

BROADWAY★BOOTCAMP



GAMES

WARMUPS • SKILL TRAINING • TEAM BUILDING • FUN

INSTRUCTIONS BOOKLET

SOUND + MOTION

OBJECTIVE

- COMMUNICATION
- SELF EXPRESSION
- CREATIVITY
- OBSERVATION

REQUIREMENTS

- AGE:** Any
SPACE: Any
MATERIALS:
- None

SETUP

STAND
IN CIRCLE

RULES

1. Each player on their turn says their own name and performs their unique motion that shows off their personality in some way. [Encourage creativity & self-expression. Examples: silly = use a funny voice, singer = sing name, outgoing = big move, shy = whisper name, theatrical = jazz hands, athlete = kick, dancer = turn/spin.]
2. Your sound must be heard. [Practice Projection: loud & clear!]
3. Your motion must be quick and achievable. [No gymnastics tricks or combination dance moves.]

HOW TO PLAY

1. Once all players are standing in a circle, instruct each player to count off, out loud, starting with the Instructor being number 1 and continuing around the circle until it reaches the total number of players.
2. Repeat the same count again, but add 'the wave' motion [like at a hockey game] to help the group understand the premise of the pattern. The Instructor will close out their turn by being the last one to do the wave motion while saying "number 1" again.
3. Explain that this is how "turns" will work in the game. We start with one player and end with the same player, then it will be the following person's turn. Try a round with Instructor/number 1 passing around the sound: "one" & motion: the wave [hockey]. Instruct the player to say "two" & motion: Wave [hello]. For younger groups, they may need another practice round, but most will catch on with just 2.
4. Player 1 starts by saying their name and doing their unique motion. This name and motion get passed around the entire circle. Player 1 repeats their name and motion one last time, then Player 1's turn is complete. Player 2 turn begins: they will say their own name and do their unique motion and again passes it throughout the entire circle.
6. Repeat this pattern until every player has had a chance to pass around their name and motion.

VARIATIONS:

Character & Motion: This variation is great for character building and exploring different personalities and traits

- Instead of using player names, use character names. Characters can be from a specific category, show, or completely random. .

Guess the Character: Team-building activity encourages collaboration and creativity among players.

- Without saying the character's name, have each player, on their turn, pass around a sound (could be a line the character says or a sound effect to emphasize motion) and act out a motion or pose that character does. Once the play gets back to the original player, the entire group will shout out who they think the character was. Characters can be chosen randomly or from a specific show or category. Characters can be repeated, but the motion and sound must be different each time to showcase different interpretations.

FACILITATOR TIPS:

- Remind players: to use good projection, match the sound and motion as closely as possible to original player.
- Try to play this game as a full group when possible, groups over 15 this can become too time consuming if the majority of the group is younger. Use your best judgement to decide if the group needs to be broken down into different groups. There needs to be an instructor per group to help facilitate.

FREEZE DANCE

OBJECTIVE

- Listening Skills
- reaction time
- movement
- confidence

REQUIREMENTS

AGE: 4+

SPACE: Any

MATERIALS:

- Music
- Speaker

SETUP

OBSTACLE FREE
OPEN SPACE

RULES

1. When the music stops, everyone must freeze immediately and hold that position until the music starts again.
2. If a player does not freeze immediately, they must complete the designated challenge to rejoin the dance.
3. No one is ever “out” of the game, ensuring continuous participation and aerobic activity.

HOW TO PLAY

1. Designate the challenge with the group. This could be 5 jumping jacks, chicken dance, spin 3 times, etc.
Start the music and have everyone dance.
2. When the music stops, each player must freeze immediately.
3. Players who fail to freeze immediately start the challenge before the instructor presses play
4. Restart the music and continue the cycle.

VARIATIONS:

Dance Move Variations: Before the music plays each time, yell out a different dance move that everyone has to do. Examples include Jazz Square, Grapevine, Pony, Pivot, 3-point turn, etc.

Look-out: Assign players as a look-out. When the music stops, they demonstrate a unique dance move for everyone; the group tries the new move at the start of the next round.

FACILITATOR TIPS:

- Encourage creativity in dance moves and praise unique or energetic moves.
- Use a variety of music to keep the activity engaging.
- Ensure safety by reminding players to be aware of their surroundings and avoid collisions.

