

The McWright Kind of Life Game Instructions

- All participants must stand.
- Push in all chairs and remove anything from the floor that might cause the participant to trip or fall.
- Make certain there is at least one outstretched arm length between each participant, from side to side and front and back. Wiggle room!
- Test the participant's knowledge of right and left. "No your other left!"
- Don't confuse them by stepping right and left if you are facing them as the story is read.
- As the story is read aloud the participants will take one large step to the right when they hear the word "McWright" or "Right".
- As the story is read aloud the participants will take one large step to the left when they hear the word left.
- As the story is read aloud the participants will be moving on a regular basis to the right and left.
- Read faster as the story continues.
- You will hear lots of giggles and see lots of collisions.
- Reinforce good character counts practices when they do get the instructions wrong and step right when they should have stepped left.

Have fun and enjoy the laughter and physical activity of this game.

People of all ages enjoy this entertaining activity. It can be written to reinforce any message by changing the story, not the movement.

The McWright Kind of Life

One day the McWright Family decided to take a drive along the Emerald Coast. The first thing they had to decide was who would be left at home since there was not enough room in the McWright family car for all of them. Liam McWright decided that Aunt Deirdre McWright would be left at home. Of course this made Aunt Deirdre McWright so angry that she left the house with a thunderous shout, "It will be a right cold day before I am left behind."

Shannon McWright now bundled up the children and got right into the car and left. Unfortunately as they turned left out of the drive way, someone had left their lucky clover in the drive. They had to turn right around and stop the car. Liam told Erin to get right out of the car and get the clover they left so they could get going. Erin took so long they almost left him in the drive. Once the McWright family got on the road, Shannon McWright wondered if she had left the stove on. Liam McWright told her not to worry he had checked the stove and she had not left it on. As they turned left at the corner everyone started to think about other things they might have left undone.

No need to worry now we are off on the right foot. When they arrived at the petrol station Liam McWright put petrol in the car and then discovered he had left his wallet at home. So Ian, ran home to get the money that was left behind. After Ian had left, Conor spotted a rainbow. He left the car saying he was going to find his Pot 'o Gold. This of course got Shannon McWright's attention and she left to help. Shane wanted to get an apple out of the picnic basket in the trunk so he left the car too. Ian came right back with the wallet. Liam McWright was left in the car with Erin who had fallen right to sleep in the back seat.

With all this going on Liam McWright decided this was not the right time to take a drive along the Emerald Coast. So he gathered up all the family members and left the petrol station as quickly as he could. As they arrived home he turned left into the drive way and said, "Apparently the McWright family shouldn't have left the house at all."

McWright- step right (22 steps)

Left- step left (22 steps)

Total movements in story= 44

Takes approximately 7 minutes to read the story

Adapted from Activities That Teach by Tom Jackson, rewritten by Nani Rowland