

OLIO:

- The Line Game:
 - Ask the campers to line up in different ways- SILENTLY!
 - EX: In birth order, in height order, by eye colour (darkest to lightest), amount of siblings, first name order (A-Z), etc.

PURPOSE: Help to break barriers with new campers and work together!

Soundscapes:

- Sit in a circle, and create a group adding on each sound one at a time to create soundscape using only one's voices and bodies
- EX: One person is clapping their hands, the other person is humming

PURPOSE: Helps for kids to listen to each other and feel out their musicality, while also seeing what it sounds like to create a collective sound

The Human Knot:

- Have campers stand in a circle and randomly grab hands with another person. Ask them then to untie each other without letting go

PURPOSE: Builds an ensemble and promotes communication amongst team members

Person to Person:

- Ask children to walk around the circle. You will then yell out a certain # of actors and a scene/object/body part you want them to connect

PURPOSE: Focus game

Categories:

- Everyone sits in a circle and pats their legs. Then, name a category (ex. Colors, fruits, words that start with the letter B), and participants are responsible for saying a response that fits into the category in rhythm, or else they are out/have to try again

PURPOSE: Rhythm game that helps to encourage quick thinking amongst a group

MADE TO WONDER | GAMES



PARLANDO:

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PURPOSE: Focus game

Slideshow:

- Divide the teams into 6-8. One person is the storyteller, and the rest are the ensemble. The storyteller has to tell a story about a recent vacation/adventure/life event, while the group has to create the slides/images from the storyteller's description. They have 5 seconds from the "CLICK" to get into the next picture

PURPOSE: Helps to introduce themes of tableaux to campers, and the importance of the entire group/ensemble.

BOMBERSHAY:

Soundscapes:

- Sit in a circle, and create a group adding on each sound one at a time to create soundscape using only one's voices and bodies
- EX: One person is clapping their hands, the other person is humming
- PURPOSE: Helps for kids to listen to each other and feel out their musicality, while also seeing what it sounds like to create a collective sound

Gibberish:

- Ask students to act out a scene, but using only gibberish rather than communicating with words

PURPOSE: Helps us to understand the intention behind word and line delivery, and how important our tonality is when communicating within a scene

The Human Knot:

- Have campers stand in a circle and randomly grab hands with another person. Ask them then to untie each other without letting go

PURPOSE: Builds an ensemble and promotes communication amongst team

Slideshow:

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PURPOSE: Helps to introduce themes of tableaux to campers, and the importance of the entire group/ensemble.

Continuing Emotions:

- Actors must act out a scene, yet have the exact same emotion for the entire scene.
- EX: Really really sad doctor with a really really happy patient

PURPOSE: Emphasizes the importance of emotion within