

# SPOTLIGHT SESSIONS | ACTING



Spotlight Station is where campers step beyond rehearsal and into deeper discovery. During this rotation, they engage in creative activities that help them explore their showcase content from new angles—whether through movement, storytelling, character work, or personal reflection.

It's a chance for students to take bold, creative risks, make meaningful choices, and see how their unique voice shapes the story they're telling. Whether they're diving into lyrics, embodying a character, or experimenting with movement, every activity is designed to stretch comfort zones and build confidence.

At K2K's VISTO Camp, we believe theatre is more than performance—it's a pathway to identity, belonging, and purpose. Spotlight Station reflects that heart by encouraging students to express themselves fully, explore big ideas, and grow as both performers and individuals.

**MADE TO WONDER**

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## A Million Dreams (Camp Song)



**Dream Monologues** – Give each camper a random prop and have them create and perform a monologue about a dream they have, using vivid imagery about how this prop impacted them.

**Time Traveler's Tale** – Act out a scene where a character from the future visits the present to inspire someone to pursue their dream.

**Dreamer vs. Doubter** – A debate scene between someone who dreams big and another who is skeptical, encouraging improvisation and argument-building skills.

**Imaginary Adventure** – Campers narrate and act out a dream sequence with surreal elements. Help your campers to go as wild as possible- stretching their imaginations.

**Miming Dreams** – A group of campers act out a dream scene silently while another group of campers narrate the events as if reading from a dream journal. Have campers switch out as you go between narrating and acting.

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## I Am Creative (Olio)



**Inventor's Workshop** – Create a skit where an inventor pitches a wacky creation and must convince investors to buy it. Have props available for campers so that they can choose an item to 'make their own'.

**Opposite Character Challenge** – Campers improvise in a scene, starting with one personality and must swap to their opposite halfway through the scene. Prompts can be available if desired ex: happy/sad, excited/nervous, bold/shy

**Speech Time** – Have campers take turns speaking the lyrics of the song as if they're a teacher in a classroom, helping the 'students' understand how creative they really are.

**Word at a Time Storytelling** – Have the campers sit in a circle and each actor adds one word at a time to build a story, testing improvisation skills.

**Art in Action** – Campers pose as figures in famous paintings, then animate the scenes into life. Show the campers these paintings on the iPad to get them into their pose and have them establish a bit about what their character is like before they start playing.

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## So Creative (Parlando)



**Inventor's Pitch-** Campers invent a wild or wacky product (e.g., "invisible cereal bowl") and must act out a commercial explaining how it works. Builds public speaking skills and spontaneous storytelling.

**The Creative Mind-** One camper plays a brain directing others who represent "ideas" like color, rhythm, or doubt. As a group, they must "create" something together. The brain gives instructions while the others act out how that creative thought might behave or react.

**The Blank Canvas-** Campers silently act as an artist and their evolving artwork. As the artist "paints," the others slowly morph into what they imagine. The artwork gradually comes to life, showing personality and motion.

**Yes, And!-** Campers take turns adding to a story, always responding with "yes, and..." to build upon what's come before. Teaches flexibility and group imagination flow. For example, "Let's build a robot!" / "Yes, and it can do all our chores!" / "Yes, and it sings opera too!"

**Behind the Scenes-** Groups act out the chaotic, silly, or heartfelt moments behind a creative project (like a musical, art show, or invention showcase). Hopefully encouraging reflection on the messy, human parts of creativity.

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## Fireflies (Bombershay)

**Creative Sculptures-** One camper strikes a dramatic pose as if they are a strange or symbolic sculpture. The rest of the group takes turns walking around and describing what the sculpture represents—sometimes accurately, sometimes imaginatively.

**Silent Scene Build-** Without using any words, teams create short scenes that unfold entirely through gestures, facial expressions, and movement. They must agree on the story and characters through shared action alone. Builds awareness of how to convey meaning without dialogue, strengthening group intuition and stage presence.

**Story Dice-** Campers roll large dice or draw cards with creative scene prompts (e.g., “space explorer,” “lost in the jungle,” “time travel”). They must immediately create and act out a short scene based on the result.

**Transformation Act** - Each camper begins as a simple object or character (e.g., a spoon, a cat, a raindrop) and must gradually transform into something entirely different by the end of the scene (e.g., a dragon, a superhero, a rock band singer).

**Mime That Song** - Campers pick a section of a song (can be from Made to Wonder week) and must act out the meaning of the lyrics without speaking or singing—just using mime and facial expression. Encourages deep listening to lyrics and understanding how to tell a story physically.

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The following Spotlight Session activities revolve around the biblical content for the week. Incorporate them into your week to strengthen the understanding of the stories campers are learning.

## **Bezalel's Masterpiece Skit (Exodus 31:1-6 – Craftsmanship & Mosaics)**

Each team creates a "living sculpture" where actors pose like statues to form a scene that represents Bezalel crafting something magnificent. One team member (playing Bezalel) then walks through the scene explaining the work.

## **The Creator's Toolbox (Philippians 1:6 – God's Work in Us)**

Each team is given random skills (e.g., singing, dancing, storytelling, shadow puppetry) and must use them to perform a skit where God is "building" a person's purpose over time.

## **Talent Swap Show (Colossians 3:23-24 – Using Gifts for God)**

Each team picks one talent (e.g., drawing, acting, music, dancing) and must teach another team how to use it. After learning, they must perform a skit about someone discovering their talent for God!

## **Tabitha's Fashion Show (Acts 9:36-42 – Sewing for the Poor)**

Each team must create costumes out of paper, fabric scraps, or other materials and then present a fashion show skit where Tabitha explains how these clothes are helping others.

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## **Mosaic Story Builders (Exodus 31:1-6 - Creativity in Small Pieces)**

Each team receives a set of random story elements (e.g., a talking donkey, a lost treasure, a storm) and must weave them into a Bible-based story about creativity.

**The Masterpiece Freeze Frame (Genesis 1 - Everything God Made is Good)** Each team acts out a scene from creation but freezes at a key moment. Another team then "steps in" to complete the scene in a way that shows God's hand in it.

**Creative Character Swap (Samson, Tabitha, Bezalel, Creation - Who's the Most Creative?)** Each team randomly swaps characters (e.g., Samson and Bezalel, or Tabitha and Adam) and must improvise a skit where one Bible character learns from another about using creativity wisely.

## **Creation Remix Battle (Genesis 1 - A New Take on Creation)**

Each team picks a different artistic style (e.g., silent film, comedy, slow-motion, dance, mime) and must perform the Creation Story in that style!