

DRAMA GAMES

TEEN AMBASSADORS
ACROSS EUROPE

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DRAMA GAMES



This resource provides a short list and explanation of some useful drama games that can be utilised in Co-Programming Workshops, Pre and Post Show Workshops, and more. TEEN Project Partners have found them particularly useful as a way of breaking down barriers between our three main participants' groups: Teenagers, Teachers, and Creative Professionals & Artists. This is not an extensive resource and we suggest you add to, and refine, it to best suit your needs.

NAME GAMES

Useful games for learning the names of participants.

Name Game with a Soft Ball

Simple name game.

- **Set up:** Stand in a circle.
- Say the name of the person to whom you are throwing the ball to.
- Throw the ball to them and run around the outside of the circle to stand behind them.
- It is then their turn.
- Repeat so everyone has a turn.

Three Times

Fast paced, competitive fun.

- **Set up:** Stand in a circle with one person in the middle.
- The person in the middle has to try and get out of the middle by calling the name of somebody in the circle three times.
- The person whose name they call must try and say the caller's name once, before their own name has been said three times, in order to avoid getting in the middle.
- If the person in the middle successfully says someone else's name three times without being interrupted then the person whose name was called has to swap to be in the middle, and so on.

Zombie

A name game that can get a bit silly!

- **Set up:** Stand in a circle with one person in the middle.
- The person in the middle calls the name of somebody in the circle and walks like a zombie towards them.
- That person must call someone else's name for the zombie to change direction and start walking towards the person whose name was just called.
- The zombie can take the place of someone in the circle if they do not call another person's name before the zombie taps them gently on the shoulder – get rid of the word tap after the word gently.
- **Note:** The zombie should walk slowly and a possible supplementary rule would be that nobody can call the names of the people immediately next to them in the circle.

ICE BREAKERS

Useful games for breaking down barriers and hierarchy between different participants.

Throw a Face

Fun exercise, good for concentration and paying attention to others.

- **Set up:** Stand in a small circle.
- The first person pulls a face (they are allowed to use their hands as part of their gesture) and they show it to the rest of the circle. Then they pretend to peel it off and throw it onto another person.
- The face they 'threw' to the other person is now 'stuck' on that person's face.
- The recipient of the face must try to make the same face before pulling a different face and throwing it to the next person, and so on.



Map of the World

Good for learning about the group and for getting them to engage with each other.

- **Set up:** An empty room.
- Create a "map" of the world (or the country / region depending on your participant group) by having participants stand where they are from (in relation to each other).
- **Variations:** Where were you born? Where would you like to go?

Slurping

Good for helping the group bond and laugh.

- **Set up:** Stand in a small circle.
- Imagine your entire body is covered with sticky suction cups (except for your face).
- The person who starts sticks a part of him or herself to someone else using one of these 'suction cups' while making a slurping sound.
- The person who got 'slurped' continues the game by sticking to someone else etc.

WARM-UP GAMES

Games to boost the energy in the room.



Hey You, Who Me, Yeah You

A good energiser and focus activity for the group.

- **Set up:** Group stands in a circle.
- Two people say the following dialogue:
 Person 1: Hey you.
 Person 2: Who, me?
 Person 1: Yeah, you.
- Person 2 then takes the role of Person 1 and addresses a new partner from across the circle with the same dialogue.
- **Variations:** Instead of picking a partner across the circle, say the dialogue to the person standing next to you. Assign an emotion with which the dialogue should be said. Accompany the dialogue with hand gestures that Person 2 has to copy. Have Person 1 walk towards their chosen Person 2 and take their place, etc.

Venga, Venga

Good energiser and focus activity for the group.

- Set up: Group stands in a circle.
- The game works as a call and response.
- Leader demonstrates a call and teaches a response.
- Possible actions (the group can create and add more):

Call: "Venga, Venga"

→ **Group Response:** "Hula, Hula"

Call: "Pineapple"

→ **Group Response:** "Pumpkin"

Call: "What's The Time?"

→ **Group Response:** "Mr Wolf"

Call: High [Physically Jump High]

→ **Group Response:** Low [Physically Crouch Low]

Call: Clap [Clap Once]

→ **Group Response:** Clap Clap [Clap Twice]

Rubber Chicken

Quick energiser for the group.

- Set up: Everyone should be spaced-out in the room / or it can be delivered in a spaced-out circle.
- Starting with shaking their left arm they should shout '1,2,3,4,5,6,7,8'
- Then they should move to their right arm and repeat.
- Do the same for the left leg, then the right leg.
- Repeat the process again but half the number of times: '1,2,3,4'.
- Repeat for '1,2'.
- On the final round, participants shout '1' as they shake their left arm, right arm, left leg, right leg.
- It ends by everybody jumping up in the air, waving their limbs, and shouting 'Rubber Chicken!' (or an alternative phrase the group can choose).

GAMES THAT WORK ONLINE

Simon Says

A game with simple instructions.

- One person gives orders to the participants – for example, saying "Jump" or "Simon Says Jump".
- Participants should only follow the order if the person making the order begins the instruction with "Simon Says".
- If they follow the instruction anyway then they are out of the game.
- It is played until the last person is still in the game.



Who Controls the Dance

A fun game that works just as well online as in person.

- One person (the Guesser) is muted and looks away for 30 seconds.
- The rest of the participants choose one other person to be the leader who will lead a dance/movement.
- When they have decided on the Leader, the Guesser returns and has to watch the group dance on the Video Call (everyone must copy the action of the leader as accurately as possible).
- The guesser must try and identify whoever is leading the dance / movement.
- They could be given one guess or a number of guesses (for example, up to three).
- When they have correctly guessed a new guesser and leader are chosen and so on.

Scavenger Hunt

A fast-paced activity.

- Participants are given 10 seconds to find specific items that they have in the room around them and show them in front of the webcam.
- The workshop leader can make a list of items. This could be "Something Red" or "3 Items Beginning with The Letter 'T'" or "Something That Makes You Feel Hopeful" etc.
- If you want to add a competitive element, then the person who finds the required items last can be out of the game and you carry on playing until one final participant is still in the game.

CHECK OUTS

Effective ways of bringing a session to a close.

Weather Check-Out

A simple way of describing feelings metaphorically.

- Go around in a circle ask the participants to describe how they are feeling using a type of weather.
- For example, they may say they are "Sunny" if they are feeling happy and bright, "Foggy" if they are feeling tired, "Thundery" if they are feeling restless, or "Cloudy" if they are feeling sad.
- You can use this as a way of asking participants about their emotions generally or about something more specific – for example, how they are feeling about what they did during the workshop.



Number Check-Out

Very quick way of getting feedback from participants.

- Going around in a circle ask the Teenagers to say how they are feel about the progress they have made or the outcomes of the workshop on a scale of 1-10 (with 10 being the highest).

One Word Reflection

This is a great opportunity for participants to reflect on the session and/or to share their learning.

- Go around in a circle and ask each participant to share a one-word reflection about what they have learnt/what they will take away from the workshop.

