

Drama 1 – First day of class

Games and Names

Educational Objective: The students will demonstrate their ability to bond with and learn the names of their classmates by participating in several activities.

Materials Needed: Cheap candy prizes.

Hook: Play “Mingle.” Have all the students stand anywhere in the space. Stand on a chair. Instruct them to walk around the room and talk to everyone but they can only say the word “mingle.” Call out a number. They must get into groups of that number. Anyone not in a group of that number is out and has to sit down around the edge of the space. Call out “mingle” again. Play until there are only two players left. These are the winners. Give them a candy.

Step 1: Play “Do You Love Your Neighbor.” Have the students sit in chairs in a circle. Any extra chairs must be removed from the circle. Explain the game: You start as the player in the middle. Approach one player and ask “Do you love your neighbor?” That player must answer “yes” or “no.” If the player answers yes, then the two players on either side of him/her must quickly switch seats before you can jump into one of the open chairs. Whichever player is left in the middle is now the middle player and must approach another player and ask “Do you love your neighbor,” and the game continues. If the player you ask answers “No,” that player must then add “...but I do love...” and add some characteristic that at least two people in the circle share. For example, “No, but I do love everyone wearing blue.” Then everyone wearing blue must jump out of their seats and find a different seat before they are all gone. The player left without a chair is now in the middle and the game continues.

Step 2: The students are more loosened up now and ready to learn names. Play “The Stupid Name Game.” Call it that. Have everyone sit in chairs in a circle. Tell them that each of them will take a test on the names of their classmates on the fifth day of class. Each student must come up with an action that they will do when they say their name. If the action can relate to their name it would be great but not necessary. (Example - For the name “Heath” the student’s action could be biting into a candy bar, or for the name “Ron” he could run in place because “run” sounds like “Ron”). Go around the circle and have each student say his name and show his action. Have everyone repeat the name and action. Then start with one student and have him do his name and action. Then the next student does that student’s name and action and then his/her own. Then the next student does the first student’s then the second student’s and then his/her own and continue around the circle. If time doesn’t permit to get around the entire circle this way you may have to stop half way around and start over with the next student. During the next five days, play “The Stupid Name Game” sometime during class. You can break them up into smaller circles and give them three minutes to play, then have them switch up the circles

and play again. On the fifth day, test them all by having them go around the circle saying everyone's names and actions.

Step 3: Play "Knots." Divide the class into groups of about eight. Have them stand in circles. Have them close their eyes and put one hand into the middle of the circle and grab hold of someone's hand. Then have them put the other arm in and grab another hand. Have them open their eyes. They now try to untangle without letting go of their hands. First team to untangle is the winner. Candy prize for the winners.