



SPARK!
CREATIVITY @ HOME

THEATRE GAMES

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A NOTE FROM THE ARTISTS

HI FRIENDS AND FAMILY MEMBERS,

Below are descriptions of a variety of improvisation, cooperation, concentration, and imagination games to play at home. Remember, the best thing about these games is that they are designed to allow you to get creative, have some fun, make funny choices, and laugh. Laughter truly is the best medicine: it improves your cardio vascular health, improves your memory, boosts your immune system and can even increase your tolerance for pain. So laugh away! Don't worry if you're playing them correctly. Use them as inspiration and create your own games too.

Go forth and have fun!

Rosie & Teresa





AMOEBIA TAG

One person is it. They chase everyone else. If they touch someone, that person becomes attached to them (by holding hands). The two of them now run together to touch someone else, who then becomes attached to them. They do this again, until they become a group of four. Once they become a group of four, they split in half to become two groups of two again and chase new people, adding on to their group until they once again become a group of four, at which time they split again into two groups of two. The game ends when everyone has been touched and has become a part of an Amoeba.

GROUP KNOT

Standing in a circle of 4-6 people, each person reaches into the circle with their right hand and clasps hands with someone else. Then reach in with their left and grab the hand of a different person. Try to untie the knot you have formed without letting go of the people with whom you are holding hands.





MATH ADDITION CONTEST

In a large group, people approach others one at time. The two of you face each other with your right hand behind your back. On the count of three, each of you brings your right hand up holding up 1,2,3,4,or 5 fingers. The first of the two people to yell out the correct sum of the two numbers, stays in the game. The other runs in place till the end of the game.

POTTER & CLAY*

Students find a partner. One is the potter, one is the lump of clay. The potters form their lumps into shapes based on a prompt from the leader. Prompts can be anything like, “create a picture of a summer activity,” or “create a scene from a famous fairy tale.” When the Potters or sculptors are finished, the leader says “Clay, come alive!” The actors that are the clay then start a scene that comes to their minds based on the shapes that they are in.

*demonstrated in video





TOUCH BLUE

The leader yells out a “Touch command followed by a Movement Command.” Students run to find something to touch, or do the movement command as actively as possible: “Touch something Blue....slither like a snake....touch something smooth...pounce like a kitten....touch something shiny....chug like a train....touch something lavender...pop out of a toaster like a piece of toast...touch something that starts with the letter “B,” etc.”

GO BANANAS

Chant and move to the following: And you form potatoes, form form potatoes And you form potatoes, form form potatoes And you peel potatoes, peel peel potatoes And you peel potatoes, peel peel potatoes And you mash potatoes, mash mash potatoes

Repeat with the following substitutions: And you form the corn, and you husk the corn, and you pop the corn! And you form bananas, and you peel bananas, and you go bananas! And you form the mullet, and you trim the mullet, and you rock the mullet!





1, 2, 3, 4, 5, 6, 7, 8

(A game about subtext...it is not WHAT you say, but HOW you say it!) Line up across from a partner. One of you can only say the text “1,2,3,4”. The other partner can only say “5,6,7,8”. You have no other language. Now the leader calls out situations or given circumstances, and the two partners approach one another and speak in their “number language”, but they are giving the numbers meaning with vocal variety, in lection, facial expressions, and body language. For example, the leader says “you are two siblings arguing about doing chores.” The first person walks to her partner and says “1,2,3,4” but she may mean “It is your turn to wash the dishes!” The next responds “5,6,7,8” but he means “No way, I did then last night!” and so on, and so on. Leader calls out “OK, go back to your starting positions” and then calls out a new situation.





THE MARTHA GAME OR I AM A...*

Participants get in a circle. One person jumps in the middle and says “I’m a..... anything!!! It can be big or small, animate or inanimate, and then they freeze! For example they might jump in the middle of the circle and say “I’m a dog dish!” and crunch down on the floor in the shape of a bowl. Immediately, someone from the circle jumps in and adds on to the picture by announcing what they are and freezing in the shape of that thing or person. So, someone might add in and say any of the following: I’m a dog eating from the dish. I’m a kitchen table in the room with the dish. I’m a bowl of water for the dog. I’m a floor tile under the bowl. Whatever they say, it should be a part of a logical picture being formed. They would not want to just randomly say “I’m a shark,” for example, if there would not typically be a shark there. When everyone has added onto the picture, they jump back out to the circle and start again with a new person jumping in first and announcing what they are. You can give these specific prompts to shape and direct what pictures are being formed.

