

SPOTLIGHT SESSION | 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.

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When You Believe - Prince of Egypt (Camp Song)

Hope Improvisation – Pairs improvise a scene where one character has lost hope and the other encourages them. Focus on listening and reacting.

Silent Support Scene – Campers perform a short scene in the style of black and white film (very dramatic with no speaking) which shows one character helping another. Body language must be very communicative, so audience knows what is happening without sound.

Story of Belief – Campers invent a short story about a character who learned to believe in themselves. They tell it dramatically to the group.

Shared Story Circle – Campers sit in a circle telling a collective story. Each camper adds one sentence beginning with: “Then they began to believe...” Actors must deliver the line dramatically.

Objective Tug-of-War – Pairs improvise a scene where each character has a different objective.

Examples:

- Character A wants to quit
- Character B wants them to keep trying

Actors must pursue their objective through dialogue and physical action. After the scene, discuss which tactics were used to convince the other character.

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What Dreams are Made Of - Hilary Duff (Camp Dance)

Interview With a Star - One camper plays a pop star being interviewed about their big success. Other campers ask questions about their journey. Encourage big personalities.

Fan Reaction Scenes - Small groups perform scenes where fans react to seeing their favourite performer.

Reactions can be:

- shocked
- overexcited
- calm but proud.

Celebrity Persona - Campers invent a performer persona:

- name
- style
- signature catchphrase.

They introduce themselves in character.

Freeze Frame Fame - Leader calls out moments such as:

- winning an award
- performing on stage
- celebrating success.

Campers create dramatic frozen poses.

Backstage Before the Show - Campers improvise a short scene backstage before a big performance.

Possible characters:

- nervous performer
- confident star
- supportive friend.

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In Summer - Frozen (Olio)



Olaf Body Lab – Campers explore how Olaf might move if different body parts led his character.

Call out body leaders:

- belly first
- nose first
- elbows first
- wobbly legs.

Campers walk around the space exploring how Olaf’s personality might change depending on the movement style.

The “Worst Summer Plan” Scene – Small groups create a short improv scene where Olaf makes a terrible summer plan but thinks it’s brilliant. Example ideas:

- building a snowman at the beach
- sunbathing with ice cubes
- opening a popsicle stand.

Scenes should end with Olaf confidently saying “This is going to be perfect!”

Cartoon Voice Experiment – Campers say the lyric “In summer!” using different cartoon voices:

- squeaky voice
- deep dramatic voice
- sleepy voice
- superhero voice.

Discuss how vocal choices change the character.

Summer Commercial – Groups create a 30-second commercial where Olaf tries to sell summer to other snowmen. Encourage dramatic gestures and persuasive acting.

Olaf’s Sound Machine – One camper or leader acts out Olaf doing summer activities. The rest of the group creates sound effects such as:

- waves
- seagulls
- splashing water.

Actors must react realistically to the sounds.

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A Dream is a Wish Your Heart Makes - Cinderella (Parlando)

Character Wish Monologue - Campers imagine they are praying before bed. Each camper delivers a short monologue about a dream they hope will come true. Encourage exploration - try calm voice and emotional honesty, and silly and exaggerated.

Storybook Character Walk - Campers walk around the room as different fairy-tale characters:

- brave hero
- shy villager
- confident prince/princess.

They greet each other in character.

Whisper vs Stage Voice - Campers practice delivering a line from the song at three voice levels:

1. whisper
2. speaking voice
3. strong stage voice.

Discuss which voice works best for theatre.

Storybook Narrator - One camper narrates a fairy-tale moment while another camper silently acts it out. Example narration prompts:

- “A young dreamer stared at the stars...”
- “She wondered if her dream could ever come true...”

Actors must respond physically to the narration.

Emotion Switch - Campers say the line “Dreams really can come true.” Leader calls out emotions they must instantly switch to:

- hopeful
- doubtful
- joyful
- determined.

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Nothing is Impossible – Planetshakers (Bombershay)



Determination Walks - Campers walk across the room portraying different levels of determination:

- unsure
- focused
- confident
- unstoppable.

Other campers guess the stage of determination.

Hero Origin Story - Campers invent a character who once thought something was impossible but overcame it. They share the character's origin story in a short monologue.

Status Scene - Two campers improvise a scene where one character has high status (very confident) and one has low status (unsure). Halfway through the scene the statuses switch.

The Obstacle Scene - Groups create improv scenes where characters face an obstacle such as:

- climbing a mountain
- fixing something broken
- completing a challenge.

The scene must show persistence and teamwork.

Stakes Builder - Leader gives a simple task (stacking objects, crossing the room). Campers must act it out three times with increasing stakes:

1. small challenge
2. important challenge
3. life-changing challenge.

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Extras

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.

Pharaoh's Hiring Committee - Pharaoh needs someone to solve a huge problem, but everyone applying is completely ridiculous. Inspired by Joseph using his gifts to help others.

Applicants might be:

- Professional napper
- Camel dentist
- Squirrel trainer
- Backwards walker
- Bubble expert
- World's worst detective

Pharaoh interviews each candidate before deciding who gets the job.

Joseph's Press Conference - Joseph has just become second-in-command of Egypt. One camper plays Joseph. Everyone else is a reporter asking questions. Examples:

- How did you get promoted?
- What's your favourite part of the job?
- Do you get free snacks?
- What's your advice for people with big dreams?

Encourage funny but thoughtful answers.

The Unexpected Detour - Joseph's life didn't go exactly how he expected. Two campers start a scene. Every 20 seconds the leader introduces a plot twist:

- You lost your map
- You're now in Egypt
- Your best friend appears
- You're stuck in a storm
- You won a contest
- You have to start over

Actors must keep the story going.

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The Dream Translator - One camper describes a completely bizarre dream.

Examples:

- Flying bananas
- Dancing giraffes
- A school run by penguins
- Giant marshmallow castles

Another camper must confidently explain what the dream "means." The explanation doesn't have to make sense.

The Alternate Ending - Groups act out a moment from Joseph's story. Then the leader calls out an alternate ending. Groups instantly change how the story finishes.

- Different ending!
- Funniest ending!
- Movie ending!
- Action ending!
- Mystery ending!
- Broadway ending!

Future Me - Campers act out themselves 20 years in the future.

Examples:

- Teacher
- Veterinarian
- Performer
- Scientist
- Chef
- Entrepreneur

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