



Post-play Activity 1: Put the sentences in the correct order.

The six sentences represent key moments from the play. However, the sentences are not in the correct order. You should number the sentences from 1 to 6, putting them in order.

Momo meets the Time Master	1
Momo wins and destroys the Grey Man	2
The narrator introduces the story	3
The Grey Man steals The Time from humans	4
Momo has a flower of time	5
Cassiopeia arrives and sends information for Momo	6





Post-play Activity 2: True or false sentences.

In this activity, you should decide which sentences are true and which are false.

T	F	SENTENCE
		MOMO IS A BOY.
		CASSIOPEIA IS A TURTLE.
		TIME MASTER IS GOOD.
		GREY MEN ARE MOMO'S FRIENDS.
		IT IS THE SAME TIME HERE AS IT IS TOKYO.
		MOMO THINKS HE IS 103 YEARS OLD.
		THE GREY MAN LOOK FOR HUMANS TO SAVE TIME
		CASSIOPEIA TURNS ON ITS SHELLS LETTERS.
		THIS IS THE STORY OF A GIRL SO BIG AND FAT.
		TIME MASTER TRY TO FIND THE PLACE WHERE THE GREY MEN HAVE HIDDEN TIME.



Post-play Activity 3: Who is who?

In this activity there are some sentences. You can read the sentences and write the name of the character.

MOMO

CASSIOPEIA

TIME MASTER

GREY MAN

NOTHING IS IMPOSIBLE. YOU KNOW, I'D LIKE TO STAY AND LIVE HERE.	
COME	
STOP THAT, STOP THAT THIS INSTANT, THIS MINUTE, THIS SECOND.	
YOU HAVE TO SAVE TIME AND AVOID DOING USELESS THINGS.	
WELL, SHE TOLD ME, WELL ACTUALLY I READ HER SHELL.	
TIME	
WAIT A MINUTE. I THINK THERE'S A CLOCK OUT OF SYNC, ...	
THE TIME MUST ALWAYS BE SAVED SO DON'T WASTE YOUR TIME JUST WALKING AROUND	