



Theatre Games



Each game can last an entire 45 minute period.

(Check out my Pinterest Teambuilding board for more ideas)

Party Quirks

One student volunteers to go out into the hall and close the door. 4 other volunteers come up with odd traits (ie, one is a thief, one is afraid of clowns, one is a wrestler and one is a flower (they can talk)). Everyone but the person outside knows the traits. Once everyone knows their traits, the volunteer outside can come back inside. They will go on the stage and start preparing for their "party". No props or costumes are needed or really used. One at a time, the 4 will "ding dong" and be let into the party with their traits. After everybody is inside, the party thrower can start guessing what the traits are. They can talk and answer - all the while in "party" mode. Once a trait/character is guessed, that person has to leave the party. The game is complete once everyone's trait has been guessed.

Park Bench

Put the bench in the middle of the stage. One person sits on the right side. A volunteer must come up with a character and NOT tell anyone who they are. They must enter the scene in character and begin a conversation with the person sitting on the bench. The scene keeps going until the person on the right figures out who the volunteer is portraying. Instead of guessing outright, they must work it into the conversation. When they are correct, they must figure out how to leave the scene and they leave stage. The volunteer now becomes the person sitting on the park bench. Some ideas may be: Easter Bunny, Tooth Fairy, Britney Spears, Emeril, SpongeBob...

Questions

Students line up in two lines facing each other. The first two have to have a conversation with each other, but can only ask questions. Repeating isn't allowed. When one messes up, they go to the back of their line. You can throw out details or locations if you want.

Telephone

Everyone stands in a circle. One person starts a rumor (ie "I heard Britney Spears is playing at the arena tonight") and whispers the Rumor to the person next to them. The message will be whispered around the circle until the last person announces what they heard. It's okay for light chatter during this game because it covers the possibility of being overheard during the whispering. The goal is that the last person in the circle heard the same message as the first person of the circle said. (This NEVER happens!!)

Bippity Bippity Bop

The class stands in a circle, the teacher in the middle. The teacher goes around the circle and says "bippity bippity bop" to every child. When she says "bop" the student she is pointing to must say "bop" Before the teacher, otherwise they are out of the game. If the teacher says a different command (see below) and the kid responds "bop" they are out also.

You can say: "kamikaze", "ostrich", "elephant", "flamingo", or "Charlie's angels"

Dropped Line

Pass out slips of paper to the students (or make them up yourself). Students should write lines of dialogue on each of the slips (2 slips each) and fold them up. The teacher will collect all the slips and scatter them around the stage. 2 volunteers will get up and improv a scene using the dropped slips of paper. The teacher will give them a situation to incorporate. Example: They are in a pet store. The students will act as if they are in a pet store and every few moments, pick up a slip of paper and use whatever is written in their own dialogue about the pet store. The game is over once all slips are read once.

Clapping Game

This is like playing "hot" and "cold". One person volunteers to go out in the hall and close the door. As a class (or the teacher can pick) a chore for that person to do. (ie turn on the light, pick up Bob's backpack, close the closet door). Once chosen, the student will come in from the hall and slowly circle the classroom. The closer the student gets to the chore, the louder the clapping gets. Students cannot talk and are only guided through the loudness or lack of clapping. The game is over once the student completes the task wanted.

Props Pick-up

Pick 4-5 students (more or less). Put random props on the front of the stage and have the 4-5 line up behind the props facing the audience. The teacher will give a situation (ie "beauty store") and count to 10. The students have until the count of 10 to strike a pose using all the props on the stage. It doesn't matter if they have more than one each. On the count of 10 they will freeze and the teacher will go through the line and say "Joe, what are you doing?" and Joe will be holding a prop and come up with a creative answer such as "I'm a receptionist and I'm making appointments on the phone". The more creative the better. 1 point is given for no problems, 1/2 point if one or two people aren't real creative or don't know what they're doing, 0 points for a bad rendition. An extra point can be awarded to a creative group. The game is over when all members of the group come up with a use for their prop that is related to the situation given. The group with the most points win.

