

SAMPLE THEATRE GAMES

**Note: These games do not require any additional materials*

Zip Zap Zop: Have everyone get into a circle. The teacher starts the game by clapping and pointing to a student in the circle while saying, "Zip". That student claps and points to another student, while saying, "Zap". The second student repeats the motions to someone else while saying "Zop". Rinse and repeat. Whenever someone forgets to do the motion, doesn't say the right word, freezes, or points to more than one student, then they are out. The game continues and gets faster as the circle gets smaller.

Emotional Orchestra: Choose students to represent different emotions: Anger, sadness, joy, fear, etc. Be the conductor or choose a student to be a conductor and have them "conduct" the emotions. Instead of changing the dynamics, the conductor can change the intensity of each emotion.

One Word Story Game: Have the students make a circle. Each one has to say one word and no more than one word. The students form a story by listening to each other and building on what the previous person has said. A good way to start this game is "Once upon a time..."

One Sentence Story Game: This is essentially the same as One Word Story Game except that students build on entire sentences instead of one word. This is better for older kids.

Name Rhyme and Keep the Beat: Have students form a circle. They need to clap and keep a steady beat while a name is chose to rhyme with. For example, we will use Joe. The kids need to start saying things Joe likes or does that rhyme with his name. "Joe likes to row." "Joe had to eat crow." And so on until someone cannot think of a rhyme. They have to come out of the circle and the game continues.