

A-Z

OF

DRAMA GAMES & ACTIVITIES

FOR THE CLASSROOM & ONLINE

BY RICHARD & LYNN BEAUMONT

dramaclassess.biz



A-Z IMPROV GAMES

CLASS & ONLINE

INTRODUCTION

Welcome to A-Z of Drama games and activities.

This book is a variety of old and new games, all of which we have used in the classroom and online.

We have been teaching drama to children for over 20 years and have successfully run our own youth theatre, theatre company, online drama directory and resource website: DramaClasses.biz.

We love teaching and over the years have enjoyed playing standard Improvisation games and creating new games for our weekly classes.

The games are suitable for ages 8 plus, right up to adults. The idea behind this book is to give drama teachers a handy, easy to read, drama class companion. Lots of books on drama games can be a bit long-winded; we have therefore tried to make it as simple as possible.

As actors, we first began our improvisation journey back in 1988 when we joined an improvisation course in Elephant and Castle. Improvisation and our drama school training formed the basis of our classes, teaching children confidence, creativity, and most importantly always having something to say.

Whether the games are played online or off, energy and enthusiasm are so important to a successful class. The warm-up games are a great way to kick-start each session and create an energy and sense of play within the class.

Since March 2020 we have all had to adapt to a new way of teaching. Taking classes on Zoom has challenged drama teachers around the world and we have all spent many hours getting to know when to have cameras on and cameras off, learning the benefits of using breakout rooms and how the handy mute button can be a life saver!

As we venture back to face-to-face teaching some of us will continue to teach online from time to time, so we have included online instructions for some games.

We do hope you enjoy using the book as much as we have enjoyed putting it together.

Index

INTRODUCTION

A-Z OF THE GAMES

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

SITUATIONS

SCENE STYLES

PROFESSIONS/CHARACTERS

EMOTIONS

HERE WE GO...

A

ALL TOGETHER NOW-ALL AT ONCE: *Group.*



The teacher gives the group a stock character and an emotion.

Examples: 'A Sad Dentist'...' A Frightened Policeman'...' An Hysterical Dancer'...

All the students have to act out being sad dentists, vocally & physically, all at once. This works well if you ask the students to do it in slow motion, fast forward, or rewind and is a great energy booster.

Online: All do it together.

Classroom: Students form a large circle and are then paired in twos. The teacher then gives them all the same stock emotions and characters. Each time the teacher changes the stock character, one of the two moves round the circle to the next student. This way everyone gets to work with different partners.

ALPHABET-ITIS: *Group.*



The teacher asks each student, in order, for a word beginning with each consecutive letter of the alphabet, the teacher prompts them by telling them what the next letter is. This should continue till all of the letters in the alphabet have been used.

Once they have completed the alphabet WITH prompting, they must start again but with NO prompting. This makes the students think for themselves. If they get the wrong letter, they're out and that letter is passed onto the next student!

Then the teacher can randomly pick the student to say the next word. This makes it harder for the students and keeps them on their toes.

A three-second time limit should be applied to each letter. If they don't manage to respond in that time, they are out.

Online: Screen by screen.

Classroom: Played either in a circle or a straight line.

ACRONYMS: *Group.*



The teacher gives a student a four-letter word. (Or you could ask the class for a word). Then the teacher asks the chosen student what it stands for? Then ask them for a bit of history, where this originated from...

Example: H.O.P.E = Helping Old People's Eyes...Originated in Australia in 1879 and was introduced by Herbert Grange as an eye exercise to help improve old people's vision.

Online: Screen by screen.

Classroom: Played either in a circle or a straight line.

A - Z CONVERSATION: *2-3 Students.*

(COMPETITIVE)



This is a timed game. Students are given a situation for the scene to take place...In a Restaurant...At a Theme Park...In a Doctors waiting room...

The students must begin their scene by taking the first letter of the alphabet, the next student must begin their sentence with the next consecutive letter of the alphabet.

(Top Tip: It is best to disallow names or animals to begin sentences)

Example: At a Theme Park...

Student # 1: **A**hh, I love this ride.

Student # 2: **B**y the way, mum said we should be careful on this one.

Student # 1: **C**areful? Why?

Student # 2: **D**on't know, I guess because it's fast.

Student # 1: **E**xcellent, I love fast rides....

Top Tip:

Students can help their partners by dropping in the next letter into the conversation.

Example:

Student # 2: **B**y the way, mum said we should be careful.

Student # 1: **C**areful? Why?

There are many variations on how to play this game...

1: Limited to one minute: Start the scene on 'A' and then try and get through to 'Z'. Get as far as possible in one minute. The teacher may be required to prompt the student's letters to begin with, that is until students are more proficient at the game.

NB: Be careful of the situation chosen. In one class the situation was given for the two students to be assembling an 'Ikea' wardrobe. (A Kalunka double door one, I believe!). The scene went something like this...

Student # 1: **A**nother day, another wardrobe to assemble.

Student # 2: **B**et you'll be glad when we've done this.

Student # 1: **C**ome on then, pass me the instructions. **(Long pause...Then they started miming)**

Student # 2: **D** to E...

Student # 1: **E** to F...

Student # 2: **F** to G...

Student # 1: **G** to H...

(10/10 for initiative and this pair got from A-Z in 28 seconds!)

2: Unlimited timing: Start the scene on 'A' and then get through to 'Z' in the fastest time.

3: Limited or unlimited timing: They are given a random letter on which to start their scene, for example 'M' then they must go from 'M' back to 'M' with no prompting in the fastest time.

4: Limited or unlimited timing: Through the alphabet backwards.

5: The trickiest! Limited to one minute: Students work through the alphabet randomly until every letter has been used. They cannot repeat a letter once it has been used to start another sentence. Try to use as many letters as possible in the allowed time!

Online: All non-participants turn their cameras off.

Classroom: Chosen students perform in front of the rest of the class.