

DRAMA GAMES WARM UP

Throw Your Face

Age: 4 to adult

Players: Whole Group

Time: 5 – 10 minutes

Skills: Mime

Throw your face – but be careful which way the wind is blowing!

Instructions:

The group stands in a circle. The first person puts their hands over their face and moves them about as though sculpting their own features. Move your lips, tongue, eyes, eyebrows – anything that you can move – into a grotesque face. When you are ready take your hands away to show your face to the group!

Choose somebody across the circle. Lean backwards and then quickly forwards as though you are throwing your face to them. Now comes the really funny part – that person must quickly copy the face you made as though they have “caught” it. This is usually quite amusing for everybody else as well.

That person moulds a new expression with their hands and throws it across the circle to somebody new – and so the game goes on!

Director’s Tips:

- We spend most of our lives wearing the exact same expression on our face. This game gives people a chance to try out some new expressions. You never know, you might find one you want to keep!
- Somehow, moving your face around with your fingers can help you create the most amazing expressions that you would never have thought of in a million years!

Play Online

- Watch the video to see exactly how to play online *
- Decide on an order (use the register or paste a list of names into the chat window)
- Throw the face from one person to another in the order you have decided
- Try playing with everyone catching the face (see video)

Social Distancing

- The game can easily be played in ‘social bubble’ groups in the classroom or socially distanced in the hall/studio

DRAMA GAMES MAIN ACTIVITY

Family Portrait

Age: 7 to adult

Players: Whole Group/Small Groups

Time: 10 minutes

Skills: Mime, Characterisation

Groups have just a few seconds to make comical family tableaux

Instructions:

In this game, small groups have just a few seconds to create funny family portraits by striking interesting poses. Everyone gets into groups of about five or six, spread around the space. Explain that you are going to call out the name of a type of family and each group has to create a freeze-frame of that family in just five seconds. They should try to include different age-groups including children, adults and grandparents.

Call out the name of a family from the list below and count down from five to zero. Ask everybody to hold the freeze for a few moments so that you can look at all the portraits and then invite one or two groups to show what they've done.

Once the players have got the hang of the game, try out a few more – and make up some families of your own. The tableaux are bound to be amusing, so you can ask groups to share what they came up with.

Director's Tip

Encourage the players to look at what other people in their group are doing so that they make contrasting characters, show different expressions and use varying levels to make an interesting stage picture (it's amazing what you can achieve in just a few seconds).

After a few rounds, ask the groups to devise their own families for the rest of the class to guess. They should try to show the relationships between characters and may even include pets!

Online Version

Use Zoom or other video-conferencing software. Explain the game and then ask everyone to play at once. Call out the first type of family and after a count of five seconds, everyone should strike a pose. Highlight some good examples by asking individuals to repeat what they did. Find out if players managed to portray different family members (babies, children, parents, grandparents, pets).

Try another family type but this time also call out a family member, such as grandparent or pet, so that everyone plays the same member of the family, for example 'robot grandparent' or 'baby spy'.

Now select a group of five students and call out a family type for them to make (e.g. Dinosaur Family). They should keep an eye on what the others in the family are doing, so that there are a variety of family members and ages.

Rinse and repeat with other groups, seeing who can make the funniest, most unusual or grotesque characters.

DRAMA GAMES MAIN ACTIVITY

Family Portrait

Social Distancing

Play with a group at a time and ensure that the players are at least 2 metres apart. They should try to make a variety of family members and ages as indicated above.

Examples

(Simply add the word 'family' after each one).

Alien	Peculiar
Angry	Partying
Astronaut	Proud
Chicken	Rats
Circus	Robot
Dancing	Rock Stars
Dentist	Robbers
Geeky	Royal
Greek Gods	Sleepy
Hamster	Spys
Jellyfish	Superheroes
Monster	Street Buskers
Jungle Animals	Theatrical
Market Traders	Victorian
Olympic Athlete	Worried