

## **Rating for each game**

**To help you, I have rated each activity/game according to the following scales.**

### **Ease of play 1-5:**

- 1** Inexperienced players can participate easily;
- 2** Inexperienced players can participate fairly with an example;
- 3** Some performance skills needed, possibly a challenge for younger or less experienced children;
- 4** For confident players. Will be a challenge for younger or less experienced children;
- 5** For experienced players. I would recommend that younger or less experienced children watch the first time(s) this is played.

### **Ease to explain 1-5:**

- 1** Can be explained in less than a minute, children will pick it up very easily as they play;
- 2** Explanation is little longer or more complicated, but children will pick it up fairly easily as they play;
- 3** Needs a bit of explanation, but is then relatively clear how to play, children should pick it up fairly easily;
- 4** Explanation is a little complicated but example of how to play, should make things clear;
- 5** Needs a lot of explanation and an example of how to play, step by step examples needed, stop to make sure the children are following before going on.

### **Re-playability 1-5:**

- 1** Can be played several times in a term;
- 2** Can be played a few times a term;
- 3** Can be played several times in a year;
- 4** Can be played few times a year;
- 5** Play only once a year.

I have also included a **(Covid)** label for some games as these involve touch or close contact and may be problematic until the pandemic is no longer a concern. Alternatively they may still be able to be played in a modified way.

**1234 (Possible Covid)**

This game is a repetition of 4 movements:

- 1 : touch your head with both hands
- 2 : touch your shoulders with both hands
- 3 : touch your hips with both hands
- 4 : slap right foot with right hand

We repeat this 10 times, as follows:

Just say 1,2,3,4 - no movements, do this twice then touch your head (on '1' but don't say '1') and say 2,3,4. Repeat twice touch head (on '1') touch shoulders (on '2', but don't say '1' or '2'). Follow by 3,4, spoken. Repeat twice touch head, touch shoulders, touch hips (on the rhythm on 1,2,3, but don't say 1,2,3). Say '4'. Repeat twice touch head, shoulders, hips, slap foot. Don't say anything but stay in the rhythm and repeat twice Then just start all over again by saying 1234 twice.

Extension: Increase tempo

*Ease to play 2*

*Ease to explain 2*

*Re-playability 3*

**54321**

There are many versions of this, here are 4 I have made up. To play, say each number and explain what the kids must do. When all is explained, call out a random number between 1 & 5. As they get more used to it, the teacher can speed up the calls.

**BABIES AND BASKETBALLERS**

- 5- Give a high 5 to either an imaginary basketballer or a baby (you choose)
- 4 dribble an imaginary basketball 4 times
- 3 do 3 imaginary slam dunks
- 2 hang up two imaginary nappies on an imaginary line with imaginary pegs
- 1 spit an imaginary dummy then toddle after it (no crawling!) wipe it and put it back in your mouth

**GETTING READY FOR SCHIOOL**

- 1- Yawn and stretch
- 2- eat 2 pieces of toast then say “yum”
- 3- run up the stairs, then run back down because you forgot something, get the thing you forgot (your choice) then run back up and then call out “Sorry mum” because hasn’t she told you a 1000 times not to run up the stairs.
- 4- Open and close 4 sets of drawers then yell out “Mum, I can’t find any undies”
- 5- Get dressed- put on 5 items of clothing (your choice) then yell “Bye mum:”

**SUPER HEROES**

- 1 Turn into the Incredible hulk
- 2 Spiderman- shoot two webs and swing away
- 3 Hover in place like Iron man
- 4 Strike an heroic pose then fly around like Superman
- 5 The greatest super hero of them all- your mum! Iron the clothes, wash the dishes, vacuum the floor, cook dinner and then get the bratty kid (you) ready for Comedy Club

**AT SCHOOL**

- 5 Write your name in the air as big as possible
- 4 Play handball with a friend
- 3 Get three books from the library to borrow
2. shake an imaginary prefects hand and proudly hold up your merit certificate.
1. Put you hand up and ask to go to the toilet

*Ease to play 1*  
*Ease to explain 2*  
*Re-playability 2*

### **3 Noses (Covid)**

A fun and silly game. Let everyone walk leisurely around the room. When you shout '3 Noses' the players must form little groups, each group consisting of 3 touching noses. Use your imagination - as for 7 left big toes, 2 earlobes, 9 fingers, 4 little fingers, 5 bottoms. Repeat till everyone is giggling.

