

Drama Games

(These are great for building confidence, breaking down barriers and having fun together)

LO:- To think on your feet, develop the memory and to use the imagination

1.The Hobbies Game

Everyone in the class needs to think/concentrate about their initials of their first name and surname. The object of the game is to make up an imaginary hobby with the same set of initials.

Examples Martin Phillips – Murmuring Poetry

Ray Burdis - Ringing Bells

Dawn Gerron - Drawing Giraffes

2.Lists and Word Tennis

Lists: This can be competitive if you wish. Choose a volunteer/pupil who then has one minute to list all the items they can think of from a given category eg vegetables, sports, professions, Cities, girls/boys names, countries, fruit, animals etc The pupil who can come up with the most words in 60 seconds is the winner.

Word Tennis: This is the same as above but 2 pupils compete ie take turns to think of a word in a given category. The game is over when a player hesitates!

3.Memory Test

Take 15 items (any selection of props from the classroom ie pencil, ruler, paper, book etc) and place them on a tray. Give the class 60 seconds to focus on the objects before taking them away. Ask them to write down as many as they can remember.

4. One Minute Please

In this game 1 pupil is in the hotseat and must speak for one minute on a subject chosen by another pupil.

5. Greetings Your Majesty

One pupil has to close their eyes and then the teacher asks another pupil to disguise their voice and say the words 'Greetings Your Majesty'. The pupil with their eyes closed needs to guess who is speaking!

6. Who am I?

One person is chosen to think of a famous person. This person could be a celebrity, sports personality, singer, politician, actor, scientist etc. The rest of the class have to guess who it is by asking no more than 20 questions. Answers can only be 'YES' or 'NO' from the chosen student so pupils need to ask precise questions and not waste them. Keep a tally of how many Q have been asked. It's really the class vs the student!

7. Zip Zap Zop

Everyone stands up in their place. One person starts by clapping their hands, saying "zip," and points to someone else. The person pointed at then claps, says "zap," and points to someone else, who claps, says "zop," and points at someone else, who claps, and says, "zip," and so on. It must go in that order – Zip, Zap, Zop. If someone messes up don't stop and correct just get back into the pattern as fast as possible. Do it until they get it then go on to level 2. This time they must play the same way but they must pass the focus exactly the way they received it. So if Joe claps low and points to someone with his left hand and holds out the zzzzzzzzap, then the next player does too. Tell them to pass it exactly the way they received it, not how they expected to receive it. It will change slowly and subconsciously. If anyone is changing it on purpose stop them and start again. It will be a group subconscious change. After they have got it go to level 3. Now they can make changes on purpose. But the changes must be an extension of what is already being done. For example, the zip is being yelled then the zap could be whispered or if someone is giggling while they pass it then someone could do an evil laugh.