*demonstrated in video





STATUES

Divide into groups of four or six people. Half the people in each group form a weird, funny, intricate tableau. The other half stand with their eyes closed, not seeing what shape the others are getting into. When the first half of the group has formed their shape, they say READY. The second half of that group that has their eyes closed now walk over to the “group statue” still keeping their eyes closed, and feels the statue with their hands to try to figure out how the statue is formed (who is where in the statue). When they think they have figured it out, still with their eyes closed, they get together in their own group and try to duplicate the other group’s shape to see how close they can come to forming it. When they think they are ready, they open their eyes to see how close they have come to duplicating it. The first half of the group stays in their group tableau (statue) all the while, until the other group forms their attempt at duplicating it and opens their eyes.

EGG, CHICKEN, MONSTER, SUPERHERO

Everyone begins as an egg, waddling around in a crouched down position. You approach another egg and the two of you do “Rock, Paper, Scissors”. The winner progresses to Chicken. Two chickens approach each other, and the winner becomes a monster. Two monsters approach each other, and the winner becomes a superhero and lies around the room. Once a superhero, you stay a superhero, BUT, the loser of two monsters goes back to a chicken, and the loser of two chickens goes back to being an egg.





SHOW & DON'T TELL*

One half of the children act out some event in pantomime (what they did over the weekend, a slumber party, Christmas morning) instead of telling about it. The other group gets to be the guessing audience. The actors cannot talk. They are trying to give the guessers enough details through pantomime that they can accurately guess the situation that is being acted out. The guessers wait to make guesses until the actors are finished with their scene. The guessers get three guesses, and then the actors tell them what they were acting out. Then they switch, and the guessers act out a scene.

*demonstrated in video

NEWSPAPER FOLD GAME

Everyone has a sheet of newspaper. Everyone finds a partner. Each person stands on their piece of paper and the two do Rock Paper Scissors. The Loser must fold their piece of paper in half and then stand on it. Every time you lose a round of RPS you must fold your paper in half and then try to stand on it. If you fall off your paper, or any part of your foot touches the ground around your small piece of paper, you are out of that round of competition, and must find a new partner.





FIND YOUR PARTNER

Put people into pairs and have them make up a secret handshake, a secret sound, a secret phrase. Then everyone is commanded to get as far away from their partner as they can. Everyone now shuts their eyes, and a leader gets them mixed up and moved to all new places in the room by commands like “Take five giant steps to your left” or “spin around three times and then walk forward six steps.” Then, when the leader says GO, keeping their eyes closed, everyone tries to find their partner by shaking everyone’s hand, or making their sounds, saying their phrase, etc. Participants must move very slowly and keep their hands in front of them so as to run into other people with force and hit their heads. Safety first. Once everyone has found their partner, start again with a new assignment, like trying to find them by each of them making the same secret sound. The leader should keep their eyes open and direct people who are slowly walking around with their eyes closed to stay away from things they can run into, or by turning them back into the playing space towards other players.

PASS THE HULA HOOP

Holding hands in a large circle, with two people’s hands clasped inside the hoop, pass the hula hoop around the circle without letting go of hands, and each person passing through the hula hoop until the hula hoop makes it around the circle.





TOGETHER | APART

All are standing in a circle, each on a carpet square with one less square than there are people. If you have enough chairs, you can use chairs instead of carpet squares. One person stands in the middle. If they yell out “TOGETHER” everyone must try to find someone to join hands with, and then the two of them must leave their carpet squares, run through the middle of the circle playing space and then get back in the circle on two carpet squares that are next to each other. You must end up on a different square than the one you were just on and you cannot just scoot to the square on either side of you. When you find two carpet squares that are vacant and next to each other, you sit down on them. The two of you cannot sit down unless there are two seats available that are next to each other. You may have to try to convince people to move down a seat. If the person yells out “APART” everyone tries to find their own new seat. Whomever is left without a seat (be it a couple holding hands or a single person) yells out the next command “TOGETHER OR APART.”





