Start with one of these	Choose one of these	Then add one of these
HANDS AND FINGERS Imagine your hands are the swaying branches and the falling leaves	<ul> <li>Place your hand underneath your partner's hand and gently move your hand up and down, side to side like the motion of a leaf falling from a tree.</li> <li>Hold hands or place finger tips together and lead your partner to the music</li> </ul>	MIRRORING SUPPORTING UP AND DOWN GLIDING SIDE TO SIDE
CHIFFON SCARVES: Imagine the chiffon are the colourful leaves falling or the wind in the trees	<ul> <li>Use the chiffon to create shapes in the air</li> <li>Drape the chiffon gently over your partner's face, arms and hands</li> <li>Waft the chiffon, creating a gentle breeze</li> <li>Hold the scarf together - who is the leader and who is the follower?</li> <li>Throw it up and watch where it lands!</li> <li>Use the words opposite to help instigate movements to the music</li> </ul>	WAFTING  FALLING  FLUTTERING  SWISHING  WHIRLING  TWIRLING

RIBBON WANDS: Imagine the ribbons are the colourful leaves in the trees	Use the words in the right column as a stimulus to create movements together	SWISH FLICK SPIRAL UNFURL TWIST CURL JAB TWIRL SIDE-TO-SIDE UP & DOWN ZIG- ZAG CIRCLES FIGURE-OF-EIGHT
BALLOON: Imagine the balloon is blowing in the wind	<ul> <li>Gently pat the balloon up - where will it land?</li> <li>Can you pat it back?         <ul> <li>(A smooth object such as a wooden spoon or a fly swatter can be used to bat and balance the balloon)</li> </ul> </li> </ul>	SWATTING SWATTING BOUNCING BALANCING CHASING
FEATHER: Imagine the feather as the foliage and the breeze	<ul> <li>Gently stroke the feather over the skin on hands / fingers / forehead / chin / nose</li> <li>Hold the feather and blow on the fronds</li> <li>Gently blow the feather upwards</li> <li>Cup your hands and blow the feather - can you catch it?</li> </ul>	BLOWING STROKING TICKLING FLOATING WAFTING FANNING CATCHING
LEAVES / ACORNS:	Use to create a sensory experience -	ROLL SMELL SCRUNCH PINCH SQUASH