

Home Learning Drama Ideas

Hello to everyone in our Queenborough Community!

Here's a selection of Drama Games and Activities that you can try at home. Just click on the arrows to explore each one. These games are as much for adults to join in too! Please use Twitter to share photos of you taking part. I look forward to seeing how you get on.

*See you all soon,
Steve*

Moving Around the Room

- Play some lively music.
- While the music is playing, walk calmly around a room or garden.
- Ask a grown-up to call out different ways of moving around the room so that you can change your actions. Remember to use your whole body – faces, arms, legs, hands, feet, fingers, everything!
- Examples that your grown-up might want to call out include: silly walks; hopping; jumping; walking backwards; moon walking; running in slow motion; skating; crawling; cartwheels; creeping; tap dancing; on tiptoe; like an old man; carrying a heavy bag; happily; miserably; proudly; lazily; like a mouse/elephant/horse; through snow; anything they like!

Mirroring

- Play some relaxing music.
- Stand opposite a partner.
- Decide who is going to be Person A and who is going to be Person B.
- Person A will be the Mirror first. As Person B stands still on the spot, he/she starts to make small movements with different body parts as if he/she is looking into a mirror. Person A, as the mirror, should copy every movement that Person B does, trying to keep in time as much as possible!

- Swap over, Person B is now the mirror and Person A makes up the actions.
- Remember to go as slowly as possible. The aim is to make sure that no one could tell who is the leader and who is the mirror!

What's in the Box?

- Stand in a line with all players.
- Place an empty box in front of all the players. The size/shape/material of the box does not matter.
- Each player takes their turn to walk forward to the box and pretend to take something out. They should then mime using whatever they have taken out of the box. Remember, miming means acting *without making any sound!*
- The other players must then guess what has been taken out of the box. The person who guesses correctly can then take a turn of 'taking something out of the box.'
- Let your imagination run wild with what you are taking out of the box! Just because the box might be small does not mean your object has to be! You might want to start with something simple like a toothbrush or a comb, then build up to a washing machine or even an aeroplane!
- Remember to be precise with your miming – make sure your actions are really clear and over-the-top!

Captain's Coming

- Imagine that your room/garden is actually a pirate ship and you are all members of the crew, except one person who will be the Captain. You will have to follow certain instructions and do certain actions when you hear them.
- When the Captain says the following things you will have to do these actions:
 - Bow** – *Go to the front of the "ship."*
 - Stern** – *Go to the back of the "ship."*
 - Port** – *Go to the left side of the "ship."*
 - Starboard** – *Go to the right side of the "ship."*
 - Scrub the Deck** – *On your knees, clean the floor of the "ship."*
 - Climb the rigging** – *On the spot, climb up the imaginary ropes in front of you.*
 - Rowboat** – *Sit on the ground, cross your legs and "row."*
 - Seasick** – *Head to the side of the "ship" and do your duty overboard!*
 - Jellyfish** – *Get down on the ground, on your back and shake your arms and legs in the air.*
- When you hear the command, "**Captain's Coming!**" you must stand to attention, saluting. You can only move out of this position if the Captain calls, "**At ease!**" before giving you your next command. If the Captain does not say this and you obey his next command, then you are out!

The Feeling Story

- Before the activity begins, collect some materials and objects that you can touch, smell, taste and hear (for example, a bowl of jelly, cotton balls, leaves, raisins, small bells). *Smaller children may want to ask an adult to help them.*
- Arrange the objects around a large room/garden and have towels and bowls of water ready for players to rinse their hands. Make sure that all your objects are safe to use, so nothing dangerous or dirty. Check with an adult first!
- In pairs, one player is the leader and the other is the follower. The leader blindfolds the follower and leads them around the room/garden, letting them touch, taste, smell or listen to the different objects.
- As the follower experiences each of the objects, the leader makes up a story about each one. For example, as the follower touches the cotton wool balls, the leader might talk about flying through the air and feeling fluffy clouds. Then the leader could take the follower to the leaves and talk about landing in a beautiful forest.
- Once the leader has taken the follower to all the objects and finished their stories, they swap places and the new leader tells new stories.

Hot Seating

- This is a great game for older children and can help to explore characters from books, TV shows or movies.
- Place a chair in the middle of the room. This chair is now known as *The Hot Seat*.
- The first player chooses a character that they want to become. This could be a character from a book they are reading at the moment, or maybe a real person from your Knowledge Organiser. Once the player is sitting in *The Hot Seat*, they are no longer themselves; they are the character!
- You might want to use some props or costumes to help you get into character – a funny wig or a hat might be enough, but if you feel creative then put together a complete costume; be as creative as you like!
- Once the ‘character’ is sitting in *The Hot Seat*, all other players can ask him/her questions. The player in *The Hot Seat* must answer questions as if they were the character.
- Top tip: don’t ask questions that can be answered with a simple yes or no answer. Also, don’t ask questions that are too specific such as, “When is your birthday?” Remember, you want to find out how the character *feels* and *thinks*. Stick to open questions like, “How did you feel when....?” or, “What do you think of...?”
- Once the player has answered five questions, let another player bring a new character to *The Hot Seat*.

Funny Faces Show

- Before the activity, write down different emotions on small pieces of paper. Make sure you write down enough so that each player has at least 5. You may want to use simple feelings such as happiness, sadness, anger, or fear as well as more tricky ones such as excitement, concern, dismay, or jealousy.

- Divide the pieces of paper between players, then everyone has a few minutes to think about the faces they will use to show the emotions written on their pieces of paper.
- Each player uses a camera to take a photo of or film their different faces.
- Once each player has completed a face for each of their emotions, come back together and create your own Funny Faces Show! Share all of your pictures with one another and see if you can guess the emotions other players are conveying in their photos!
- If you do not have access to cameras, perform your faces live instead! Show everyone your face and see if they can guess which emotion you are performing!