



THEATER GAMES!

The Court House Players
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Moving through Space

Participants begin to walk around the room. The facilitator calls out physical states and the players respond with their bodies as they move around the space. Sample physical states: Faster, Slower, Heavier, Larger, Tighter, Jerkier, Lighter, Smaller, Like bubbles, Like traveling through a cloud, Like walking through quicksand, Like running down a hill, Like climbing a mountain, Like walking on the moon, Like swimming in syrup, Like a robot, Like a cat, Like a puppy

Group Expression

The facilitator calls out different states of being for the entire group to express themselves (either as a group statue or a moving mass). Some examples of states of being include: Sample states of being: Powerful, Generous, Angry, Sad, Happy, Nervous, Drunk, Joyful, Tired

Clay Game

Three players come forward and face the group in a neutral position. Three other players are 'sculptors' who take one player each and sculpt their bodies and faces. After a few minutes, the facilitator asks the statues to come alive as characters reflecting their new body changes.

Frozen One-Liners

The players move freely around room. The facilitator calls out, 'Freeze.' The facilitator goes around room and points to players one at a time, and players describe their frozen positions in one sentence.

Statues

The players work in pairs, positioned back to back. The facilitator calls out a word, feeling, issue, etc. Then the facilitator counts to three. On three, the partners turn and instantly create a statue that expresses that word and freeze. Sample words: Love, Jealousy, Embarrassment, Joy, Superiority, Distress, Smugness, Friendship, Hate, Alarm

Three Words

The players divide into groups of four. The facilitator calls out three words or phrases that do not relate. Each team has to make up a story using all three words. They work at the same time and within a limited timeframe. When everyone is ready, each team acts out its story. Sample words: Tree, rice, school books; Hat, violin, bench; Glasses, suitcase, straw; Pizza, scissors, lawnmower; Hand lotion, leash, pot; Electric cord, rose, whistle; Rock, ring, gum wrapper; Pencil, ice, broom

Telling a Lie

Two players face the group: They are children (siblings or best friends). The facilitator asks a question and the two children share the explanation. One starts, then turns to the other, who continues the story and passes it back, etc. The audience can ask questions at any time. The more outlandish the story, the more fun. Sample questions: How did the piano get scratched? Why is cat get in the refrigerator? How did the bike get on the roof? Tell me all about the broken window. How did Mr. Olsen's shoes get in the septic tank? Where did this candy bar that I didn't buy you come from? How did the dog get painted red? Why are Mrs. Olsen's petunias in the playhouse?