

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.

START THE PARTY!

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This is Me - The Greatest Showman (Camp Song)



Ridiculous Superhero Origins - Campers create silly superhero characters whose powers represent their personality. Examples:

- Captain Confidence
- The Laughing Tornado
- The Glitter Ninja.

They act out a short origin story.

Confidence Walk - Campers walk across the room as different characters who are completely confident. Examples:

- a famous rock star
- a superhero
- a movie villain
- a shy character pretending to be confident.

Confidence Obstacle Course - Campers act out characters moving through an imaginary obstacle course while refusing to lose confidence. Examples:

- lava floor
- giant invisible wall
- slippery banana peels.

They must narrate their journey dramatically.

Power Pose Battle - Two campers step forward and strike the most dramatic heroic pose possible. The group cheers for whichever pose feels most powerful or funniest. Encourage actors to add voice lines like: "I have arrived!" "Fear not!"

Gesture Amplifier - Campers deliver a short lyric while gradually making their gestures bigger and more expressive each time.

Round 1 - small gestures

Round 2 - medium gestures

Round 3 - huge theatrical gestures.

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Best Day of My Life - American Authors (Camp Dance)



Excitement Escalation - Two campers start a scene about something normal (going to school, eating lunch). Every 10 seconds they must make their reaction more and more excited until it becomes absurd.

Celebration Coach - One camper acts as a celebration coach teaching others how to celebrate good news. Examples:

- “Victory dance number 3!”
- “Extreme confetti reaction!”

Campers must copy the coach’s exaggerated reactions.

Surprise Announcement - Campers take turns making a dramatic announcement about amazing news. Examples:

- school cancelled forever
- pizza falling from the sky
- puppies everywhere.

The rest of the group reacts as dramatically as possible.

Freeze Chaos - Campers move around the room performing exaggerated characters. When the leader shouts “Freeze!”, everyone must stop instantly. The leader taps one camper who must justify their frozen pose with a dramatic explanation. Example: “I was fighting off a giant marshmallow monster!”

The Best Day Ever Story - Groups create a mini scene showing the best day ever, but they must exaggerate every moment. Examples:

- the world’s best birthday
- winning a ridiculous contest
- finding unlimited snacks.

Encourage huge reactions and silly dialogue.

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Everything is Awesome - The LEGO Movie (Olio)



Over-Excited News Reporters – Campers become news reporters covering the most awesome day ever. In pairs, they improvise a live broadcast describing ridiculous “awesome” events happening around them (giant pizza delivery, rollercoaster hallway, dancing squirrels). Encourage:

- big reactions
- exaggerated excitement
- dramatic reporting voices.

The World’s Most Awesome Object – One camper enters holding an imaginary object that they claim is the most awesome invention ever. Other campers must ask questions and react dramatically. Example:

- a self-cleaning backpack
- a flying sandwich
- shoes that bounce to the moon.

Everything Is Awesome...Until – Campers act out a happy scene celebrating something awesome. Halfway through the leader shouts “UNTIL...” and introduces a silly twist: Example:

“...until the cake starts talking!”

“...until gravity turns off!”

Campers must continue the scene reacting to the new problem.

Slow-Motion Celebration – Campers act out the most dramatic celebration ever but in slow motion. Encourage huge reactions like:

- jumping
- cheering
- hugging teammates.

Skills: physical storytelling and exaggerated expression.

Extreme Emotion Switch – Campers perform the same short scene about having an awesome day, but the leader keeps switching the emotional style:

- extremely excited
- pretending to be calm but failing
- trying not to laugh
- secretly nervous.

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Start the Party - Orange (Parlando)

Worst Party Ever - Small groups act out a party that is going completely wrong. Examples:

- nobody knows the dance moves
- the decorations keep falling down
- everyone brought the same snack
- the music keeps stopping

The group must work together to save the party before the countdown ends. *Focus:* teamwork, problem-solving, and comedic acting.

Freeze Frame Party - Campers move around the room as though attending a huge celebration. Leader calls:

- dance floor
- photo booth
- buffet line
- karaoke stage
- surprise guest arrival
- prize giveaway
- limbo competition
- opening presents
- dance battle
- giant group selfie
- fireworks show

Campers instantly create a frozen picture showing that moment.

Focus: body language and storytelling.

Party Guest Impressions - One camper enters the "party" as a character while everyone else tries to guess who they are. Encourage strong physicality and character choices.

Examples:

- celebrity
- superhero
- grandparent
- toddler
- sports star
- exhausted teacher

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Start the Party - Orange (Parlando)



Party Energy Scale - Campers deliver a line from their scene at different energy levels:

- 1 = half asleep
- 3 = relaxed
- 5 = excited
- 8 = birthday party excitement
- 10 = best party ever

Discuss when different energy levels are useful on stage. *Focus:* projection, commitment, and performance energy.