STATUES IN THE PARK

OBJECTIVE

- OBSERVATION
- CREATIVITY
- FOCUS

REQUIREMENTS

AGE: 4+

SPACE: Any

MATERIALS:

- None

SETUP

OPEN SPACE

RULES

1. No talking is allowed during the game.
2. All players must completely freeze when the guard is looking - blinking and breathing is allowed.
3. All players must move/change position when the guard is not looking - no staying frozen the entire game.

HOW TO PLAY

1. One player is chosen as the museum guard, and the other player(s) are statues.
2. The guard stands with their back to the statues and pretends to lock up for the night.
3. The statues move quietly and slowly towards the guard when their back is turned.
4. The guard will turn around sporadically to catch any statue that is moving.
5. If a statue is caught moving, they must return to their starting position.
6. Continue the game until the guard has caught all but one statue.
7. Switch roles and repeat the game.

VARIATIONS:

Themed Rooms: Choose a theme for the room, such as an animal room where statues must freeze in animal poses, or a dance room where they must freeze in dancer poses.

Music Challenge: Play music during the game to make it more challenging for the guard to hear the statues moving.

Guard Shifts (Ideal for Large Groups):

- Pick 2-4 guards to play in shifts.
- Each guard gets to play for a set amount of time
- When their time is up, they switch places with the next guard.
- Statues caught during each shift sit with that guard to see which guard caught the most statues.
- The guard who catches the most statues at the end of all shifts is the winner.

FACILITATOR TIPS:

- Encourage creative and expressive statue poses to make the game more engaging.
- Encourage the Guard to vary the pace of their turning around to add an element of surprise.
- If the game gets stuck with 2-3 statues at the end and it's taking too long, tell the statues that the first one to tap the guard without getting caught wins.

HONEY, I LOVE YA

OBJECTIVE

- STAYING IN CHARACTER
- CREATIVITY
- TEAM BUILDING

REQUIREMENTS

- AGE:** 7+
- SPACE:** ANY
- MATERIALS:**
- none

SETUP

STAND IN A CIRCLE

RULES

1. Players must respond to the question without smiling.
2. If a player smiles while responding, they become the new player in the middle.
3. The player in the middle can use any means to try to make others smile, except for touching them.
4. All interactions and responses must remain appropriate.

HOW TO PLAY

1. The player in the middle goes around the circle and asks each player, "Honey, I love ya! Won't you please, please smile?"
2. Players respond with, "Honey, I love you, but I just can't smile." without smiling/laughing.
3. If a player smiles while responding, they become the new player in the middle.

VARIATIONS:

For a different tone, replace "Honey, I love ya" with "Buddy, why so serious? Won't you please, please smile" - Response: "Buddy, I'm not serious. I just can't smile."

FACILITATOR TIPS:

- Encourage participants to be quick and confident with their animal noises.
- Emphasize the importance of focus and concentration to avoid mistakes.

OH, MAN!

OBJECTIVE

- INDV. FOCUS
- QUICK DECISION MAKING
- PROJECTION
- OBSERVATION

REQUIREMENTS

- AGE:** Any
SPACE: Any
MATERIALS:
- None

SETUP

STAND IN CIRCLE

RULES

1. Players must look at only one person every round and cannot change their target.
2. This is a silent game, and the only words to be said while playing are “Oh, man,” which must be loud and dramatic.

HOW TO PLAY

1. Instruct players to close their eyes and lower their heads. The leader calls out "1-2-3-Look!"
2. As the leader calls “look,” the players look up at one specific person.
3. If no eye contact is made, players continue the game by closing their eyes and waiting for the next call.
4. If eye contact is made, the players who made eye contact both remain silent and dramatically gesture “Oh, man!” before sitting out.
5. Repeat the game rapidly until there are only two players left.

VARIATIONS:

pre-curtain game:

-Players can play this back stage in a silent, student led game. Using fingers count 1, 2, 3 and look up after. If eye contact is made rather than saying “oh, Man!” we replace with a snap motion and sit down.

FACILITATOR TIPS:

- Keep up the pace of this game
- Remind the players to use projection and acting skills to make the Oh, Man over the top.
- Scramble players every so often state “stand next to someone new in 5, 4, 3, 2, 1” and resume playing.

DETECTIVE

OBJECTIVE

- FOCUS
- OBSERVATION
- TEAMWORK
- COORDINATION

REQUIREMENTS

- AGE:** 7+
- SPACE:** Any
- MATERIALS:**
- None

SETUP

SIT IN
CIRCLE

RULES

1. No talking is allowed during the game.
2. All players must follow the Leader's actions exactly.
3. Players should not try to make up different moves to "trick" the Detective.
4. The Detective has three guesses to identify the Leader.

