

DRAMA GAMES WARM UP

Greetings, Your Majesty

Age: 5 to adult

Players: Whole Group

Time: 10 – 15 minutes

Skills: Observation, Energiser

Instructions:

The group stands or sits in a circle. A volunteer goes to the centre and closes their eyes or is blindfolded. The leader silently selects someone in the circle. That person must say “Greetings, your Majesty” in a disguised voice. Now the person in the middle opens their eyes and tries to guess who it was. If they are wrong, the game is played again. If they are right, they swap places.

One group of children taught us their own version of this, where the “guesser” faces the wall, and the others sit behind on the floor. One person says “Fish and Chips” in a daft voice.

The guesser turns round and points at who they think it was.

DRAMA GAMES MAIN ACTIVITY

Imaginarium!

Players: Whole Group

Age: 7 to adult

Time: 5 minutes

Skills: Mime and Characterisation

This game is an amusing and unpredictable way to quickly develop a scene.

Instructions:

The players stand in a circle and a theme is announced. One person steps forward and makes a freeze frame of an object or character related to the theme. As well as making the shape, the player should announce what she is, for example if the theme is the beach, she can say "I am a deck chair" or "I am a life-guard." Other players add themselves into the scene by making objects or characters related to ones that are already there (announcing what they are each time). Everyone continues to hold their positions. The game ends when all players have stepped in or when enough ideas have been added. At this point the teacher says "Whoosh!" and the players step back to the edge of the circle.

It is important that players watch and listen carefully so that they add in an appropriate character or object. Only one idea at a time should be added so that everyone can see and hear what is being included. Players should think about how their characters and objects relate to each other, how they can make interesting shapes and how they can use different levels (high, medium or low). It can be helpful to take photos of the finished scene for future reference.

- The game can be used to revise a topic, or create ideas for writing
- Two or more players can step in at the same time if they think of an object to make together
- The teacher can say "Action!" and everyone brings the scene alive for a few moments through improvised sound and action
- You can ask players to add one or two adjectives to describe what or who they are

For the purpose of Putting on a Pageant ask each classroom table of students to decide which of the stranger Textile Workers statues they will imagine on the stage that Queen Elizabeth I will see first as she walks through St Stephens Gate. You could use the 'then' Jobs now and then cards from Classroom session 2

In turn the students step into the 'scene' whilst the other students watch. To extend tap the shoulder of the students to bring the scene to life.