#### **Notes**

This is a great game for new groups, as it lets the players get a feel (literally) for each other.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 3*

### **3 some (Possible Covid)**

One player offers something, e.g. I am a slice of cheese. 2nd player jumps in and adds something to the offer, e.g. I am a slice of bread. 3rd player jumps in and again adds to the setup, e.g. I am a pickle. First player leaves, taking one of the others with him. Restart from the remaining player, who restarts by saying what/who she is.

*Ease to play 3*

*Ease to explain 2*

*Re-playability 3*

### **7 Up (Possible Covid)**

Everyone in a circle, start counting to 7 while waving right arm up and down to the same rhythm you're counting. After 7 switch to the other arm, then the right leg, then the other leg. At the end of the last leg of 7 go back to the original arm and do the same thing counting to 6, and so on down to 1-1-1-1.

*Ease to play 1*

*Ease to explain 2*

*Re-playability 3*

## **Ali Baba and the 40 Thieves**

Have about 10 children in a circle, everyone else watching. We are going to establish a rhythm, by saying, all together `Ali Baba and the 40 Thieves`. Keep repeating this including the children watching.

Player one starts making a gesture to this rhythm, say, tapping their head with their left hand. When the sentence is repeated, the player next to them takes over this gesture, while the first one starts a completely different new gesture. Third time the sentence is done, player three does the first gesture, player two does the second gesture and player one invents a new one again. And so on.

This is a concentration game, though it's not really difficult. All one has to do is watch the previous player, and next time, take over the gesture. When you're watching what everyone else is doing you're going to get lost though. The first players have the most difficult role as they need to be able to come up with a new gesture each time.

*Ease to play- It varies, player 1: 4-5 player 10: 1-2*

*Ease to explain 2*

*Re-playability 3-4*

## **Alien Tiger Cow**

Fun game to warm up and to teach players some Chivalry . Everyone in a circle. There are 3 things a player can be:

*Alien: hold you index fingers up next to your head, as little antenna`s and say `Bleeb bleeb`,*

*Cow: bend forward, hold your right hand on your tummy and go `Moooo`*

*Tiger: push your right hand forward, imitating a claw and roar.*

On your sign, every player decides to become one of the three. The idea is for everyone to become the same, which obviously

won't be the case, the first time. We re-do this until everyone is in sync. This is difficult and needs to be explained to the children. The children may not get into sync until you play this several times.

*Ease to play 1 (although to master I would say a 4 or 5!)*

*Ease to explain 2*

*Re-playability 3*

## **Alphabet Letters (Covid)**

Players in groups of 4 or 5. When a letter is called, each group forms that letter with their bodies.

*Ease to play 1-3*

*Ease to explain 1*

*Re-playability 3*

## **Assassin**

Everyone secretly picks someone to be their bodyguard, and a different person to be their assassin. Don't say out loud or even indicate who they picked for what.

The game starts, and everyone tries to protect themselves from their assassin, by trying to keep their bodyguard between themselves and their assassin.

Children will sometimes fall into a role of being someone else's bodyguard or trying to "assassinate" another player. Make sure it is clear that the aim of the game is to simply keep their chosen bodyguard in between themselves and their chosen assassin.

Even if they figure out what another player has chosen, they need to play their own game. So nobody should be actively acting as either a bodyguard or an assassin- they should all just be players trying to avoid assassination!

After a few minutes of chaos stop the game and have the children go and tell each other who picked who for what.