HOW TO PLAY

1. The Detective must leave the room or move away from the circle and turn their back/cover their ears so they can't see or hear who is picked to be the Leader.
2. Pick one camper to be the Leader.
3. The Leader starts actions that the group must copy, such as clapping, dancing, patting parts of the body, or jumping up and down.
4. Bring the Detective back to stand in the middle of the circle.
5. The Leader discreetly switches to a new action when they're ready.
6. The group must copy the Leader's actions without revealing who the Leader is.
7. The Detective has three guesses to identify the Leader.
8. If the Detective guesses right, they win the round. If not, the group wins.
9. Choose another Detective and Leader and start another round.

VARIATIONS:

Time Limit: Introduce a time limit for the Detective to make their guesses.

Multiple Leaders: Have two Leaders who alternate actions to make it more challenging for the Detective.

Action Sequence: Instead of single actions, the Leader can create a short sequence of actions that the group must follow.

FACILITATOR TIPS:

- Encourage the Detective to observe the group closely and look for subtle cues.
- Remind the Leader to switch actions discreetly to avoid being detected.
- Praise both the Detective and the group for their efforts to keep the game positive and fun.

MIRRORS

OBJECTIVE

- AWARENESS
- MOVEMENT
- COOPERATION
- FOCUS

REQUIREMENTS

AGE: 7+

SPACE: Any

MATERIALS:

- None

SETUP

DIVIDE INTO PARTNERS
STAND FACING PARTNER

RULES

1. No talking is allowed during the game.
2. The Leader's moves should be slow and controlled.
3. The Mirror needs to precisely mimic the leader's moves
4. No intentional attempts to deceive or trick the other partner.

HOW TO PLAY

1. Partner A assumes the role of the mirror, accurately reflecting Partner B's movements.
2. Partner B performs deliberate movements while Partner A mirrors them precisely.
3. After a set time, partners switch roles.
4. Repeat the process with no designated leader or follower.

VARIATIONS:

3-Way Mirror:

- Form four-person circles or squares and assign numbers (1, 2, 3, and 4) to each participant.
- The instructor calls out a number, and the corresponding participant becomes the leader.
- The other three participants mimic the leader's movements, striving for perfect synchronization.
- Rotate leadership roles after a set time.
- Tap out groups that are not in sync until one group remains standing.

No Leader or Follower Variation:

- Participants move as a collective entity without a designated leader or follower.
- Encourage everyone to synchronize their movements and maintain cohesion as a group.
- Focus on achieving a unified and harmonious performance without individual distinctions.

FACILITATOR TIPS:

- Emphasize the importance of nonverbal communication and synchronization.
- Encourage participants to maintain focus and attention to detail.
- Provide constructive feedback on movement accuracy and coordination.

HUMAN KNOT

OBJECTIVE

- Teamwork
- Communication
- Problem solving

REQUIREMENTS

AGE: Any

SPACE: Any

MATERIALS:

- None

SETUP

STAND IN CIRCLE

RULES

1. Players must hold hand throughout the entire activity
2. If players let go intentionally all players must release and start over.

HOW TO PLAY

1. Form a circle with all participants standing shoulder to shoulder.
2. Have players lift their right hand and grab the hand of someone else in the circle, ensuring they do not hold hands with the person next to them.
3. Repeat the process with the left hand, ensuring each person grabs a different hand than the one they are holding with their right hand.
4. Now the knot is formed, instruct the group to untangle themselves without releasing anyone's hand.
5. The play is over when everyone is standing in a shoulder-to-shoulder circle again.

VARIATIONS:

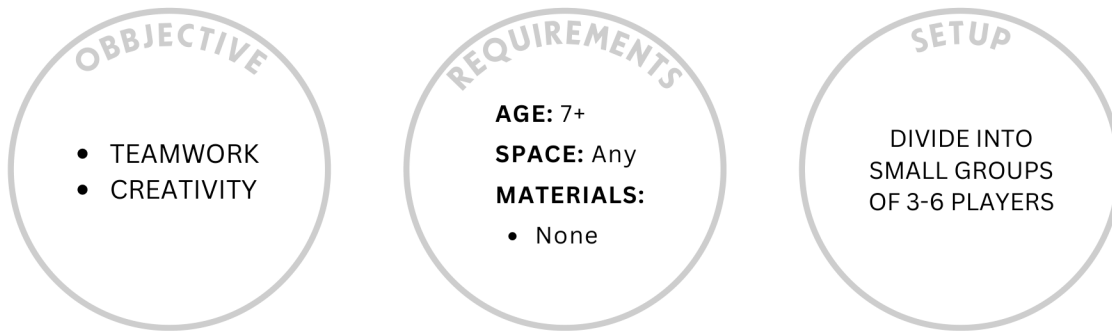
Silent Knot:

