

Activity ideas

Drama fun

Four activity and discussion ideas using drama to encourage team-building and communication.

1 Human Shapes

Aim: To encourage participants to think and problem solve in a creative way – another warm up exercise to use with other drama games and activities.

You will need: Maximum group size, 15; 20 minutes

Ask participants to walk around the room, using all the space and trying not to bump into each other. Once this is established, call out a shape, which the whole group must form. The whole group must make one shape between them, as though it were to be viewed from the air. Start with a circle as this is easy. Other shapes may include:

- Triangle
- Square
- Diamond
- Any capital letter
- Star (5 points)
- Umbrella
- Elephant

Between making each shape, ask them to walk steadily using all the space in the room.

You may wish to make this more challenging by not allowing the group to speak during this exercise.

After the exercise, reflect with the group how they worked as a team, what was easy and what was difficult.

2 Animal Pairs

Aim: To creatively explore the ability to communicate in an alternative way – a great warm up exercise to use with other drama games and activities

You will need: Two sets of Animal Cards (see below); maximum group size, 20; 15 minutes

Give each participant one of the prepared animal cards. Make sure that there are two of each animal in the group. If you have an odd number of participants, ensure there are three cards featuring one type of animal.

Explain to the group that they are going to walk around the room in the style of the animal that they have picked. They should also make the noises that they think that animal would make.

They should be on the lookout for their animal partner – the person who will be acting as the same animal as them. When they find the person they think is their animal partner, they shouldn't speak to them, but should stay together still acting as they believe the animal would.

When the activity has finished and everyone has got into a pair, ask participants to reflect on how easy/difficult they found that task. Was their partner doing similar actions and sounds to them, or was it a variation?

Animal cards

Lion	Bear	Elephant
Cow	Cat	Chicken
Crocodile	Mouse	Peacock
Dog	Pig	Horse
Donkey	Fish	Snake

3 Forum theatre

Aim: To allow participants to explore topics and issues through the medium of drama.

You will need: Maximum group size,12; up to 60 minutes.

Forum is a style of theatre that encourages audience members to suggest and try out their ideas on the stage to change the outcome of the drama.

Introduce the topic that you want to explore through drama.

Ask for some participants to set up a scene and act it out through improvisation.

Before they begin, explain to the group that they are all controlling the scene, not just the volunteers who are acting. They can stop the scene at any time by shouting out ‘stop’ and ask for the scene to be played in a different way. They can also take the place of one of the volunteers, taking the role on for themselves and changing the direction of the drama.

Top Tips: Forum theatre can be used to explore any themes/issues you wish to explore with young people and creates practical ways of prompting discussion and debate. It is also a great way to generate ideas as a starting point to develop a polished improvisation.

4 Opening lines

Aim: To encourage participants to recognise that there are many different ways to look at the same situation through drama.

You will need: Opening Line Cards (see below); maximum group size, 12; 45 minutes.

Ask the group to stand in a large circle. Ask two volunteers to get into the middle of the circle, pick an *Opening Line* card and improvise a scene with the opening line they have chosen.

Once they have set the scene and the group has got the idea, stop the pair and ask another pair of volunteers to come into the circle, using the same opening line, but with a different follow up.

When the first line has been exhausted, ask the group to evaluate which story/scene they thought worked best and why.

Then ask a fresh pair of volunteers to pick a new *Opening Line* card and start the process over again.

Opening line cards

<i>"It's just not fair"</i>	<i>"What's the big idea then?"</i>
<i>"Please don't tell her I told you"</i>	<i>"Are you jealous or something?"</i>
<i>"Why don't you ever listen to me?"</i>	<i>"Don't go on and on and on about it"</i>
<i>"Whatever possessed you to do it?"</i>	<i>"Why do you tell so many lies?"</i>

These activities are taken and adapted from *ArtSmart: developing and accrediting young people's creativity*, available from the UK Youth storefront.

<http://www.lulu.com/spotlight/ukyouth>