*Ease to play 2*

*Ease to explain 3*

*Re-playability 3-4*

## **Barnyard**

Each person is given the name of an animal with approximately three-five people having the same animal. Spread the group across the room. No one is allowed to tell which animal he is. At the signal each person makes the noise and acts out the moves of the animal that he has been given. The first group to find all of their animals and sit down are the winners.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 2*

## **Big Fish Small Fish**

Fun energizer game. Everyone stand in a circle. We are going to pass a pattern along the circle. Everyone, at their turn does either:

They say **Big Fish**, and hold both hands in front, about **10cm apart**. "It" then passes to the next person in the circle. They say **Small Fish**, and hold both hands in front, **about 50cm apart**. Players that miss (e.g. say Small Fish and keep your hands too close together or say Big Fish and move hands wide) become a caught fish they flap around for about 10 seconds, then sit down, are out and can help judge anyone else that "misses".

*Ease to play 1*

*Ease to explain 1*

*Re-playability 3*

## **Cat and Mouse (Covid)**

All players in pairs. One player is cat, one other player is mouse, and all others stay in pairs, arms hooked together. Cat chases mouse; when mouse is caught then mouse becomes cat and vice versa. However, mouse can escape chase by hooking into any pair of other players. At that point the player at the other end of the pair becomes cat and the cat becomes mouse.

*Ease to play 1*

*Ease to explain 2*

*Re-playability 3*

## **Cross the Circle**

Have everyone stand or sit in a circle. Teacher names something you have, have done, or can do (e.g. Cross if you have ever jumped out of a plane, if you own a dog, have blue eyes, are in yellow house, are in year 3 e.t.c). Those people that can give a positive answer to the question cross the circle and swap places with someone else who moved.

### **Variation.**

Give the moving children a way they need to move (e.g. Year 3 cross the circle like a super model; If you have a younger brother or sister, cross the circle like a toddler; Red house, cross the circle like a tornado)

*Ease to play 1*

*Ease to explain 1*

*Re-playability 1 (just make sure you have thought of some ways they can move)*

## **Ducks and Cows (Possible Covid)**

Great silly physical warm-up. Everyone closes eyes and teacher divides the group in 2 subgroups. Tap on right shoulder makes you a duck, and tap on left shoulder makes you a cow. Then eyes are opened and on the "Go" sign both groups try to find each other, by quacking & mooing.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 3*



## **Evolution**

Have the group spread out. Everyone starts out as an egg and places their hands above their head and together so that they look like an egg. When you say go each person will find another egg. Once they found that person they will then do Rock, Paper, Scissors. The loser stays an egg and the winner becomes a chicken, placing their arms as wings and making chicken noises. The chicken then looks for another chicken while the egg looks for another egg. When you win as a chicken you become a dinosaur, placing your hands out and roaring like a dinosaur. If you lose as a chicken you drop back down to an egg. Dinosaurs then find other dinosaurs, where they will play to become the ultimate people. Ultimate people put their hands over their heads like superman and look for others like them. If you lose as a dinosaur you go back to being a chicken, looking for other chickens. If the Ultimate person loses to another Ultimate person they go back to a dinosaur, and if they win they stay as ultimate people.

### **Variation:**

Evolve and devolve, when they become an ultimate human, they try to then lose so they can devolve back to a dinosaur, then a chicken and finally an egg.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 1*

## **Follow your Nose**

Silly physical warm-up. Have everybody mill around the room, and shout a body part. Players then start moving around as if they are lead by that body part. Continue with another body part. End the game on a really silly note by leading with e.g. your internal organs. Also known as Foot Soldiers.

*Ease to play 1*

*Ease to explain 1 (Make sure you know what body parts you are going to call out)*

*Re-playability 1*

## **Greetings (Covid)**

All players start milling about the room. You then ask them to greet each other, perhaps just by shaking hands. Players just shake hands, move on, and greet the next player they meet. Then ask the players to greet each other in a more specific way.

Possibilities are greet:

each other like you greet a long lost friend  
someone you don't really trust  
someone as their teacher  
someone you really hate  
someone you have a secret crush on  
someone you had a one-night stand with  
someone that excluded you from playing yesterday  
someone with bad breath  
greet someone like you are a cowboy, a soldier, a

nanny, a farmer e.t.c.