- Repeat the exercise without allowing participants to talk. All communication must be non-verbal, enhancing teamwork and observation skills.

FACILITATOR TIPS:

- Encourage participants to remain patient and cooperative.
- Emphasize the importance of clear communication.
- Prompt groups to experiment with different strategies and encourage creative problem-solving.

10 SECONDS TO...



RULES

1. Each group must listen carefully to the object called out.
2. Players have 10 seconds to use only their bodies to form the shape of the object within 10-second timeframe.
3. Get creative!

HOW TO PLAY

1. The instructor calls out the name of an object (e.g., car, clock, washing machine) and starts counting down slowly from ten to zero.
2. As the countdown begins, each group works together to quickly form the shape of the announced object using their bodies.
3. Groups should freeze in their positions once the countdown reaches zero.
4. The facilitator observes each group's interpretation of the object and provides feedback or encouragement.
5. Repeat the process with different objects, allowing groups to showcase their creativity and teamwork.

VARIATIONS:

Alphabet Objects: Instead of calling out specific objects, use letters of the alphabet. Groups must form the shape of an object beginning with the announced letter.

Story/Theme Objects: Choose objects or characters from a selected story, movie, or TV program. Participants must represent these objects or characters using their bodies.

Location Objects: Call out objects typically found in a specific location (e.g., objects in an airport, items in a kitchen).

Moving Objects: Encourage groups to incorporate movement and sound into their representations of objects.

Pin-Drop: This round is completely silent, encourage the group to use non-verbal communication only.

FACILITATOR TIPS:

- Encourage diverse body positions for visually engaging shapes.
- Offer positive feedback to boost confidence and performance, fostering creativity and unconventional interpretations.
- Stress teamwork and support for each other's ideas.
- Use variations to keep the game engaging and adapt to skill levels.

HUMAN MACHINE

OBJECTIVE

- CONCENTRATION
- CREATIVITY
- TEAMWORK

REQUIREMENTS

AGE: 7+

SPACE: Any

MATERIALS:

- None

SETUP

STAGE/AUDIENCE

RULES

- Each student must create a noise and a simple, repeatable gesture.
- Players cannot duplicate noises and/or gestures
- Maintain focus and concentration until everyone is part of the machine.

HOW TO PLAY

1. One player starts the machine with a noise and gesture, pausing for others to join.
2. Players add their own noises and gestures, connecting to the others.
3. All players participate until the machine is complete, pausing afterward.
4. The instructor will then turn on the machine once everyone is in place. Instructor can also control the machine's speed and volume until a "system meltdown" or "combustion," at which point the game ends with an appropriate action.

VARIATIONS:

For larger groups (over 10 students)

Break into smaller groups and have each group create their own machine, afterward, each group presents their machine to the rest of the participants.

- Let the groups decide on a type of machine (can be the same for both groups or different), then allow them to build their machines.

FACILITATOR TIPS:

- Encourage students to use their imagination to envision the machine they are creating.

KITTY WANTS A CORNER

OBJECTIVE

- TEAMWORK
- NON-VERBAL COMMUNICATION
- QUICK THINKING

REQUIREMENTS

AGE: 7+

SPACE: Large space or outside only

MATERIALS:

- none

SETUP

STAND IN CIRCLE WITH SPACE IN BETWEEN

RULES

1. Players must remain use projection when speaking so the entire group can hear.
2. There should be no other sounds or talking other than kitty and the player they are asking.

HOW TO PLAY

1. Choose one player to be the kitty and have them stand in the middle of the circle.
2. The kitty approaches any player and says, "Kitty wants a corner."
3. The player can choose to give up their spot to the kitty, becoming the new kitty themselves, or say, "Ask my neighbor."
4. While the kitty is distracted asking for a corner, players behind the kitty switch spots with each other, attempting to do so without being seen.
5. If the kitty sees a player switching spots, they can take that empty spot, making the player they saw the new kitty.
6. The game continues until the kitty successfully takes a spot or until players decide to end the game.

