

Ideas for the next time you listen to the CD



What shall we take to the trip (track no.2)

Try to remember what everyone takes to the trip without hearing Ototo.
Make up your own list - what will grandson Elyakim take instead of candies?
What will Sara tune? Maybe a piano instead of a guitar?
(try to come up with new words that rhyme with the names of the passengers)
What did you pack for the trip?
If you have a small bag or very little time to get ready - what would be very important to take?

Trip in space (track no. 5)

During the lift off count down in English. Try to count with your fingers.
Every time the word "dirt" is mentioned- say "Fuya" and every time the word "star" is mentioned say a name of a star you know.

Uncle Dodge (track no. 8)

What do the animals we met eat? What does the horse eat? And the monkey?
Where do these animals live? Where does the frog live? And the dog?

Movement in rhymes (track no. 9)

Try to perform the activities the other way round - instead of lifting your right hand lift your left, and instead of smiling- make a sad face.
Make up new movements to the game. Say them faster and faster and the other passengers will have to perform them.

Tender's birthday (track no. 10)

What are the right actions Ototo needs to do?
Suggest ways to improve the birthday.
You are welcome to congratulate Tender!



Rhythm in the traffic jam (track no. 11)

Instead of clapping your hands hum the rhythm. If you know how - whistle it.
Try to confuse the others.

Musical show (track no. 14)

Do you know other musical instruments?
What do they sound like? How do you play them?



Animal riddles (track no. 15)

Do you know what sound each animal makes? What does a bee sound like?
And a rooster?

Find words that rhyme with: hippopotamus (for instance: mousse), snake (for instance: shake), aligator (for instance: elevator), worm (for instance: dorm), fly (for instance: bye).