

Amazing



Acting Games

for

KIDS

Amazing Acting Games for Kids

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Bus Stop

3-20 Students

Ages 5 and up

Purpose - Improvisation, Character work, Projection, Creativity, Problem Solving

Set the scene by setting up three or four chairs together to make a bus stop bench. Choose three students to sit at the bus stop, and have them each pick a character. The character can be an animal or a type of person. If the kids are very young the instructor can choose the characters for them. Direct the students to talk to each other like their character, and discuss things such as where they are going, why are they going there, what are they wearing, etc. The instructor should take part at the beginning to demonstrate examples. After a few minutes the instructor chooses one student to leave the scene by saying "Lisa, your bus is here." That student sits down, and the instructor picks a new student to sit at the bus stop. Continue until all the students have had a chance to sit at the bus stop.

Variation:

After one student is finished acting out his or her character have the audience guess who they were.

Draw a Character

3-20 Students

Ages 3-8

Purpose - Story Writing, Character Work, Creativity, Problem Solving

This is a good activity for beginning storytelling. Begin by talking about what a character is in a story. Discuss different types of characters, for example heroes, villains, witches, fairies, etc. Have each student draw a character on a piece of paper. Encourage the kids to draw someone they've never heard of, a completely original character. Collect all of the pictures, and work with the students to put them in an order that everyone can agree on. For example, if five kids draw a pirate, you might start with all the pirates as a group starting out on an adventure. By putting the pictures in an order the shape of a story can emerge.

Variation:

Have the children draw a character of their choice. When they are finished ask the students questions about their character. How old are they? What is their favorite color or food? Where do they live? Who do they live with? What do they like to do? Etc. This will teach the children to be as specific as they can with their characters to help bring them to life!

Job Interview

5-20 Students

Ages 5 and up

Purpose - Improvisation, Creativity, Projection, Performance Skills

Choose two student volunteers and have each one sit on either side of the instructor. These are the two interviewees. Ask the remaining students what job they're interviewing for. While the instructor "Interviews" one student, the other has to try and make the first student laugh. The student being interviewed must try and answer the questions without breaking character. Then the instructor switches to the second student and interviews them. While the second student is being interviewed, the first student tries to get them to laugh. The second student must also try to answer the questions without laughing.

King Lion's Court

4-20 Students

Ages 3 and up

Purpose - Improvisation, Character work, Projection, Creativity, Problem Solving

Set the scene by announcing "I am the great King/Queen Lion, and I need some animals for my court." (You might then have to define "court" in this context.) Ask each student one at a time to stand up and say which animal they are, and they can be any animal they want to be. Then ask them what they can do as that animal. For example, "Maren, what animal are you?" "A horse." "Good, and what can you do, horse?" "I can run." "Excellent! Show us." Then, once the student is done demonstrating have them sit by you as a member of the "court." Continue until all the students have performed.

Museum

5-20 students

Ages 5 and up

Purpose - Creativity, Physicality, Focus

Choose one student to be the "Security Guard," and the rest of the students are statues. The statues need to find a space and take any statue position they choose. The Security Guard walks slowly around the statues, and the statues must try to change position or move without being seen by the Guard. If the Guard catches a statue moving the guards says "I saw you," and the statue student is out. The statue student can either sit down in their spot or move to a designated "out" area. Add extra creativity to the game by giving the museum a theme that all the statues can work around. For example, sports, dinosaurs, animals, etc.

Variation:

The students who are "out" can come back into the game if one of the statues that is "in" tags them. The student who was "out" must get back into the game and freeze before the security guard notices.

Wax Museum

5-20 Students

Ages 5 and up

For this version the statue students must start in a standing position. As the Guard walks around the room, the statues try to "melt" all the way to the floor without being seen. If the Guard sees them melting the Guard says, "I saw you" and the statue must stand up again.

Museum for Little Kids

5-20 Students

Ages 3-8

For this version the instructor is the Security Guard. Instruct the students to take the position of a statue. The students are allowed to move when the Guard isn't looking at them, but if the guard looks at them they have to freeze. The Guard enters the scene as a character who doesn't want to be there, for example, someone who has to clean the museum at night and doesn't want to. As the students move, the guard acts increasingly worried and scared about the moving statues, until finally the guard runs out of the scene in terror. The kids really like watching the instructor getting more and more traumatized by the moving statues!