VARIATIONS:

Introduce a time limit for how long the kitty has to get a corner.

Special Note for Instructors:

While "Kitty Wants a Corner" is fantastic for high-energy players/groups, it can become rowdy and potentially hazardous if not supervised closely. Monitor all players closely, and be prepared to change the game if the intensity escalates beyond manageable levels. Safety first!

FACILITATOR TIPS:

- Encourage quick, stealthy switches and remind the kitty to stay alert.
- Rotate the kitty frequently to give more players a chance, and stress teamwork and communication among players.
- Keep the game fast-paced and engaging, while also maintaining safe plays.

THE MARTHA GAME

OBJECTIVE

- SPONTANEITY
- CREATIVITY
- TEAMWORK

REQUIREMENTS

AGE: 7+

SPACE: Any

MATERIALS:

- None

SETUP

STAGE/AUDIENCE

RULES

1. Players must act quickly, with no hesitation when adding to the picture.
2. Use projection when announcing your addition to ensure everyone hears clearly.
3. No repeating elements already introduced in the picture.
4. Encourage participants to build upon each other's ideas.

HOW TO PLAY

1. Participants form a line outside the performance space.
2. When it's their turn, each person runs into the space and quickly assumes a statue pose while announcing what they are.
3. The next person runs in and adds to the picture by forming another object related to the previous one.
4. Each subsequent participant adds to the scene until everyone in the group is incorporated.
5. Repeat the process several times, encouraging quick transitions and new ideas with each round.

VARIATIONS:

Moving picture

Once all players are on stage have them animate their poses on a count of three.

Add Dialogue

Turning it into a "moving, talking picture" for added creativity and fun.

FACILITATOR TIPS:

- Encourage diverse and creative additions to the picture.
- Maintain high energy and ensure the pace is fast.
- Provide positive reinforcement to keep participants engaged and motivated.
- Remind players to use clear and loud projection when announcing their elements..

YES, LET'S

OBJECTIVE

- IMPROV PRINCIPLE: ACCEPTANCE
- PANTOMIME
- CREATIVITY

REQUIREMENTS

- AGE:** Any
SPACE: Any
MATERIALS:
- None

SETUP

STAND ANYWHERE,
OUTLINE PLAY-SPACE
IF OUTSIDE OF STAGE.

RULES

1. This game is silent with the exception of suggesting a new activity.
2. Players must agree with whatever idea is suggested.
3. Ideas proposed must be safe and appropriate for all participants.
4. Players should try to add something unique to the scene when possible. (i.e. if we are at the beach we shouldn't all only be swimming because there are lots of things/people at the beach to act out.)

HOW TO PLAY

1. The instructor or designated player starts by saying, "Let's [activity]" (i.e., "Let's go to the mall!").
2. All other players must respond with enthusiasm, saying, "Yes! Let's!"
3. The group then proceeds to silently act out the suggested activity together.
4. Any player in the group can suggest a new activity by saying, "Let's [new activity]," and the rest of the group responds with "Yes! Let's!" and acts out the new activity.

VARIATIONS:

The Show: (ideal for larger/older groups)

- Divide the group into two smaller groups. One group acts as the audience while the other group performs. Except in this twist the audience yells out the ideas, the actors have to agree with enthusiasm.
- This variation we should encourage collaborative scene creation, where suggested activities prompt the players to build entire scenes around them. For example, if someone suggests "Let's get groceries," the players should aim to create a complete grocery store scene with various roles such as cashiers, shoppers, managers, families, and shelf stockers.
- The instructor might need to control the suggestions if the audience is struggling to give the actors feasible scenes.
- After a few suggestions or a set amount of time, the groups switch roles, allowing everyone to participate both as performers and audience members.

FACILITATOR TIPS:

- Emphasize the importance of accepting and building upon each other's ideas.
- Encourage participants to be enthusiastic and supportive of all suggestions.
- Remind players to stay physically active and engaged throughout the game.

LOCATIONS

OBJECTIVE

- IMPROV PRINCIPLE: ACCEPTANCE
- COLLABORATION
- PANTOMIME
- CREATIVITY

REQUIREMENTS

- AGE:** Any
SPACE: Any
MATERIALS:
- None

SETUP

STAND ANYWHERE,
OUTLINE PLAY-SPACE
IF OUTSIDE OF STAGE.

