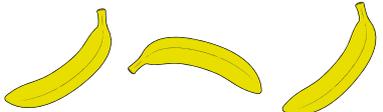
**Hannah  
hugged the great  
big gorilla**



**The great  
gorilla tip-toed  
through the trees**



## Guess Who Says What



Can you guess who says what lines in the story? Try not to look at the book or story online when guessing!

“I love love love gorillas!”

“Not now. I’m busy. Maybe tomorrow.”

“Don’t be frightened, Hannah, I won’t hurt you.”

Now think of the different feelings and emotions in the Gorilla story. Hannah is lonely playing on her own, but she is also independent and proud to find out about gorillas. Can you try and say Hannah’s line in a loud, proud voice?

Hannah’s dad is always busy working, so has to tell her to leave him alone, so sometimes he sounds a little strict to Hannah. Can you say Dad’s line in a short, strict voice?

Finally, the gorilla is gentle, making Hannah feel safe and happy. Can you try speaking the Gorilla’s line in a lower, gentle voice?

Now let’s turn this into a role-play where you pretend to be Hannah and a family member can pretend to be Dad or Gorilla. Maybe you could add some more lines; what would Hannah say to Dad or the Gorilla? Then swap around making sure everyone has a turn playing different roles.

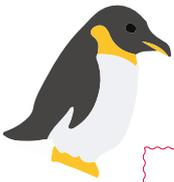


# Animal Action!

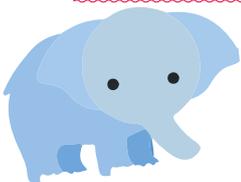
For this game, you will put your acting skills to the test. Don't forget you can practise your animal acting first before you play the game so that you feel confident in taking part in Animal Action!

Create a list, like the one below, of all the different animals you can think of. Hannah talks about gorillas when she goes to the zoo but there are lots of other animals in the zoo....and all over the world! How many can you think of?

Maybe you have been to a pet shop with family, or on a school trip to a farm? Or have a think about what animals live in the wild. Maybe you could ask a grown up or your family if they have any ideas before you start the game so that you can write a good long list. Or just use the animals here:



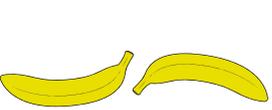
<b>GOAT</b>	<b>PENGUIN</b>	<b>DOG</b>
<b>TIGER</b>	<b>GORILLA</b>	<b>BEAR</b>
<b>SNAKE</b>	<b>HIPPO</b>	<b>RABBIT</b>
<b>COW</b>	<b>LIZARD</b>	<b>CHICKEN</b>
<b>CROCODILE</b>	<b>LION</b>	<b>HORSE</b>
<b>ELEPHANT</b>	<b>PARROT</b>	<b>KANGAROO</b>



Cut around the animal names so that they are all on separate pieces of paper. Then carefully fold them all up and put them in a hat, pot or shoebox. Now it's time to shake them all up and play the game!

This game is for 2 players or more, so make sure you have someone ready to play with you. Each person will take in turns to choose an animal from the hat and will act it out while the other one guesses.

To make Animal Action a bit trickier, you could try acting out the animal with no sound. That means miming the animal through your body movements, facial expressions and gestures. Or maybe you can set a timer and only have 30 seconds to guess?



# Gorilla Adventure Story



Gorilla is a typical adventure story. The structure of an adventure story is shown in the first column of the table below. In the second column, can you fill in the blank spaces to answer the questions about this adventure story? Every detail explains how the adventure story of Gorilla unfolds! Top tip: some blanks can be filled with the same word.

The first part is the beginning of the story where we are introduced to the characters. Try and remember their names without peaking at the storybook!

Next there is a problem – do you remember what happens? There are some sentences that will help you work it out.

For part three, you'll have to remember the main adventure, which solves the problem!

Finally, think of the resolution at the end of the story. Does the story end happily?

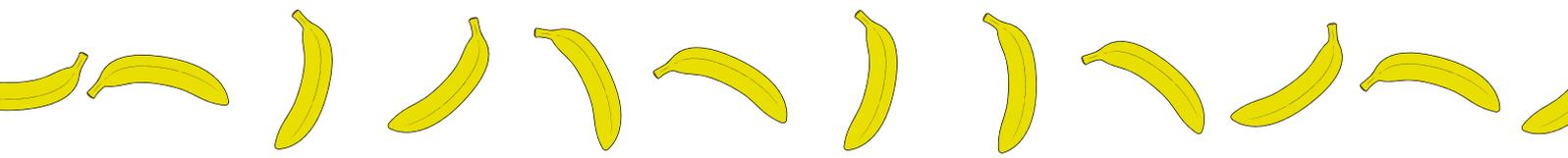
<b>The characters</b>	Who are they? 1. 2. 3.
<b>The problem</b>	What is the problem in the Gorilla story? <i>Hannah feels ..... because her Dad is always .....</i> <i>Hannah wishes she could play and go to the .....</i>
<b>The adventure</b> (the problem is resolved by going on an adventure!)	Who takes Hannah on an adventure? Where do they go? <i>Hannah meets a .....</i> <i>She swings through the ..... with the .....</i> <i>They go to the ..... where they meet more gorillas and other monkeys, then they.....</i>
<b>The end</b> (the resolution/outcome at the end of the story)	How does the story end? <i>Hannah's ..... wishes her a ..... Birthday!</i> <i>Her Dad ..... Hannah to go to the ..... to celebrate.</i>



Now you have worked out the Gorilla story, why don't you try and write your own adventure story. You can work out what you are going to do in the same way by using a blank table like the one below. Remember your imagination is amazing so think of the best adventure story you can.

<b>The characters</b>	Who are they?
<b>The problem</b>	What is the problem in your story?
<b>The adventure</b> (the problem is resolved by going on an adventure!)	Who takes who on an adventure? Where do they go? What happens?
<b>The end</b> (the resolution/outcome at the end of the story)	How does the story end?

**Please send your stories into Polka so we can read them too!**



# POLKA

## — ONLINE —

For more activities, videos and resources, visit  
[polkatheatre.com](http://polkatheatre.com)

Based on the book 'Gorilla' by Anthony Browne  
Published by Walker Books Ltd

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