*Ease to play 2*

*Ease to explain 1*

*Re-playability 3*

## **Group Stop**

Everyone quietly mills about the room. One person will elect to freeze in position unexpectedly. As soon as one notices that someone else has frozen in position they freeze as well. So the effect of one person freezing causes everyone to freeze. Once everyone is still the group starts milling around again. The goal is to see how quickly the group can freeze in position.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 3*

## I Get Around

I prepared a heap of cards based on the ideas given below. Play in pairs. The children take a card. Player one begins to act out the mode of transport, they can talk, move, add sound effects, but can't name the transport they have chosen. The second player has to repeat everything player 1 did, then they can guess. If they are correct, they get a new card and they become player one. If they don't guess correctly or don't know, player one needs to try to give some more clues, once again without saying what the transport is. If their partner after repeating the actions still can't get the right answer, player one tells and they get a new card.

This should be a quick game with the kids having lots of turns in a short period of time.

### **Variation.**

This could be used as Improvised Activity without Preparation time. In this case, the children work together to show the audience what their transport is, once again, they can talk, move, add sound effects, but can't name the transport they have chosen. Player one starts and then after about 15-20 seconds player two joins adds to the presentation. After about a minute the audience has to guess. Especially in this form, stress to the children that they are not making the form of transport with their bodies, they are **characters** using it. Remind them to focus on **who** would use this and **how**.

*Ease to play 1 (3 for variation)*

*Ease to explain 1 (3 for variation)*

*Re-playability 3*

Tandem bike
Sailboat
Jet ski
Submarine
Raft
Delivery van
Taxi
Army tank
Tardis (Dr Who's spaceship)

Helicopter
Jet Fighter
Parachute
Hang Glider
Campervan
Truck
Ute
Police car
Ambulance
Fire engine

## **I Get Around (Continued)**

Harley Davidson  
Trail bike  
Broomstick  
School bus  
Tourist coach  
Electric train  
Steam train  
Rollercoaster  
Rally car  
Tricycle  
unicycle  
surf board  
Luxury yacht  
Hogwarts train  
Paddle steamer  
Kayak  
Ferry

Baby stroller  
Skateboard  
Roller blades  
Camel train  
Dragon  
Hot air balloon  
Elephant  
Rocket  
Millennium Falcon (from Star Wars)  
BMX  
Magic carpet  
Horse  
Bomby old car  
Flash sports car  
Limousine  
Jeep  
Airplane

## **Knife and Fork**

This is a classic Theatresports warm up of which kids younger and older don't seem to tire. It promotes quick thinking , spontaneous creativity, lateral thinking and team work. You can also use it theme base depending on your lesson, or to break up classroom activities.

Begin with Face to Face to mix the kids up and get them moving. Once they are paired up, explain to kids they will create whatever you call out as a pair. If it's two objects they each take on the role/shape of one, but if it's one thing they must create it together. I have found it helpful to count down from 10 to 1 to help the kids get moving and know to be silent and still on 1. You then have a look, wait a beat, then call out the next. It's meant to be fast moving and fun and to get minds and bodies warmed up.

Some ideas:

**Easy ones that can be done solo:** circle, square, triangle, ball, Capital T, Capital F, Capital V, Capital W,

**Pair Shapes:** Knife and fork, flower in a vase, bat and a ball, table and chair, lunchbox, sandpit, photo in a frame, apple in a tree, fish in a bowl, bowl of spaghetti, chicken and an egg, banana, cup and saucer, toothpaste on toothbrush. Bacon and eggs, pillows on a bed, pair of sunglasses, high heel shoes, television, burning matchstick, a book.

**Groups of 4:** Sydney Opera House, Sydney Harbour Bridge, Staircase, Plane, Hamburger and Fries, Computer, Car, Wedding Photo, Giant Octopus.

**Large Group:** Row boat, guitar, rollercoaster ride, spider web, house, family photo, haunted house, Variation. The kids are not allowed to talk.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 2*

## **Look Up (Dude!)**

I call this game "Dude!" but most people call it "Look Up" or some other less exciting name. It is an excellent focusing exercise, and is useful both for getting a cast to function as a unit and for evaluating how well an ensemble is working.

