



Third and Fourth **Free Resource**

Participation at the Tron Theatre understands it is not always feasible to bring in theatre professionals to deliver drama workshops for all subject areas/topics, because of this we wanted you to be well equipped if this situation should arise.

Below are a few quick and easy games and exercises you can fit into any subject/topic area.

1. Theatre Port and Starboard

This is a twist on the traditional Port and Starboard game which helps pupils understand basic theatre conventions.

Establish where the audience would be sitting in your space, this is the direction the game is played in. Meaning the rest of the room is classed as stage area

Stage Left – run to left of the stage

Stage Right – Run to right of the stage

(Stage left and right are always worked out by the actors left and right not the audiences)

Up Stage – run to back of stage

Down Stage - run to front of stage

Centre stage - all run to centre of stage area

Audience – all pupils run to established audience area and sit facing the stage (discussion may be needed about ways to sit as a good audience)

Macbeth – all pupils drop to floor as though they are dead

Corpse – start laughing on stage (this is the theatre word for laughing on stage)

Going Dark – pupils kid on the cant see anything (this is what a member of the technical team would shout when putting all the lights out during a rehearsal on stage)

Freeze Frame – In groups of 3 or 4 pupils create a still image from a given subject matter

Comedy – pupils strike a comedy pose

Tragedy - pupils strike a dramatic tragedy pose

Musical – choose a musical e.g. Mary Poppins, pupils have to sing a line from given musical e.g. Just a spoon full of sugar...

Flashback – pupils have to mime something they done before coming to class e.g. eating breakfast, brushing teeth etc

Flash-forward – pupils mime something they will be doing later in the day

Gesture – pupils mime an action of how they are feeling and 'gesture' this to the rest of the class

Curtain call – pupils stop turn to face the audience and take a bow

This exercise can be developed to add in more conventions as and when the pupils learn them. This exercise can become a fun way for the pupils to recap at the start of each session.

2. Electric Fences

The exercise can be used as a fun warm-up game or can be developed to represent different character relationships and dilemmas.

Split your class into 2 groups one group become the fences the other groups are the people trying to get through the fence.

The fence group stand in lines of 4 as much a possible no less than 3 in a line so if you need to have a line with 5 that is ok. Make sure the fence group can lift their arms and touch finger tips with the person on either side of them. Fence stand facing away from the other group with their arms by their side and their eyes closed. The other group have to try and make their way through the fences to the other side of the room without being stopped. If a fence hears any noise they can raise their arms. Switch round so both groups have the chance to be a fence.

3. Word/Story exercise

Sit your class in a circle on chairs, Choose 3 words from your topic/theme; give each pupil, in turn a word e.g. 1. Girl 2. Door, 3, Bag, 1, Girl, 2. Door, 3. Bag until all pupils have a word.

Stand one pupil in the centre of the circle and take their chair away, That pupil has to start a story and incorporate one of the words. If your word is called out then you have to leave your chair and cross the circle to find another seat. The person in the middle has to try and get a seat also. Last person standing must continue the story from where the last person left off.

Continue this exercise to develop a story.

Once pupils are used to this game add in more rules –

Sentence structure

Amount of time you must speak for before you can incorporate the given words.

Descriptive sentences

The stories developed during this exercise can be a starting point for a writing piece or bring this story to life through still image or improvisation.