

Drama - 1

Where: _____

What time: _____

Duration: 75 minutes

Group: Blue / Red _____

Student numbers: _____

What you need:

1. A CD/computer with 70's disco music & "horror" music.
 2. Group register.
 4. A large open space/room.
 3. Risk assessment (indoor activity).
-

Stage 1

Take a register of your group to establish that everyone is present. Make a note of any absentees and make sure you tell the Activity Manager.

Stage 2

Warm Up – 10-15 minutes

Everyone stands in a circle with 70's disco music playing. The Activity Leader starts by dancing just using their fingers (no other part of the body), following the beat of the music. Gradually the wrists join in, then the elbows, shoulders, head, chest etc. until the movement reaches the feet and the whole body is dancing with exaggerated movements.

Stage 3

Flash (spontaneous improvisation) – 10-30 minutes

Music on in the background.

The Activity Leader chooses a scenario e.g. at the beach, an English lesson, aliens invading Earth etc. All the students have 10 seconds to position themselves in a way that interprets the situation.

All the students then bring the situation to life by representing different characters that they have "created". Students do not tell each other who/what they are.

This activity should be repeated 2/3 times with different scenarios.

Stage 4

Counting – 10 minutes

The idea of this activity is that the whole group counts to 25 with different people saying the next number in the sequence.

Everyone walks around the room. Anyone can start the count and other people then follow on. If 2 or more people speak at the same time, counting must start again from the beginning.

Stage 5

Killer – 10+ minutes

Everyone stands in a circle shoulder to shoulder with their eyes closed. Everyone is in silence and the horror music is playing in the background.

The Activity Leader walks around the outside of the circle and touches someone softly on the back – they are the Killer. The AL then announces that the killer is amongst them.

Everyone walks around the room, looking each other in the eyes. The killer kills people by blinking at them.

When someone is "killed," they must count to 5 (inside their head) and then re-enact a theatrical death e.g. a shooting, heart attack, poisoning etc.

The AL must narrate what is happening to create an appropriate atmosphere.

If someone thinks they know who the killer is, they can put their hand up and guess. If they get it right they win and the game is over. If they get it wrong, they "die" and the game resumes.

The game continues until everyone except the killer is dead or until the killer has been discovered.

This activity can be repeated 2/3 times, depending on the students' enthusiasm/interest.

Activity leader, remember!

1. Keep language simple. Some students may not understand complex instructions. If it's important use concept questions and repeat it.
2. Your job is to motivate and organize. Make sure that you are proactive and encouraging.
3. Keep calm, don't lose your patience (with students or group leaders) and have fun.