

The Supporting Moves

- The Elephant move-people on both sides make a giant "C" with their arms and hold them next to the selected person to make the ears of the elephant.
- The Viking-after the selected person makes the Viking move and shouts "I am the Viking master!" the people on both sides of him or her bend down with an imaginary oar in their hands and paddle their side of the boat while saying in unison "Row, row, row, row"
- The Angel-after the selected person is asked "Who do you work for?" he or she and the people on both sides make their Angel moves and say in unison "We work for Charlie." -not "I"--(the selected person raises hands straight up, the people on the sides turn their backs to the selected person, lean backwards into him or her, and extend their hands to create the Charlie's Angels silhouette.

Play the Game (part 2)

- 1) Play the game in progression. First just teach the main and supporting elephant moves. If, when the center person makes the elephant move, any of the three parts of the elephant hesitates or makes a mistake, he or she goes to the center. The group will pick up the pace quickly.
- 2) Then teach the Viking move and just play with that move. If any member (Viking master or two rowers) hesitates or makes a mistake, he or she goes into the middle.
- 3) Then just teach the Angels moves and play that way.
- 4) Finally, when everyone knows all the moves, the person in the middle can choose which move to initiate. The more you mix it up and the faster the game goes, the more apt someone is to hesitate or make a mistake.