Stand in a circle. Everyone look at the floor.

When the leader calls out, "Look up!" everyone must look directly into the face of someone else in the circle.

Most people will find they are looking at someone who is not looking back at them, but a few people will probably find that they are staring directly into someone else's eyes.

When this happens, these two people are "out," and must exclaim to each other, "Dude!" as they leave the circle.

Continue in this fashion until only one (or, if there's an even number in the group, two) are left.

At first this won't take very long, but after a while a group will

get to the point where they can go for a long time without anyone being knocked out. It takes a real psychic bond--essential also for real ensemble work.

**Variations**

If this is being used as a warmup and you don't want an elimination game (as I often don't) you can play so that any two who find themselves facing each other must shout, "Dude!" and change places as fast as possible.

**Pointers**

With young performers, watch carefully so that they don't "cheat." They may fall into a pattern, which will of course prevent anyone from going out, but it defeats the purpose of the game. Stress that patterns are not allowed, and enforce it. More mature actors should not need this push.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 2*

## **Mirror**

**Two players face each other.** They can move (arms, legs, eyebrows) slowly, and the other player will mirror them. This is a game of give and take - no-one should be (continuously) leading. Keep movements slow.

**Variations**

Do this with the whole group: everyone in a big circle, and everybody mirrors everybody else. Also known as Group Mirror.

**Note:** this could be prepared to perform to the group or as just a warm up exercise.

*Ease to play 1 in whole group, 3 if performed*

*Ease to explain 2*

*Re-playability 3*

## **Mr. Hit**

This game is a way of learning the names of a group, and it works, but it is also great (and exceedingly difficult) with a group whose names are already familiar to each other.

Stand in a circle. One person announces, "I am Mr. Hit!" Mr. Hit begins walking directly (but slowly, at first) towards another person in the circle, with his hands out in front of him like a zombie. If he touches (hits) the person, they are "out" and must leave the circle. Mr Hit can't move until they've said "I am Mr Hit" and made eye contact with the victim. The only way the intended victim can stop Mr. Hit is to call out the name of another person in the circle before any contact is made.

Once a name is called out, that person instantly becomes Mr. Hit, they go into the middle of the circle spin around saying "I am Mr Hit" and begins advancing on a victim. Again, the only way the victim can save himself is by calling out a name.

Continue play until all but two people have been eliminated or until you feel the game has run its course. It gets harder and harder, because as people are "out" the fund of names grows smaller. You can't say the name of a person who is out--it must be someone who is still in the circle. It sounds easy, but it isn't. It is very difficult to think with Mr. Hit bearing down on you.

This is great, if frustrating, fun, and although, as I've said, I think it is great for any group, it is also hands down the most effective "name game" I know. Something about the sheer panic you feel when Mr. Hit is coming at you and you can't think of a name to say really makes those names stick in your head.

### **Pointers**

Gradually move faster, but never really fast. It's quite scary enough without that.

Some groups find that they have to change the name of the game to "Mr. Tap" to avoid injury. My kids have even started coming up with an original each time they are in "Miss Tickle" or "Mrs Sneeze". You know your group best. Whatever the case, stress

that there's really no reason to do more than lightly touch the victim.

*Ease to play 2*  
*Ease to explain 2*  
*Re-playability 3*

## **No Doubles 1-10**

Everyone in a circle. We will count from 1 to 10. Any player can start by saying `1`. Then any other player can say `2` and so on. If 2 players say a number at the same time we start all over again.

### **Variation:**

“Popcorn” all start sitting, they stand up when they say their number

*Ease to play 2 (but getting it right is a real challenge!)*

*Ease to explain 1*  
*Re-playability 3*

## **Pass the Ball**

All players in a circle. Ask the players to pass a mimed ball to others (one ball at a time). The ball becomes heavier, until it weighs a ton, or extremely light, extremely big (and light or heavy) or extremely small (and light or heavy). Actors need to show the ball's characteristics in the way it gets passed.

*Ease to play 1*  
*Ease to explain 1*  
*Re-playability 4*

## **Pirate Ship**

This is a very energetic warm up game. Before you begin, the children should be taught the commands which the activity involves (see below).