Party Quirks

5-20 Students

Ages 5 and up

Purpose - Improvisation, Character work, Projection, Performance skills, Creativity

Choose a host/hostess, and three party guests from the group. Take the party guests out of the room and have them choose three character types to act out. Younger students can be a type of animal, and older students can be an animal or a type of person. For example, a cowboy or gymnast, or even a person most of the group would know, like Harry Potter or Barbie. Instruct the Host to mime preparing the party, setting out food and putting up decorations. One at a time the party guests enter the scene, and the host must guess who they are by the way they move and act. Encourage the host to ask questions if they are stumped, for example, "What do you like to eat?" or "Where are you from?" The guests can answer the host, even if they are acting the part of an animal. Once the host guesses correctly, then the next party guest can enter.

Three Hands

5-20 students

Ages 7 and up

Purpose - Team Building

Start by having the students walk around the room at a normal pace. Encourage them to walk into any open spaces on the floor. Then call out "Three hands." Each student must find two other students and put their hands together so that three hands are touching. Then have the students walk around again, and call out something different, like "two feet." The students must find one other person so that two feet are touching. The instructor can vary the challenges, such as "four elbows," "Two heads," "Three thumbs, etc.

Through the Door

5-20 students

Ages 3 and up

Purpose - Improvisation, Creativity, Physicality

Set up two chairs, creating a "door" that the children can walk through. Demonstrate the game by walking through the door as an animal or type of person the children can identify. For example, a chicken, then a basketball player. Have each of the children come through the door as an animal or a type of person, encouraging them to make the appropriate sounds and movements. Then have them each go through again, and challenge them by giving them a character with a silly twist. For example, "Jaden, come through the door as a penguin juggling," or "Kaylin, come through the door as a butterfly caught in a tornado." After doing this activity a couple of times, the students can make up their own ideas on how to come through the door.

Tijuana Taxi

2-20 Students

Ages 2-7

Purpose - Physicality, Creativity

Ask a student to pick one body part, for example, head, hand, feet, arms, etc. Then tell the students that when the music plays they can only move that body part and nothing else. Play a piece of music, for example "Tijuana Taxi," and help the students to be creative in their movements of that one body part. Stop the music after about half a minute, and have a new child suggest another body part. Repeat the game with the new body part suggestion.

Yes, Let's!

3-20 Students

Ages 5 and up

Purpose - Improvisation, Creativity, Projection

One student begins by miming an activity, and says what they're doing. For example, "I'm digging a hole." The next student enters and must suggest another activity to mime by saying something like "let's build a wall." Then both students must say, "Yes, let's!" and begin to mime building a wall. The next student enters and must suggest another activity, for example, "Let's rob a bank." Then all three must say "Yes, let's!" and mime that activity. Continue until all the students are in the scene. Encourage students to be creative in their suggestions.

You Can't Take Me

5-20 students

Ages 5 and up

Purpose - Improvisation, Imagination, Creativity, Problem Solving

Students take the form of anything you could find in a house, such as a piece of furniture, a plant, a toy, etc. The instructor approaches each student one at a time and says "Luke, what are you?" When the student answers, the instructor says "You're a lamp? I don't need a lamp, I'm going to get rid of this lamp." Then the instructor reaches for the student as if to take them away, and at this point the student must say "No! You can't take me!" The instructor asks why, and the student must give a reason why they get to stay in the house. Encourage the students to be creative with their answers. For example, if they give the reason, "So you can see in the dark," you might counter with, "But I go to sleep when it's dark, so why do I need a lamp?" Continue until all the students have performed.

Zip Zap Zop

5-20 Students

Ages 8 and up

Purpose - Quick Thinking, Focus, Team building

Students stand in a circle. One student claps his or her hands together while extending their arms out to another student in the circle and says “Zip”. The second student then claps their hands and extends their arms out to a third student while saying “Zap”. The third student repeats this action and says “Zop” to a fourth student. The fourth student will repeat the action and start over with “Zip”. Once the students get the hang of this have them try it as quickly as they can. If someone makes a mistake and says the words in the wrong order encourage the students to quickly pick up where they left off.

Variations:

For more of a challenge have the students try the activity without clapping or saying the words or both! Students must try to connect with each other only using eye contact. You could also try the activity moving around instead of standing in a circle.

Mayer Arts Dance and Theater Classes

For information about my Wish Upon a Ballet Classes or any other class that I have to offer visit www.mayerarts.com. *Mayer Arts* is a recreational dance and theater program for children in the Minneapolis / St. Paul Metro Area. Our belief about teaching the arts is not only providing training for those who are serious about learning but also to just have fun! We teach proper technique, terminology, body awareness, and an appreciation for the arts. Our goal is that students will not only find a love for the arts but also build healthy habits and self-esteem. Skills that will be helpful to them for the rest of their lives!

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