

Drama Game: One Word Story

Type: Warm-up.

Purpose:

- To work as a team.
- To work on focus.

Materials:

A big enough space for the entire class to sit in a circle comfortably.

Procedure:

Players sit in a circle. One person says a single word to begin a story. The person to his left says another word, then the next person says another word, continuing around the circle. The object is to tell a coherent story, one word at a time.

Conducted (or Directed) Story

Introduction

Let's get four or five players in a line and create a story.

Description

The line of players are tasked with telling a story together. The leader will pick one player to start the story. As long as they are being pointed at (conducted) the player will continue to tell the story. Without warning the leader will switch to another player and that player will seamlessly pick up the story.

The goal of the exercise is to have the players seamlessly continue to tell the story. If the conductor moves from one player to another mid sentence the player will pick up mid sentence. If the conductor moves from player to player mid word the player will pick up mid word. If it is working the exercise will sound like one person telling a story.

For example, player Eh could be mid-word, "many children were afraid of Carl for he was known to ha-" Player Bee, would pick up the story mid-word "-ve piles of library books that were overdue." This should sound like "many children were afraid of Carl for he was known to ha-ve many piles of library books that were overdue."

The leader can add complications to the structure by endowing the story with emotions, genres or occupations.