



DRAMA GAMES

**The emphasis is on
What you can do?
rather than
Why we do it?**



- **DRAMA GAMES CAN BE PLAYED JUST FOR THE FUN OF IT OR THEY CAN BE USED TO FULFIL ONE, OR A NUMBER, OF THE EDUCATIONAL OBJECTIVES OR USES OUTLINE BELOW**

USES FOR DRAMA GAMES



- **1. As short activities to begin or conclude drama sessions.**
- **2. To help establish relationships.**
- **3. To help develop group cohesion.**
- **4. To develop skills.**
- **5. To encourage expression.**
- **6. As starting point for a drama program.**
- **7. As fun activities for between lesson or for when you have some spare time.**

THE GAMES' CATEGORIES



- **GAMES FOR INDIVIDUALS AND PAIRS**
- **CIRCLE GAMES**
- **TEAM GAMES**

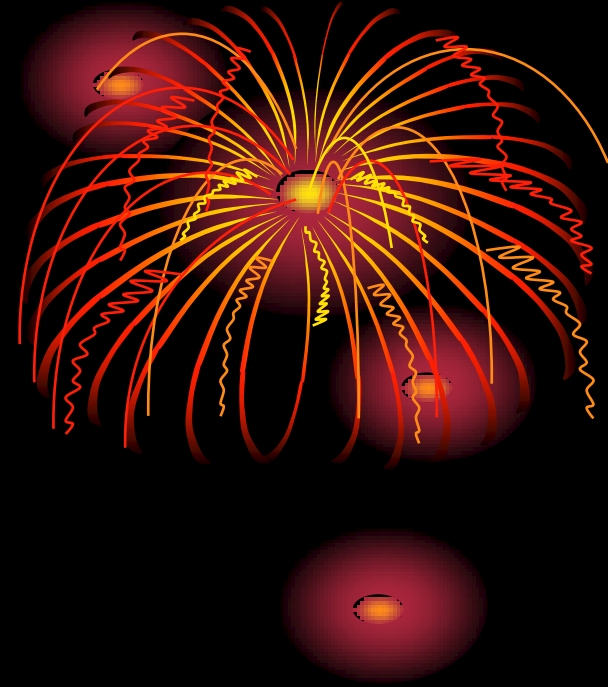
GAMES FOR INDIVIDUALS AND PAIRS

- **Together-together**
- **Rhythm walk**
- **Verbal tennis**
- **Search and touch**
- **Survival**
- **Group categories**
- **The money game**
- **Mind and body**
- **What are you doing**
- **Detective, find my child**
- **Good morning, judge**



CIRCLE GAMES

- **Categories**
- **Do you like your neighbours?**
- **Elephant, armchair, palm tree**
- **Pip, Squeak, and Wilfred**
- **Phoenix**
- **Poor Pussy**
- **Chain gang**
- **Who is the leader**
- **Alphabetising**
- **Keeper of the keys**
- **'A' for apple**



Movement Activities



- **Warm-up activities**
- **Body awareness activities- the use of time, space and energy**
- **Relaxation or cooling down activities**

MIME



- **I HEAR AND I FORGET**
- **I SEE AND I REMEMBER**
- **I DO AND I UNDERSTAND**

THE MIME ACTIVITIES

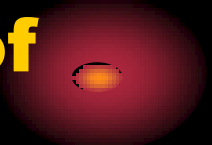
- **OCCUPATIONAL MIME**
- **CHARACTER MIME**
- **DRAMATIC MIME**



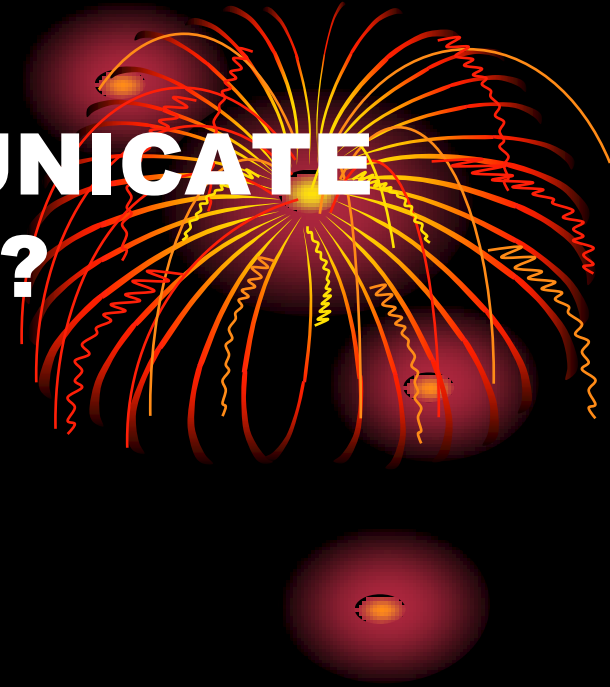
NON-VERBAL COMMUNICATION



In non-verbal communication we are seeking to develop an awareness of what we can say without words and to develop a realization of the significance we place on body language in our daily lives



WHAT CAN WE COMMUNICATE NON-VERBALLY?



- **Attitudes**
- **Emotions Status**
- **State of health**
- **Level of interest**
- **Degree of comfort**
- **Ownership**
- **Self-esteem**
- **Deception**
- **Cultural background**
- **Aggression**
- **Relationship**

IMPROVISATION



- **THE IMPROVISATION ACTIVITIES:**
- **Free play**
- **Spontaneous improvisation**
- **Verbal improvisation**
- **Role play**
- **Rehearsed improvisation**
- **Parallel improvisation**

PLAY BUILDING, USES FOR THE PLAY BUILDING PROCESS



- **TO CREATE CO-OPERATIVELY A
DRAMATIC EXPERIENCE**
- **TO CREATE PLAYS FOR
PERFORMANCE**

ELEMENTS OF THE PLAY BUILDING PROCESS



- **Defining your objective**
- **Introduction**
- **Selecting the topic**
- **Segmenting**
- **Finding a focus**
- **Narrowing the focus**
- **Researching**
- **Building a role**
- **Belief in the situation**
- **Sharing information**
- **Improving**
- **Stopping the drama**
- **Performing**
- **Reacting and responding**
- **Slowing the drama**
- **Imposing rituals Recording**
- **Evaluation**

SIMULATION GAMES



- **FOCUS:** This game is designed to promote discussion about people trying to communicate in a foreign environment
 - **SCENARIO:** Group of people, each with a robot , are prisoners in a strange environment where no English is spoken. The only chance for them to escape is to direct the robot to negotiate an obstacle course, perform a number of tasks and locate a set of keys (symbol for freedom)
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