RULES

1. Students must act out the scene without using any sound or words.
2. Additional actors joining the scene must silently integrate themselves
3. Players should avoid duplicating the actions of other actors already in the scene.
4. Actions should reflect the chosen location and provide clear clues for the audience to guess the setting.

HOW TO PLAY

1. The two selected students begin acting out the scene based on the chosen location, using only gestures and movements.
2. As the audience watches, they attempt to guess the location based on the actions of the actors.
3. When an audience member correctly identifies the location, they silently join the scene, adding to the actions and providing more clues for others to guess.
4. The scene continues to evolve as more students join, each adding their own unique actions and interpretations of the location.
5. The game concludes when the majority of the audience has correctly guessed the location or when time runs out.

VARIATIONS:

- **Props:** Introduce props to enhance the scenes and provide additional context for the chosen locations.
- **Time Limit:** Set a time limit for each scene, challenging students to convey the location effectively within a shorter timeframe.

FACILITATOR TIPS:

- Encourage students to focus on body language and gestures to convey the chosen location effectively.
- Emphasize the importance of creativity and collaboration in building engaging scenes.
- Provide feedback and encouragement to help students improve their improvisation skills and teamwork.
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DR. KNOW-IT-ALL

OBJECTIVE

- IMPROV PRINCIPLE: ACCEPTANCE
- COLLABORATION
- PANTOMIME
- CREATIVITY

REQUIREMENTS

AGE: 7+

SPACE: Any

MATERIALS:

- None

SETUP

DESIGNATE STAGE
AND AUDIENCE
IF OUTSIDE
OF A THEATRE

RULES

1. Dr. Know-it-all can only say one word per player.
2. Audience must raise hands & stand when selected by interviewer to ask questions about any subject.
3. Questions must be appropriate.
4. No talking other than the audience member asking the question and Dr. Know-it-all's answers.

HOW TO PLAY

1. Instructor picks 2 players to act as Dr. Know-it-all. They sit shoulder to shoulder facing audience.
2. The instructor plays as the interviewer. Introducing Dr. Know-it-all to the audience and starts with a few questions to get all of the players familiar with the game play.
4. Players portraying Dr. Know-it-all respond one word per player starting with the player sitting Stage Right.
3. The interviewer will invite the audience to start asking questions.
4. Interviewer can then dismiss the first Dr. Know-it-all and select a new one to start the game over in a new round.

VARIATIONS:

Adjust the number of players portraying Dr. Know-It-All to create different dynamics. This could range from 2 to 4 players.

Field Expert

- For larger groups, divide players into three sets of 2-3 players each to portray Dr. Know-It-All. Each set specializes in a different theme or field of expertise, such as Disney movies, breakfast foods, or historical events.
- Questions and answers within each set are tailored to the specific theme, allowing for more focused and thematic interactions.
- This variation adds depth and diversity to the game, providing opportunities for players to explore various topics and engage with different sets of expertise.

FACILITATOR TIPS:

- Remind players to remain focus and attentive to maintain the sequential flow of words to complete an answer..
- Facilitate the audience participation effectively & try to encourage all audience members to ask at least one question.

WHY ARE YOU LATE?

OBJECTIVE

- QUICK THINKING
- CREATIVITY
- TEAMWORK
- TEAMWORK
- PANTOMIME

REQUIREMENTS

AGE: 7+

SPACE: Any

MATERIALS:

- CHAIRS
(optional)

SETUP

“OFFICE”
WORKER DESKS,
BOSSES DESK &
LINE OF “LATE”
WORKERS

RULES

1. Players must remain silent and use only mime to communicate the reason for lateness.
2. Players waiting in line must remain silent. The instructor can ask players to move to the back of the line for talking or creating too much distraction.
3. Ensure reasons for lateness are appropriate and positive. Avoid triggering reasons such as death or serious injuries.

HOW TO PLAY

1. Choose six players: four as “office workers,” one as the “boss,” and one as the “late worker.”
2. The “office workers” sit facing the audience, miming typing.
3. The “boss” and “late worker” leave the playspace for 10 seconds while the “office workers” decide on a reason for the lateness.
4. The “office workers” resume typing. The “boss” enters and stands with their back to the “office workers,” while the “late worker” faces the boss.
5. The “boss” asks, “Why are you late?!”
6. The “office workers” mime the reason behind the boss’s back for the “late worker” to guess.
7. The “boss” can turn around anytime. If they catch an “office worker” not typing, that worker is fired.
8. The game ends when the “late worker” guesses the reason or all “office workers” are fired.

