

Devising Games

1 SOUNSCAPES - CHARACTERIZATION

Materials: Youtube, sound and pencil and paper

- i) Everyone needs a pencil and notebook to write down their ideas.
- ii) Play some atmospheric sounds from Youtube eg Gregorian chants or city sounds etc.
- iii) The players imagine they are characters in this soundscape.
- iv) The players note down their best ideas about WHERE and WHO they are.
- v) After 5 mins or so, everyone sits in a circle and shares their ideas.

EXTENSION

Teams members tell each other about their ideas and devise a scene involving their characters.

2 AVATAR SNOWBALLING - CHARACTERIZATION

The girls form a circle and the boys form another one.

- i) Place a piece of paper behind each person on the outside of each circle.
- ii) First each person has to write a made-up name at the top of the piece of paper.
- iii) Then everyone moves one place to the right. The pieces of paper stay where they are.
- iv) Then everyone describes the physical appearance of the next character.
- v) Everyone keeps moving one place to the right, each time describing the following things:
 - personality
 - what they like wearing
 - likes and dislikes
- vi) Then the girls scrunch up the pieces of paper and have a snowball fight. At the end they keep one ball for themselves and this will be their character which later they will develop. Repeat for the boys.

3 THE MERRY-GO-ROUND – GETTING TO KNOW THE CHARACTERS

- i) Divide the class into As and Bs.
- ii) The As make an outer circle and the Bs make an inner circle.
- iii) As and Bs have 3 minutes to tell each other about their characters and their adventures.
- iv) Now all the As move one person to the right. The students have another three minutes to talk about their characters to a different person.
- v) The As keep moving one place to the right every three minutes so that lots of different people get to talk together.