GO KATIE!!!

(A way to pick a person to be the “chosen one” for anything in just 30 seconds using Rock Paper Scissors.) When you say GO, everyone finds a partner and does Rock Paper Scissors. The loser immediately gets behind the winner and starts chanting the winner’s name and cheering for them. That duo finds another duo (in which there is the winner and the loser of that round behind the winner, cheering that winner’s name. Those two winners do RPS. Now the loser of that round and those chanting losers all get behind the winner and go find another person with a group of cheerers behind them with whom to do RPS. All the losers of that round and the cheerers now get behind the winner of that round, chanting and cheering their way to another group doing the same thing. Eventually one person emerges the winner with everyone else behind them cheering their name.





THE NAME CHANGE HANDSHAKE

Everyone walks around introducing themselves to each other with a smile and a handshake. You begin with your own name, but every time you meet someone new, your name changes to the name of the last person you shook hands with. So if you begin by going up to someone named SUE and your name is TERESA, you would shake their hand and say “Hello, my name is Teresa.” They would say, “Good morning, my name is Sue.” The two of you then part and each of you goes up to some new person. But now Teresa’s name is Sue, and Sue’s name is Teresa. Your name changes over and over again. Concentration is required!! Also, ask the kids to stop and start again, but this time to strategize on what they need to do to be more successful at remembering their new name.

NADDA (NOT A)*

The first person holds an object (example: a hula hoop) and says, “This is not a hula hoop. It’s a (and makes it in to something else) super amazing earring!” They pass it on and the next person says “This is not a super amazing earring...it’s a bowl of cereal.” Etc. Once everyone has had a turn, grab a new object and do the same thing, making it into anything you want. You can use anything: a spatula, a towel, a yardstick, a plastic bowl.

*demonstrated in video





NO, NO, DON'T MOVE ME!

Players are given a prompt to become parts of something, like for example, things in a specific room in the house. In that instance, they could get in shapes of things in a family room for example: One could become a TV, one a lamp, one a couch, one an end table. The leader then comes into the room, and tries to move things by going up to them one at a time, and physically trying to move them. The leader should say funny things like, “What is this doing here? It is in my way, and I am going to move it or get rid of it all together. The kids say “NO, NO, don’t move me!” and then they have to give a reason as to why they are an important part of this whole. They are not to tell you what they are, but rather say what they are used for and the leader guesses as to what they are and then puts them leaves them where they were, or comes up with a funny reason to move them. You could also do it with parts of butterfly, levels and things in the levels of the rainforest, parts of a machine or vehicle, things on a playground, etc.





MY SUMMER VACATION SLIDE SHOW*

One person is describing to the audience a series of slides or photos they have taken from anything they want (their vacation, a picnic, a trip to the grocery store). They are the host of the Slide Show presentation. Several of the kids are moving around as fast as they can, forming crazy pictures behind the host. When the slide show host says “Click” the picture-formers freeze where ever they are and then the host describes the picture to the audience, purposely saying what each person in the picture is. They can decide to make them into silly things. The host then says, “OK, next slide,” and the group starts moving again. Then they do it all over again. An example might be, the host says, “This first picture is of my Summer Vacation in Hawaii where my little brother got buried in the sand.” The picture- formers try to form a silly picture of that scene. When describing the picture, the host gets to decide what everyone is, and could say funny things like, “Oh, I remember this picture. We buried our dad instead, and then we all went swimming. That’s my grandma, trying to dig him out.”

*demonstrated in video





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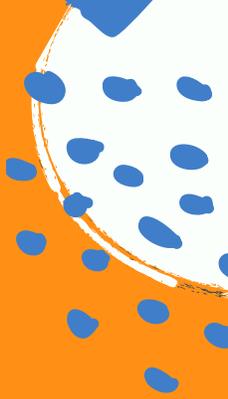
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