Drama 1 - Second Day

Games, Names & Disclosure

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

Materials Needed: A Disclosure Documents for every student.

Hook: Call on one student and have him/her stand in front of the class and see how many people s/he can name.

Step 1: Play “The Pointing Name Game.”

Level 1 - Everyone sits in a chair in a circle. One person starts by saying his own name and pointing at someone else in the circle. The person pointed to then points says his own name and points at someone else. Repeat this pattern until everyone has had a chance to hear everyone else’s name several times.

Level 2 – Now do the same thing but they have to say the name of the person they point at also. Go until everyone has pointed several times.

Level 3 – Now do the same thing as level 2 but instead of pointing at someone they must walk toward them to take their place. The person they call must call on someone else and vacate their chair before the other person gets to them. When they get the hang of it, have them go faster. It gets crazy with several people up and moving at all times.

Step 2: Hand out Disclosure Documents. Go thru them. Explain what is expected of them.

Step 2: Continue with the “Stupid Name Game” from “Games & Names” lesson plan. Tell them to really concentrate. Remind them that the test is in a few days.

Step 3: Play “Fox In The Hen House” Have everyone sit in a chair anywhere in the space but they must be three feet away from walls and anyone else or thing. They may face any direction. One player is chosen as the chicken and one as the fox. Take their two chairs away. The fox must tag the chicken. If the chicken is tagged then he becomes the fox and the fox becomes the chicken. The chicken run away from the fox and/or tag one of the sitting students. When this happens, the tagged student becomes the chicken and vacates his/her seat before the fox can tag him/her. The student that was the chicken now takes the vacated seat. You may have to referee as the quickness of the game cause funny confusion. After a while, for more confusion, add another fox.