



# WALKING THROUGH

**GET READY, GET SET, GET SILLY!  
IMAGINATION CROSSING TRANSFORMS THE ROOM.**

## How to play

- ① Start with students lined up, ready to act across the room.
- ② Tell students in this game, they're going to be walking through a variety of different things.
- ③ Begin by walking through a pumpkin patch.
- ④ Class crosses the room pretending they are in pumpkin patch.
- ⑤ The class lines up at the opposite wall and prepares for the next way they will act across the room. Please use suggestions below.

## Walking Through Suggestions

total darkness  
piles of leaves  
thunderstorm  
candy corn  
sticky goo

spider webs  
haunted castle  
bat cave  
quick sand  
witch's cottage

puffy clouds  
secret passage way  
corn maze  
under water  
mad scientist lab

- ⑥ From the list above, choose four or five things to walk through.