Children start by forming a line (one behind the other) directly in front of the teacher. The teacher then shouts a command and



the children have to perform the activity associated with that command. Start with just a few commands and then add some as the game progresses.

Command	Action
Quarterdeck	Run to a wall / line on the left side of the area.
Main Deck	Run back and form the original line in front of the teacher (children do not have to be in the same order).
Man the Lifeboats	Run to a wall / line on the right side of the area.
	OR call out a number (e.g. 6) and the children have to get into groups of six and "row" their lifeboat.
	OR find a partner, sit on the floor facing each other, holding hands and rocking backwards and forwards (as in "row, row, row your boat").
Scrub the Decks	Children crouch down and pretend to clean the floor with their hands.
Climb the Rigging	Children pretend to climb a rope ladder.
Captain's Coming	Children salute and shout out "Aye Aye Captain"
Admiral's Coming	Children stop and salute (like captain's coming) but must continue to stand to attention until the instruction 'Admiral's gone' - giving opportunities for catching children out!
Man over board	Three children pair up, 2 joining hands to make a ship and the 3rd in the middle with his hand above his eyes looking overboard for the fallen sailor. Anyone alone is out.
	OR Children jump as if going over the side and then sink down holding nose with one hand and raising other hand in air as if going under water.
	OR Children pretend to jump into the water, grab a partner and then swim back to the ship
	OR children join into groups of three sitting on the floor one behind another making rowing actions. If done as a game the children not in a group are out of the game.
	OR children jump in the air and land as if jumping over the side of the ship.
	OR piggy back a partner.
	OR children have to find a partner and lift them up. Any

	children on their own are out.
	OR children have to find a partner and hold on to them. If any child does not have a partner, they are out.
	OR children pretend to fall over the side of the ship and swim for their lives!
	OR children shout "Splash!" and put their hands above their eyes to peer into the "sea".
	OR children on their backs waving legs and arms in air as they drown.
Walk the Plank	Children have to walk in a perfect straight line one foot exactly in front of the other with arms outstretched to the sides (children could also walk along benches).
Boom Coming Over	Teacher makes action of boom moving across deck. Children must duck down to avoid.
	The children curl into a ball on the floor
Captain's Wife	Everyone curtsies (boys think this is hilarious!).
Captain's daughter	Children pose like a model (one hand on hip. the other outstretched and slightly bent) and say "Oooooooooooooh!"
	OR Children wiggle hips and blow a kiss.
Submarines	Children lie on floor with one leg raised like a periscope
Fire the Cannon	Children run in to pairs and pretend to light the cannon, shout "boom!" and jump in the air.
Shark Attack	Crouch with bent arm forming fin of shark
Hit the Deck	Children lie down on their stomachs as quickly as possible.
Crow's Nest	Children stand on one leg which becomes the mast, the other foot rests on that knee to become the crows nest and their torso is the pirate looking out to sea, hand above eyes!!!
	OR Have students run to the Jump Ball or Face Off circle in the middle of the gym.. the last student into the circle is out.
	OR Children peer into the distance and shout "land ahoy!"
Rats on board	Children sit on the floor, hugging their knees, whilst feet are raised off floor.
Bombs overhead	The children crouch and cover their head for 'protection'. They are not able to get up until 'All clear' is called. Anyone who gets up or moves before the 'all clear' is out.
	Crouch on floor with hands over head
Rowboats	Pair up facing each other, soles of feet touching and join hands

	then rock backwards and forwards in rowing motion
Port	Run to left-hand side of hall
Starboard	Run to right-hand side of hall
Bow	Run to front of hall
Stern	Run to back of hall

*Ease to play 1*

*Ease to explain 1*

*Re-playability 1*

## **Person, Place, Object**

This is a little like "Charades." Central to the game is the idea a portrait is being created, and the task is to discover **Who** is in the portrait, **What** object they are holding and **Where** they are. Three children are selected. The first stays inside but the other two go out of hearing. The player asks the audience for suggestions for who, what and where. The other two players come in. Player 1 performs so both player 2 and the audience can see their miming. Player 3 turns around and closes eyes. Each player must communicate all three items without speaking. The twist is that the second player can't speak either, so there is no way for the first person to be sure she has communicated successfully. The second player may indicate through, gestures that he does or does not understand, but when he has an idea she gives a thumbs up.