VARIATIONS:

The number of “office workers” can vary to accommodate different group sizes.

FACILITATOR TIPS:

- Encourage players to use exaggerated movements to make their mimes clear.
- Provide positive reinforcement to build confidence.
- Keep the game moving quickly to maintain energy and engagement.
- If needed, suggest creative and fun reasons for lateness to inspire the “office workers.”

CHARACTER PARTY

OBJECTIVE

- CREATIVITY
- QUICK THINKING
- ACTIVE LISTENING
- CHARACTER WORK

REQUIREMENTS

- AGE:** 7+
- SPACE:** ANY
- MATERIALS:**
- none

SETUP

STAGE/AUDIENCE

RULES

1. As the host or character use projection to ensure everyone can hear questions and clues.
2. Stay attentive and quiet while the game is in progress to listen actively and engage fully and to not distract the host from guessing.

HOW TO PLAY

1. The instructor designates one student as the host and three students as party guests. Designate the "door" and "table" for all players. The inactive players are the Audience.
2. Each party guest enters the party one at a time by knocking or ringing the doorbell.
3. The host greets the first guest at the door, providing an opportunity for the first clue from the character and a guess from the host. If the host guesses incorrectly, they invite the guest to the table. Once the first guest is at the table, the second guest can knock or ring the doorbell.
4. Repeat this process until all guests are seated at the table.
5. The host continues to ask questions to each character one by one to gather more hints.
6. Once the host correctly guesses a character, that character leaves the party, and the process continues until the host has correctly guessed all characters.

VARIATIONS:

For Younger Groups:

- Add another host to help with guessing
- Keep all characters from one theme
- Keep the size of the group limited to maintain clarity and focus.

For Older Groups:

- Limit the number of guesses the host gets to increase the challenge and strategic thinking.
- Add more characters to the party for the host to guess.

For Larger Groups:

- Use "popular pairs" characters to involve more players without overwhelming the host, such as Cinderella's stepsisters, Tweedledee and Tweedledum, Timon and Pumbaa, etc.

FACILITATOR TIPS:

- Foster creativity by providing hints and clues to assist characters in expressing their identities effectively.
- Engage the audience by encouraging active participation in the game, even though they are not directly involved, fostering skills in attentive listening and enthusiastic support.

BEANS SCENE



RULES

1. Participants should maintain appropriate and safe behavior throughout the skit.
2. All interactions should be kept light-hearted and comedic.
3. Stay close to script to keep the scene moving forward.
4. Non-active players will create the audience and should be actively listening and appropriately reacting to the scene

HOW TO PLAY

1. Arrange players as such: Bean maker is center stage mixing beans. Taster is off stage Right, Doctor is off stage left
2. Bean maker begins by pretending to mix a pot of beans.
3. Taster approaches Bean maker and asks, "Whatcha makin'?"
4. Bean maker responds, "Beans."
5. Taster Asks "Can I have some?"
6. Maker says "Sure!" & pretends to give taster a taste. The taster will react in a humorous manner (e.g., glitching, freezing, falling asleep, etc.).
7. Bean maker calls out, "Doctor! Doctor!"
8. Doctor enters and asks, "What seems to be the problem here?"
9. Bean maker explains "I fed her/him my beans."
10. Doctor steps forward to diagnose the unusual reaction and prescribes humorous medication or treatment. (i.e. "Looks like they have a case of beanitious they just need to sleep it off.")

VARIATIONS:

Change the setting/theme: outer-space, country, British, barbie, robots, etc.

FACILITATOR TIPS:

- Encourage creative and appropriate humor throughout the skit.
- Foster a supportive environment for participants to explore comedic talents.
- Provide guidance on timing and pacing for smooth scene transitions.
- Ensure active engagement from all participants, offering support and suggestions as needed.

ZIP ZAP ZOP

OBJECTIVE

- GROUP FOCUS
- TEAM BONDING
- QUICK DECISION MAKING
- PROJECTION

REQUIREMENTS

- AGE:** Any
SPACE: Any
MATERIALS:
- None

SETUP

STAND OR SIT
IN CIRCLE

RULES

1. Use Projection: Speak loudly and clearly when saying your word (Zip, Zap, or Zop).
2. Don't Break the Pattern: Follow the sequence of Zip, Zap, Zop every time without fail.
3. Speed: This is a fast-paced game. Start slow to learn, but aim to be as fast as possible.
4. Passing the Turn: Use eye contact and the hand motion to pass the turn.
5. No other words are allowed.

