Devising Games

1  SOUNDSCAPES - 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 more 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.