

Disclosure and Games

Educational Objective: The students will demonstrate their ability to bond with their classmates and understand what is expected of them in the class by playing several games.

Materials Needed: Disclosure Document for each student, Clay or Play-Doh

Hook: Play “Magic Clay.” Players stand or sit in a circle. One person starts with the magic clay and molds it into an object then he uses the object. Then he hands it to anyone in the circle. That person takes it and uses it and then molds it into something else, uses it and hands it someone else and so on. However, the transformations must be inspired by the object before. For example, if someone hands you a trumpet, you play it and then transform it into a marching band hat, or ear plugs, etc.

Step 1: Hand out the disclosure document and go over it.

Step 2: Play “Yes and...” Two people will do a scene. Have the class give them a location. Player 1 says the first line, appropriate to their location. Then player 2 repeats the line (changing the pronouns to fit) and then says “and” and then adds another line. It must be “and” not “but” or “or.” For example at the grocery store:

Player 1: I need to get some tomatoes.

Player 2: You need to get some tomatoes and you better not forget the spices for the salsa.

Player 1: I better not forget the spices for the salsa and I better pick them out because you always get the hot kind.

Player 2: You better pick them out because I always get the hot kind and I need the hot kind because the mild is for wimps.

Etc., etc. Coach them to make it about their relationship. That is always more interesting. Have everyone try it.

Step 3: Play “Art Gallery.” Form an audience and have six volunteers form a back line on stage. One of them starts by entering the playing area and strikes a pose. Anything will do. Then someone else enters and adds on to the first pose. That player can add on in anyway she feels fit. She can touch, mirror, react, or whatever. It’s somehow a response to the first player. Then another player adds to it the same way. Once there are three of them they have created a work of art and then one of the remaining back line players quickly gives a name to the work or art. Start again. Have the group of six make 4 or 5 works. Then get a new six. Have everyone play. When they start getting faster, have them put more or less people in the work and perhaps the work can move or have sound fx.