Battleship

Clear the middle of the classroom of desks. Quarter two twin bed sheets (or whatever) and place them on one side of the room. Place two "damsels" (I use 2 stuffed animals) on the other side of the room. Team the students up into groups of 3,4,5... Get 4 students (or whatever) on each of the sheets (they have to get REAL close). The point of the game is to get from one side of the room to the other, rescue the damsels, and get back to land faster than the other team. No part of their body can touch the ground "or magma" or they have to start over. Teamwork is needed to do this game. They usually shuffle their feet together and get to the other side. Get 2 judges that will watch and make sure no one touches the ground. They cannot push the other team off their sheets or touch them in anyway! Rules can be shifted and creativity is encouraged!

Mr. Know-it-all

One volunteer goes into the hall and closes the door. While they are out, the class comes up with a job for them to have. The volunteer is invited back inside and sits in a chair in front of the class. He then creates answers to audience questions until he figures out what he is. If he is a person who teaches cats to sing, the audience would ask random questions like, how long have you been doing this? Salary? What got you into this field? Is it hard? The game ends when they guess what their job is. Ideas: Make shoes for dogs, Port-o-potty cleaner, teaches monkeys foreign languages, hot dog maker, cockroach sized bungee jumper, lawyer for oprah...

World's Worst

There are two ways to do this. One, circle all the desks up in the room. Each student gets the chance to say something or they can say "pass" and it moves to the next student. Otherwise, get all students who want to participate on the stage. Throw out a topic such as "world's worst thing to say at a... WEDDING" (or funeral, or job...)-Let the kids pick the topics. The students just throw out their answers and try to top each other. If you circle the desks up, go one by one and they have to give a topic and all the students give answers or pass.

Freeze

Two people are on stage and start to talk. (Audience can throw out a topic for them to start with) When someone in the audience wants to join in, they say, "freeze" and the two on stage have to stop all movement. The audience member gets up on stage, taps one of the two (who leaves) and the audience member takes up the same position as the one who just left. They can pick up where the last one left off or create a new situation.

Mystery Celebrity

Have a volunteer go into the hall. Get 3 people on stage (in chairs) who need to come up with a celebrity. Let the audience members know who they are. Have the outside volunteer come back in and start

interviewing the candidates. The game ends when the volunteer successfully figures out who everyone is. (Options may be Dracula, the president, Scooby Doo, Bugs Bunny, Britney Spears, Brad Pitt...) Any celebrity, living, dead or made-up). The volunteer asks questions like, "what age group do you appeal to?"... and the celebrity answers like they would if they really were the person (or thing). They would NOT use voice characterizations!! For example, if a kid were Yoda, they would not sound like Yoda, they would only give an answer Yoda might give.

Searching for News: get a newspaper and wrap it up with masking tape. Circle, sitting, heads down with someone blindfolded. Pick two random people. Someone hides the newspaper on person or anywhere. They have to figure out who has it.

Circle up warm-up: #1 = Freeze, #5 = normal walk, #10 = Run, . Breathe in thru nose, out mouth, turn right walk speed 5, thrust push, assign number for speed then assign it with a movement.

2 lines face each other - play a cd, greet each other like teenage friends, greet each other like 98 year olds in a nursing home, 17th century aristocrats, change gender, favorite cartoon character

Emotional Roller-coaster - can't break character, at high school party w/parents, pick a character that isn't usual, pirate. Then shout out things like thinks he's a camel, sell something, if you were born in ____ - laugh, if you are a girl, flirt, boy - just broke up, switch roles.

Sit, drink a tea for 10 seconds then poison, then by 15 die. (drink and die)

360 awareness or VCR or DVD- Speed 1-10, walk in circle, do a 360 or 180 or left or shy, or depressed, resume, shoot and die liver, find person closest to you, frozen waltz, 1963 twist, slow motion, - one person looks to side, the other on bended knee, shoot and melt. W/ music.

The insertion game - write random lines (dropped line) or interrogation where one person sits in chair the other is interview. Behind them 5 characters who act it out.

60 second fairy tales, 2 teams - red riding/3 pigs - 30 seconds, 7 seconds, 3 seconds

Changing channels - 1 scene @ cooking channel, sports, news, cartoon network, sciFi, western, RomCom, Foreign film (have 2 others dub in)

Movie reviews - 2 critics speak as two actors act out silently in the background. (Like Mystery Science Theatre)