When the second player thinks he has all three items, they mime to player 3.

Player 3 then guesses the person, place and object, then player 2 guesses, then player 1 reveals what the answers were.

### **Pointers**

To help the miming, establish with everyone some basic signals. Standing with legs slightly apart, arms slightly to the side indicates they are miming the **who (the person)**, one hand raised like the Statue of Liberty holding her light indicates the **what (the object)** and hands above head making a roof shape indicates the **where (place)**.

Until the kids are experienced with the game, have the person suggested be generic i.e. a builder rather than a particular person- Brad Pitt.

The **who (the person)**, **what (the object)** and **where (place)** do not have to be related. The fun of the game comes from the fact that the audience knows that the player is trying to act out some bizarre combination such as: a plumber, with an ice cream, at a playground. Description

All players in a circle. On player steps into the circle, making a big gesture and a loud sound. Player then steps back, and the rest of the circle imitates the sound and gesture.

Try and do this with open sounds,

*Ease to play 4*

*Ease to explain 3*

*Re-playability 1\* This game can almost be played every week.*

## **Primal Voice**

All players in a circle. On player steps into the circle, making a big gesture and a loud sound. Player then steps back, and the rest of the circle imitates the sound and gesture.

Try and do this with open sounds.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 2*

## **Scream**

Played the same as “Look up (Dude!)” except when their eyes meet they get to scream and “die”. Yes I know. Screaming. But the kids love this game because they get to do something that is usually forbidden at school! Trust me it is not as bad as it sounds.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 3*

## **Shrinking Box**

One at a time the kids mime that they are in a very large box. Show partner all the sides. Then the box gets smaller. Show their partner how small it is getting. Then they must figure out a way to escape. The actor must do a good job showing their partner how they have escaped so they can correctly guess how. Partner gives feedback on what work and what didn't, then change roles.

Note: as with Mirror Exercise, this could be prepared to perform to the group or as just a warm up exercise.

*Ease to play 3*

*Ease to explain 2*

*Re-playability 3*

## **Umina Whispers**

6-7 players.

Players stand side on to the audience facing all the same direction, except Player 2 who faces Player 1. Player 1 then mimes some action that involves 2-3 steps, e.g. getting bread, putting on butter and vegemite, then eating your sandwich; or getting a worm, putting it on a hook, then casting a fishing line. Player 2 then taps the next player on the shoulder, they then turn and player 2 tries to repeat the action. This process continues until the last player. They then guess what the action was. Player 1 then repeats the action and the last player then has another guess.

*Ease to play 1*

*Ease to explain*

*Re-playability 1*

## **Vampire**

A number of players stand in the middle of the room, eyes closed the others stand by the walls. One of the middle players is tapped on the shoulder they become the

`vampire`. The teacher gives a go-sign, and all `blinded` players start milling around the room. When the vampire bumps into someone, they gently squeeze that persons forearm to `kill` him. When a victim dies, he utters a scream, opens his eyes and is `out`.

Game is over when all potential victims are dead or when you feel the game has gone long enough

Audience by the walls make sure that blind players don't bump into stuff or hurt themselves.

**Variations**

- When a `vampire` runs into a victim, the victim becomes a vampire too.
- Vampire Hunter. One player is chosen as the Vampire Hunter and instead of trying to avoid the vampire they deliberately try to get “bitten” by the vampire because when they do they are allowed to open their eyes and cry out loudly “Die foul beast” which is the signal for *all* the players to open their eyes, so they can watch the Vampire Hunter “plunge the stake into the vampires heart”.