Party Planning Committee - Campers are members of a party planning team trying to decide one important detail. Examples:

- | | |
|-----------------|------------------|
| • party favour | • theme |
| • cake design | • food |
| • dress code | • decorations |
| • games | • party location |
| • party mascot | • music playlist |
| • entertainment | |

Each camper has a secret exaggerated personality:

- | | |
|--------------------------------------|---------------------------------|
| • constantly distracted | • perfectionist |
| • only speaks in questions | • can't make decisions |
| • wants everything to be blue | • thinks every idea is terrible |
| • wants everything to be giant-sized | • thinks every idea is amazing |
| • keeps changing their mind | • wants everything to be fancy |
| • wants everything to be a surprise | • wants everything to be cheap |
| • over-excited | |

Focus: listening, reacting, and staying in character.

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Good Day - Forrest Frank (Bombershay)

Best Day Ever Documentary - Campers are being interviewed for a documentary about the greatest day of their lives. Example:

- won a competition
- met their hero
- survived a disastrous camping trip
- accidentally became famous
- got lost and found an adventure

Encourage detailed storytelling and natural reactions.

Character Upgrade - Campers begin as ordinary people:

- student
- coach
- cashier
- camp leader

The leader periodically calls upgrades:

- best day of their life
- just won an award
- became internet famous
- reunited with an old friend
- accomplished a huge goal

Campers adjust their physicality, confidence, and energy while staying believable.

Focus: character development and status shifts.

Genre Flip - Small groups perform part of their showcase scene in different genres. Examples:

- | | |
|-----------------------|--------------------|
| • reality TV show | • sitcom |
| • inspirational movie | • action movie |
| • western | • documentary |
| • mystery | • sports broadcast |

Groups perform and the audience guesses the genre.

Focus: commitment, style, and ensemble storytelling.

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Good Day - Forrest Frank (Bombershay)

Good Day, Bad Day - One camper enters the scene having the best day ever. The audience suggests what happened. Examples:

- Won free concert tickets
- Got an A+ on a test they forgot about
- Found \$100
- School got cancelled
- Their favourite team won

The camper acts out their excitement. Then another camper enters having a terrible day.

Examples:

- Spilled their lunch
- Missed the bus
- Lost their phone
- Forgot their homework
- Got caught in the rain

The challenge is for the first camper to help turn the second camper's day around without simply giving them money or solving the problem. *Focus:* Active listening, empathy, relationship building, and authentic reactions.

Good News Interruptions - One camper delivers exciting news while others react. Make sure each camper has a different piece of 'good news' that they can continue to introduce into the scene, interrupting the other camper's good news. Examples:

- | | |
|---------------------------------------|---|
| • lost pet came home | • school is cancelled |
| • won a giant stuffed animal | • free pizza for everyone |
| • class earned a movie day | • your team won |
| • someone gave you a puppy | • surprise vacation |
| • camp is getting a giant water slide | • showcase sold out |
| • just met your hero | • birthday party just got upgraded |
| • amusement park has no lines today | • got front-row concert tickets |
| • won a lifetime supply of candy | • favourite team invited you onto the field |
| • won a year's supply of ice cream | |

Challenge: campers can play being making reactions to the other camper's news.

Focus: authentic emotional responses.

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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.

Worst Miracle Witness Ever - Campers are eyewitnesses being interviewed after one of Jesus' miracles. The problem? They're terrible witnesses. Examples:

- Didn't actually see what happened
- Were eating lunch the whole time
- Got distracted by a camel
- Think every miracle involved squirrels
- Are way too excited
- Are trying to become famous from the interview

Stories:

- Feeding the 5000
- Calming the Storm
- Lazarus
- Miraculous Catch of Fish

Focus: Character commitment and improv.

Matthew's Guest List - Matthew is planning his giant celebration party. One camper is Matthew. Everyone else enters and tries to convince Matthew why they should be invited.

Characters:

- Professional goat trainer
- World's worst magician
- Royal food critic
- Pirate
- Famous singer
- Sleepy fisherman
- Inventor of sandals

Matthew must decide who gets invited.

Twist: Eventually Matthew realizes everyone is invited.

Focus: Character creation and persuasion.

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The Miracle Press Conference - One camper is the reporter. Others are people who experienced a miracle. Examples:

- Person #4321 who got fed
- The kid whose lunch got multiplied
- A disciple on the boat
- The fisherman who almost dropped the fish
- Lazarus' neighbour

Reporter asks increasingly ridiculous questions. Examples:

- How many fish was TOO many fish?
- Did anyone get seasick?
- What did the fish think about all this?

Focus: Quick thinking and staying in character.

Lost Disciple - A disciple has somehow gotten completely lost. The group tries to help.

Locations:

- Giant corn maze
- Shopping mall
- Theme park
- Space station
- Desert

The directions become increasingly confusing. *Focus:* Ensemble comedy.

The Pharisee Complaint Department - One camper runs the complaint desk. Others arrive with ridiculous complaints. Examples:

- Someone was too nice to me
- My neighbour shared their lunch
- A party invited too many people
- People keep helping each other

The complaint officer tries to take the complaints seriously. *Focus:* Satire and character work.

Lazarus Returns - Lazarus comes back and discovers all the things he missed. Examples:

- Theme parks
- New dance trends
- Social media
- Cell phones
- Crocs
- Fast food

Friends try to explain modern life.

Focus: Fish-out-of-water comedy.

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