

UNIQUELY ME! | ACTING STATION GAMES



Olio:

- Zip Zap Zop
- Cat and Mouse
- Opposites:
 - Call out opposite traits and ask kids to act them out
 - EX: How can you act really mad while being really smiley?
 - PURPOSE: Shows the differences that emotion can create identity within
- Character Walk:
 - Ask kids to walk in a circle and act as certain characters, with dynamics added into it
 - EX: Walk like a lion, skip like a bear
 - PURPOSE: Shows how different things move in different ways, and how different people have different identities with their walking
- Penguins:
 - Sit on chairs, and tell the “penguins” they must not let the sea lion sit on one of the chairs (one chair will always be free at one time)
 - PURPOSE: Teamwork and building communication

Parlando:

- Zip Zap Zop
- Ten Second Objects:
 - Ask the actors to use their bodies to create different kinds of objects
 - EX: Animals, vehicles or machines
- Continuing Emotions Game:
 - Ask actors to act out a scene and use one continuous emotion→ that is the ONLY emotion that the actor can use while acting
- Cat and Mouse
 - The cat has to search for the mouses while blindfolded
 - PURPOSE: Spatial awareness, communication
- Dinner Party:
 - Each “actor” attends a dinner party, and the host has 3 guesses to correctly identify all of the guests

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Bombershay:

- Zip Zap Zop
- Identity Circle
 - Ask the ensemble to form a circle. Each person must take a step forward and confess something about their identity. If someone agrees with it or has experienced the same, they must step into the circle.
 - EX: "I'm afraid of heights"--> everyone else who is afraid of heights must step into the circle
 - PURPOSE: Team work, trust, and proving one isn't alone
- Lines from a Hat- Characters Version:
 - Actors must pull a line from a hat, and deliver a scene based on the line, while also adapting
- Mask Work:
 - Have a day where they can explore what their masks look like, what they feel like, what emotions they bring out
 - EX: Shadows, light, colour, breath, etc.
 - Ask them to play a game with their mask, explore the space with their mask, etc.
- Mirroring Game:
 - Ask the ensemble to split into partners/groups and mimic each other like they are moving in a circle. Try it all together!
 - PURPOSE: What does it feel like when your identity is taken and mimicked? What does it feel like to be individual versus grouplike.
- Musical Improv:
 - Try dancing to different kinds of music (genres)
 - PURPOSE: How is movement affected when listening to music? How does it affect characterization?