

BUSHFIRE PRESS

Drama Games

by Domm Camenzuli

Thank you for purchasing these drama games. They come from a 3 volume collection called *40 Simple Drama Games*, *40 More Simple Drama Games* & *The Final 40 Simple Drama Games*. The 120 games are available as separate downloads (2 per download) or as collections.

The 3 volumes are also available in hard copy (or physical product).

- Minimum reading/preparation time
- Great warm-ups and group focus activities
- Ideal also for rewards or end-of-lesson activities
- Good for rainy days and camps

Conditions of sale

This work is protected by the Australian Copyright Act and the international Berne Convention. It may not be shared, resold, lent or hired to any other party in whole or in part. It may not be copied or duplicated in any way. Copyright infringements may result in prosecution.

Circle Mirroring; The Instigator

© Domm Camenzuli. Bushfire Press Pty Ltd.

This download edition © 2012 Bushfire Press Pty Ltd.

Bushfire Press Pty Ltd ABN 94 007 166 225
PO Box 787, Templestowe, VIC 3106 Australia
Tel: (03) 9846 1755; Fax: (03) 9846 1744
Email: bushfire@bushfirepress.com
Website: www.bushfirepress.com

Name of Activity: **CIRCLE MIRRORING**

Aims: To develop group concentration.
To promote awareness of personal space.

How it works: Students stand in a circle.
One student is the leader.
They begin a series of movements, performing a daily ritual (*eg. Applying make up, Shaving etc*).
All of the students mirror the first student exactly.
When the teacher calls 'freeze', another student takes up a new ritual from the exact same position.

Name of Activity: **THE INSTIGATOR**

Aims: To develop co-operation amongst the students.
To enhance concentration and focus within the group.

How it works: Students in the centre of the space.
One student is asked to step outside as a leader is chosen. The students then begin to make a series of repetitions (*eg. Clap, clap, slap, slap etc.*). Once a rhythm has been generated, the student outside the room enters and stands in the centre of the circle and guesses who the instigator is - but has only three guesses.

N.B. The instigator changes the repetitions when they can.