From the description, I know that this game sounds like an accident waiting to happen. However I have played this game several times a year for the last 8 years, sometimes with only the teachers to stop the kids bumping into things without a single accident. This is because before I play, I make it clear to the children that if there are any accidents we won't play it again this year. I also have the children practice moving slowly carefully and quietly around the hall before we start. Some children will peak, but I always try to make it clear to them that if they do peak they only spoil the game for themselves, as the fun comes from playing properly and being startled by a sudden scream from behind as another child falls “victim” of the vampire. This is without doubt, the children's most favourite game played in Comedy Club and the one most often requested.

*Ease to play 1*  
*Ease to explain 3*  
*Re-playability 1*

## **Walk This Way**

Have everyone walk around the space. Different ways of walking are called, student try to do the walk called. The walks have different places or imagined characters, surfaces, or moods.

List of ideas:

### **Types of walks:**

sneaking, in a rush, like a an animal (some suggestions like a tiger, like a kangaroo, like an elephant, like a humming bird, like a mosquito, like a crab- there are literally hundreds) as if spying, as if hunting, excited bouncing, angry stride, pigeon toed, bow legged, walking high or low, nervous, proudly, silly walking, speed walking, shuffling like an old person, like a dinosaur, on crutches, with a limp, goose stepping, marching like a soldier, tip toes, walking on heels, walking on the moon, stumbling, crawling, skating, slow motion running, hopping, skipping

### **Different Surfaces:**

soft grass, hot sand, thick carpet, through high water, broken glass, up a mountain, a stony path, hot coals, slippery ice, squelchy mud, comfy slippers, in very high heels, in a desert, through deep snow, through a pile of autumn leaves,

### **Character Walks:**

like a cowboy, a toddler, a supermodel, a footy player, a doctor , a peg legged pirate, a builder, a plumber, an artist, a ballerina, a cowboy, a monster, a sumo-wrestler, part of the synchronised swimming team, Godzilla, a policeman, a fire fighter, a teacher

on playground duty, a child waiting for their sister to finish using the bathroom.

**Variation:**

Tell the players they have an oxygen mask, and then talk them through the exercise: players are to move about in successively thicker substances. Go from thin air, mist, warm water, oil, honey, Jelly, wet cement to hard cement.

End the game by having them `frozen` in cement and break out with a big bang.

*Ease to play 1*

*Ease to explain 1*

*Re-playability 1*

## **Zombie Tag**

Have everyone walk around the space. At any point, you can call out someone's name. If you call out their name, they become a zombie, which means: Their arms go out in front of them. They walk slower. They say "Brains." The zombies try to tag people (by touching them lightly). When first chosen the zombie must choose a target victim and zombie-shuffle their way to them. Zombies can't change victim, unless they tag their victim, who is then out of the game. The victim may move away from the Zombie, but the only way to stop them is to point to another child and say their name. That child then becomes the zombie and the zombie who was in, is back to normal.

**Note**

Before and I have found, several times through the game, you may need to remind the children that this is essentially a listening game. Therefore, apart from saying "Brains" and calling out another child's name, no one else should make any noise.

**Variation-**

1. The teacher is in charge of calling out all the names throughout the game. This is good to do at the start of the year if the children don't know each other that well, but



make sure you have a list of the children unless you know them all.

2. Continue calling out names until there is a sufficient number of zombies that will ultimately lead to a zombie apocalypse.

## Notes:

There is no safety in this world and no weapons. The goal is just to see how long you can survive.

For large rooms, you may need section off part of it to make the game move quicker, in the first variation of the game I use the people who are out to make the playing area smaller.

This game is great as an icebreaker, team-builder, or energizer for all ages.

- *Ease to play 1*
- *Ease to explain 3*
- *Re-playability 1*

All activities from:

**The Improv Encyclopedia**

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You can also download the whole site, and the programs that were used to generate both the site and this text. If you want to know more about how these programs work see the FAQ page on [www.humanpingpongball.com](http://www.humanpingpongball.com).

Other activities can be found in various places such as:  
Top 50 Drama Games Unpacked By Celia Pennay  
(Currently out of print)

I downloaded some free activities from the Drama Trunk website, but they haven't responded to email enquiries about what precisely is in their paid content.

<https://www.dramatrunk.com/>