

Drama 1 – Day 4

# Cockroach

**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:** Microphone in auditorium, tape, numbered seven numbered pages.

**Hook:** Play “You.” Divide the class into groups of 7 to 10. Have them stand in circles. Have the starting player point at another player and say “you.” S/he keeps pointing so everyone knows s/he is already gone. The player s/he pointed at will point at someone else, and say “you,” leaving his/her arm up also. This continues until everyone is pointed at. The last player will then point at the starting player and the pattern repeats. Everyone must remember who they pointed at. Go through the pattern 3 or 4 times (they don’t need to keep their arms up after they point anymore). Tell everyone not to forget their “you” person. Now have someone else start a new round by pointing at a random player but instead of saying “you” s/he says a color. They make a completely different pattern with everyone saying a different color. Go through the pattern 3 or 4 times as fast as possible. Now have them do the “you” pattern and the “color” pattern at the same time. Next have them do a new pattern by calling out the name of the person they point at. Go through it 3 or 4 times as fast as possible. Now do all three patterns at the same time. It gets wild so this will increase focus and help them with names.

**Step 1:** Play “Cockroach.” Note: This game is designed to break down their inhibitions. But a warning! It’s so fun they will be asking to play it for weeks to come. The game is easy to play but complex in the explanation. If it is your first time to play use the instructions below as a step by step guide in explaining it to the players. You won’t completely understand it until you’ve played it once. The best place to play it is in your theater or auditorium where there are a lot of hiding places.

**Step 2:** Continue reviewing names with “The Stupid Name Game.” Remind them that next class period is the name test.

**Step 3:** Review the Canterbury Tales.

**Cockroach** – How to play.

**Set up:**

- Make sure you have the auditorium or theater reserved for class.
- Take seven pieces of paper and write a number on each (1 thru 7).
- Take the papers and some tape to the theater. Set up a microphone on stage.
- Tape up paper #1 on the back wall, easily visible, behind the audience. Tape the remaining papers in random places away from each other (ex. On a choir riser on the stage, on a chair in the middle of seating, on the front door, etc.) But # 7 goes on you. You have set up 7 bases with you being the 7<sup>th</sup> base.

**Object of the game:**

- Be the first player to successfully touch all seven bases without being seen by the caller (you).

**Play:**

- You stand in a stationary position on stage with the microphone. You must stay within a three foot circle. But you can turn around.
- All the players must start by touching the stage.
- You will announce what number you will count to and the speed. There are three speeds: Slow, Medium and Fast. Fast means you will count normal. Medium means you will say “dot” between each number. Slow means you will say “dot dot” between each number. For example, if you say, “I am going to count to four slow” You would count to by saying, “one dot dot, two dot dot, three dot dot, four dot dot.” Counting to seven medium would be, “one dot, two dot, three dot, and so forth.
- You will then close your eyes and begin counting (No peaking!). The players will then try to make their way to base #1 (they will probably run up the isles).
- When you reach your final number or dot you will open your eyes.
- Whoever you see you must call by name or description/location and they must come back to the front of the stage. This means that before you reach your final number the players will be ducking for cover. You may not recognize who you saw because they will be diving into a row of seats or running behind a curtain. So you then describe what you saw and where. For example, I saw someone in a blue shirt on the right side of the audience about half way up. Anyone in that vicinity wearing a blue shirt should stand up and ask “was it me?” If it was, you tell them they’re caught and they have to come back to the start. “If it wasn’t, they can go back to the hiding place. You may catch more than one each time.
- After all who have been caught return to the start, announce your next count, close your eyes and count again. The players work their way through the bases until someone touches the 7<sup>th</sup> base, which is you. That player is the winner and receives a prize.

Notes: Discuss how there is no cheating. You will not peak and they will not skip bases. It's all on the honor system (And their friends will know if they skip). It's no fun to cheat.

Tell them to not get discouraged if they get caught. Usually everyone gets caught several times. Sometimes the winner had been caught two or three times.

An important key is to not let much time pass between counts. You will describe where and what you saw ducking behind something and then need to raise their hand. If they don't and try to stay hidden the game will drag.

If anyone is still in their inhibition zone this game will break them out. I noticed that after they've squeezed into tight hiding places with their classmates and crawled over them trying to get to the next base, they're much more willing to try the other things we do in drama classes.

Once you open your eyes the first time you'll know why I called it Cockroach. 😊