

Not only does theater make you more confident, creative, and likely to succeed—it's also fun! Fly into the limelight with these games for two or more players.

#### **MIRROR EXERCISE**

Split into groups of two. Pick one person to be the mirror and the other to be the actor. The actor starts moving their body very slowly and the mirror follows their actions. See how closely you can match—then switch roles!

## **COSTUMING CHAOS**

Everyone has one minute to use anything they can find to create a costume and character. Then come back together and act out your new identities. Can you tell a story together with your characters?

# **ONE-WORD STORY**

Sit in a circle. The first person starts the game by saying, "Once." Then move around the circle with each person saying one word at a time to create a collaborative story. The game ends when someone says, "The," and it is followed by "End."



#### **DUCK DUCK DANCE**

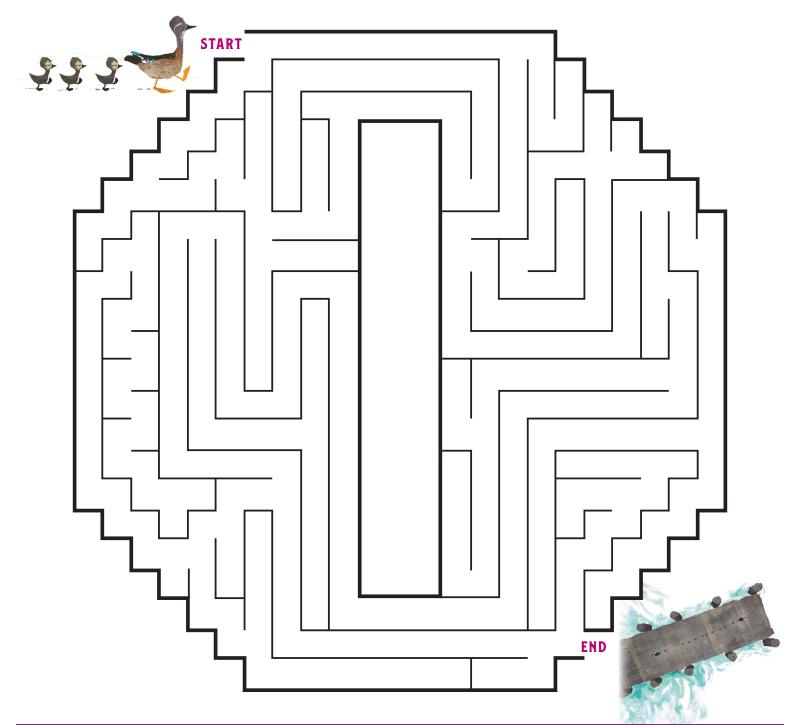
Still sitting in a circle, play this variation of the classic game "Duck, Duck, Goose." One person is cast as the Director and walks around the outside of the circle, tapping each person on the head and saying, "Duck." But for one player, instead of saying, "Duck," the Director says, "Dance!" The Dancer goes to the center of the circle and dances as sillily as they like, while the Director runs around the circle until they come back to that same spot and takes a seat. If the Dancer stops dancing before the Director gets a seat, they become the new Director! If the Dancer is still dancing, the Director plays their role again and the game continues.

## **TONGUE TWISTERS**

Try these tongue twister warm-ups!
How fast can you go? How many times in a row can you say them?
Unique New York
Three free throws
Red leather, yellow leather
She sells seashells on the seashore
Cinnamon aluminum linoleum
(for advanced tongue twisters only!)



Quack, quack, coming through! Help this chorus line of ducklings find their way to the water.



# WAITING IN THE WINGS

JULIE ANDREWS & EMMA WALTON HAMILTON • EG KELLER

# SPOT THE DIFFERENCE

The magic is in the details! Can you find five differences between these two traffic-stopping illustrations?





What does your perfect play look like? Design your own show below. Don't forget lights, costumes, and set decoration!



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