HOW TO PLAY

1. Starting the Game: Player A begins by saying "Zip" and making the motion towards another player.
2. Following the Pattern: The next player (Player B) repeats by saying "Zap" and making the motion, followed by Player C saying "Zop" and making the motion.
3. Flexible Pointing: Players can choose whom to point at, but they must always follow the pattern of Zip, Zap, Zop.

VARIATIONS:

Elimination:

- If a player breaks any of the rules above, they are automatically out.
- Eliminated players must remain seated on the floor in the ring where they got out and remain focused on the active play. These players will be referred to as the audience members. quiet watching and listening. Audience members can respectfully clap and cheer for active players.
- As players are eliminated, the active players continue to step in closer to close the circle until we are down to the final two winners.

Tournament/Playoff:

- With larger groups, organize the game into smaller groups and play in a bracket-style tournament to determine the best player or team.
- The tournament will end up with two winners at the end of the competition.

FACILITATOR TIPS:

- Keep up the pace and projection.
- Scramble players every so often state "stand next to someone new in 5, 4, 3, 2, 1" and resume playing.

KING OF THE JUNGLE

OBJECTIVE

- FOCUS
- TEAMBUILDING
- QUICK THINKING

REQUIREMENTS

AGE: 7+

SPACE: ANY

MATERIALS:

- none

SETUP

SIT IN A
HORSESHOE/"U"
SHAPE

RULES

1. If a player hesitates or messes up the pattern or sound/name they will be knocked down/out of the chain.
2. No pass backs
3. Players must use projection with names and sounds.

HOW TO PLAY

1. Each participant comes up with a unique animal noise, with the "King of the Jungle" designated as the lion with the roar.
2. The game starts with the "King of the Jungle" making their noise, followed by another participant's noise. Ex.: "roar, sssss"
3. The participant whose noise was made then makes their noise and another participant's noise, such as "ssss, chomp chomp".
4. Participants continue in sequence, passing to the next person. "chomp chomp, tweet tweet"
5. If someone hesitates or makes a mistake in sound or pattern they move to the end of the horseshoe and is now the smallest animal, the worm. Everyone else moves up in the chain.
6. The game continues until the time limit is reached, and the "King of the Jungle" at the end of the game is declared the winner.

VARIATIONS:

In larger groups, inactive players will create an audience. Once a player in jungle chain gets "out" will join the audience. Instructor selects a new player from the audience to join the game, starting as the smallest animal, the worm.

FACILITATOR TIPS:

- Encourage participants to be quick and confident with their animal noises.
- Emphasize the importance of focus and concentration to avoid mistakes.

THIS IS A PEN

OBJECTIVE

- LINE MEMORIZATION
- LISTENING
- RYTHM WORK

REQUIREMENTS

AGE: 10+

SPACE: ANY

MATERIALS:

- PEN
- BAG, CUP, WATCH, ETC.

SETUP

SIT IN A CIRCLE

RULES

1. Only the giver or taker can talk during this game.

HOW TO PLAY

1. Arrange participants in a circle. Designate one person as the initial GIVER, who will hold the pen.
2. Players will pass pen around the circle while reciting a scripted dialogue without stopping or breaking rhythm.
3. Starting the Game:
 - The GIVER begins by offering the pen to the person on their right, who becomes the TAKER.
4. FOLLOW SCRIPT:

GIVER: "This is a Pen." **TAKER:** "A What?"

GIVER: "A Pen." **TAKER:** "A What?"

GIVER: "A Pen." **TAKER:** "Oh, A Pen."
5. The TAKER takes pen and becomes the new GIVER and repeats the scripted dialogue with the person on their right. This process continues until everyone in the circle has participated.

VARIATIONS:

Once the group masters passing one object, introduce additional objects passed in the same or different directions. With each new object, participants continue passing them while reciting the same scripted dialogue.

Larger Groups - divide into two or three smaller groups so non active players don't lose interest.

FACILITATOR TIPS:

- Foster creativity by providing hints and clues to assist characters in expressing their identities effectively.
- Engage the audience by encouraging active participation in the game, even though they are not directly involved, fostering skills in attentive listening and enthusiastic support.