2014 Games Exchange Write Up

Body

*Ms Susie Died--Joey*

Ms. Susie Died (leader)

How’d she die (participants)

Repeat above phrase

Then...

Create an action or dance move about how she died while singing “She Died Like this”

Everyone repeats the movement and sings “She Died like this”

can incorporate accents/characters--also good for voice

Continue around the circle

Doesn’t have to be “Miss Susie Died”--can be Miss Susie Danced or use another name

Chain Murder Mystery-Rene

3 volunteers--B, C outside the room

A inside room-we decide occupation, murder weapon, location

B comes in and we communicate that info to them non-verbally [they have 2 opportunity]

B kills A--A is a corpse onstage

B does this with C, and then C kills B

Final person guesses (ala telephone game), each person says everything they know about the murder.

alterante version...set it up as a jury, with a victim and a judge and pass on to each member of the court, and at the end the “accused” confesses

alternate version...gibberish, or a “gift” instead of murder weapon

Voice

*Genre Stories -Brian, Omaha*

5 people, group storytelling, facilitator points to a person and that person tells next part of the story.

Gather genre types from the audience.

Assign each person a genre.

Each person tells their part of the story in that style (while connecting one large story as a group as before).

Tips: success is when they are familiar with the genres

OOF-a-lay[Helen Wheelock]

From Trinidad/Tebago

Call and repeat

Oof-a-lay-lay [2x]

A tiki-tiki toomba

A shallow allow allay

A shallow allow allay

Oof all a way all a way all a wah

Teach words and then ask group members for a motion for each one…

Practice and then put it all together

Do it smaller for those who aren’t as confident moving!

Good way to start a session--engaging a group

Oof-a-lay-lay [2x]

Ensemble

Stop/Walk--Brian [Boal]

Walk in room

Stop when you hear stop

Then you can reverse the commands so walk actually means stop and stop actually means walk [do the opposite of what you hear]

Then incorporate jump and clap as commands and can reverse those as well

Leader then asked for dance moves [Disco, Charlie Brown]--when these commands are called you do the opposite as well.

Shazam--Alix

Room divides in half

Wizards, Giants and Knights

Group decides on which character they will be

Wizards beat knights

Knights beat giants

Giants beat wizards

Each group has an action:

Giants-fee fi fo fum

Wizards--shazam

Knights--on guard!

Win in character

Lose in character

*House/Person/Tempest, Kristin(a?) Rodriguez*

Everyone participates, but one person is out and they are the caller

Two people put their house up (like london bridge), with one person in the middle (everyone does this, except the on person who is the caller for the round)

Caller shouts one of the following…

House, the houses move and build a new house.

People called, people find new house

Tempest, everyone moves and can regroup in any way

Person left out becomes the new caller

Anyone with stories [Katie]

Circle of chairs

Someone in middle says “Anyone who has ever told a story”--if this is true for you, then you must get up and find another chair. There is always one chair less than number of players.

Person without chair then says “A time i told a story was…[and then shares a specific moment]. Then they say another prompt “anyone who has ever rode a roller coaster, been in a play, spoken another language]

This promotes storytelling and youth sharing their experiences.

Grey Squirrel [Meghan]

Assume position--crouch like a squirrel

Repeat leaders actions words

Grey squirrel, grey squirrel swish your bushy tail [bounce, bounce]

Grey squirrel, grey squirrel swish your bushy tail [bounce, bounce]

Wrinkle up your little nose

Drop a nut between your toes

Grey squirrel, grey squirrel swish your bushy tail

Focus

*Heads Up Your Dead*  Lisa

Objective: students will understand how focus is pulled on stage

10 in a circle

Everyone looks down

When facilitator says heads up you look at a person you have pre chosen in the circle

If you are looking at each other then you are both dead (act out the dying)

Facilitator says Heads down and everyone looks down.

Facilitator says Heads up (encourage them to make a strong choice) and continue on with the dying.

Later discuss who pulled the most focus in their death scene, what were strong choices, how did they use timing, etc.

Alternate version...Wilting Flowers (for younger kids)

Zing Pow Boing Pow Schlock Got it [Johanna]  
Can send zing around the circle--can go either direction [stand with energized bodies]

[if it doesn’t go around then pause--unpick--was it fun for those who didn’t participate?]

There is a way around this--you can pow across the circle to involve others

[can just practice this on its own without zing]

Try and keep the rhythm going--but it’s okay if you mess up

If you get a pow--you can send energy in to circle--saying schlock! Anyone in circle can saw got it and then send a zing back around the circle...if 2 people say got it, you have to navigate who starts with zing…