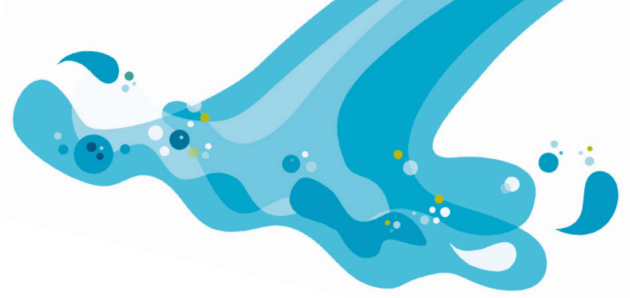


Gardyloo!



A silly and fun water-themed instruction-action game that gets people up and moving. Recommended for outside.

All the actions in this game link to Scotland and its historic relationships with water. It can be used as a warm-up activity for drama or history sessions, burning off extra energy, or as a stand-alone game.

Age: 4 - 12

Can be used with children from as young as four, with additional rules and extensions making it challenging for older children.

Players: 3+

Playing time: 10-20 mins

You will need: Space!

Game instructions:

One by one, introduce the phrases below and their associated actions.

Explain the meaning behind the phrase and ask players to copy the action. Once you have several actions learned, you can ask the players to walk independently in the space, listening for your instructions. When they hear a phrase from the game they must respond with the correct action as quickly as possible.

For younger groups, you can play a round with only one or two actions to get the hang of it and then add more.

Gardyloo! (run to the side)

Before we had indoor toilets people in Edinburgh would go to the toilet in a type of potty called a 'Po'. When it was full they would empty the contents window into the street. To warn passers-by that they were about to throw something nasty, people would shout 'Gardyloo!'

If you hear me shout 'Gardyloo!' you must run to the edge of the room to avoid getting splashed by something smelly.

Haar (watching for boats in the mist)

This is a Scots term for a type of thick mist which comes from the sea and often rolls on to the land. If you hear me say 'haar', pretend to peer into the mist to keep watch for boats.

Empty your boots (shake water out of shoes)

This is a phrase people used in Scotland when the weather was very wet, because rain and puddles made peoples' shoes fill up with water.

If you hear me say 'empty your boots' pretend to take your shoes off and shake out the water.

Silver darlings (swim like a fish)

Scotland was known for many years as the best place in Europe to catch a popular fish called 'herring'. These bright silver fish were given the nickname 'silver darlings'.

If you hear me say 'silver darlings' pretend to swim like a fish. **Older children can try to swim in a shoal together.**

Selkie (play and bark like a seal)

A Selkie is a seal person, a Scottish mythical creature who appears to be a human when on land and turns into a seal when they are in the water. If you hear me say 'Selkie' then pretend to jump into the sea and swim and play like a seal.

Ditcher (digging)

When castles were being built, some would have moats of water around the edge to protect them. People who did the digging to make the moat were called 'ditchers'.

If you hear me say ditcher, pretend to dig in the ground with a spade.

Gong farmer (carry a smelly bucket)

A gong farmer was a person whose job it was to empty toilets before they had running water to flush them with.

If you hear me call out 'gong farmer' pretend to pick up a smelly bucket, hold your nose while you move it to somewhere else in the room.

Dreich Day (walking in the rain)

This is a Scots term for when the weather is grey, wet and miserable.

If you hear me say 'dreich day' pretend to put on your coat and wellies, put up your umbrella, and walk around as if you have to go out even though the weather is terrible.

Speed Bonny Boat (row a boat)

Bonny Prince Charlie escaped from the government by disguising himself as a serving maid and rowing from the Outer Hebrides to the Isle of Skye with the help of a woman called Flora MacDonald.

If I say 'speed bonny boat' sit down and pretend to row a boat to get away.

Older children can try to find a partner to sit next to and row with.



Gardyloo!



Language Extension:

Work together to think of other words to do with Scotland and water. Perhaps you are studying a topic that looks at a certain period of Scottish history, or you know some Scots or slang words for wet weather. Decide together what actions the group will do and add them to your instructions.

[dreich]

| dri:x |

adjective *Scottish*: (especially of weather) dreary; bleak: a cold, dreich early April day.

ORIGIN: Middle English (in the sense 'patient, long-suffering'): of Germanic origin, corresponding to Old Norse *drjúgr* 'enduring, lasting'.

[haar]

| ha: |

noun: a cold sea fog on the east coast of England or Scotland.

ORIGIN: late 17th century: perhaps from Old Norse *hárr* 'hoar, hoary'.

Drama Extension:

Choose one phrase from this game and act out a scene that involves this word or action. Try to keep the scene short and avoid using the phrase itself. That way you can show other people your scene and they can guess your starting phrase. Let the person / people acting finish their scene before the audience guesses, so that they can show all their work.

You can give each person or group a phrase or let them choose. Think about what kind of characters might be involved with this phrase. What would they be talking about? Would they have to wear special clothes or use equipment? What location would they be in? Think about ways to let the audience know what is happening. This can include saying clues out loud "Oh what a lovely boat we are on today", showing them by miming actions, or even including props such as using a ruler like a spade.

Older children can choose two phrases to combine into one scene, which makes it even harder for the audience to guess.

Younger children may find it easier to work in pairs, with one person acting as narrator and the other person acting out what the narrator says. For example, if the phrase is 'haar' the narrator might say: "they walk to their boat and climb on to it. They turn on the lights on the boat because it's hard to see..." and their partner mimes walking, climbing, turning on lights and peering into the mist.