

Drama Games.

Catching fish.

Two players are in. They are a fishing net and must run around and catch the other players by grabbing them with their free arms. As the nets get larger, they can break into separate nets, and the game ends when there are no fish left.

Human sculpting - in groups.

Players arrange themselves into groups of 5 or 6, and are instructed to create a sculpture, which is to be veiled two dimensionally, using the players as figures. They must use "war" as the first theme, and "peace and plenty" as the second.

Alien Tiger Cow

Everyone in a circle. There are 3 things a player can be:

- * An alien: hold you index fingers up next to your head, 'Bleeb bleeb';
- * A cow: bend forward, hold your right hand on your tummy and go 'Moooo'
- * A tiger: push your right hand forward, imitating a claw and roar.

On your sign, every player decides to become one of the three. Play 'majority wins': animals/things that are most in the minority drop out. Also known as Rock Paper Scissors.

Word at a Time Story

This is an exercise to train group narrative. All players sit in a circle. We are going to tell a story one word at a time. Each player provides one word of a sentence. End of a sentence can be indicated by a player saying 'period', although that is not necessary.

Slide Show

Give one player a big activity, perhaps a trip through the jungle, or the construction of a home. This player needs to present a slide show; the other players will play what's in the slides.

Bang!

The workshop leader/director or other nominated person does not join the circle. Each remaining player holds an imaginary gun in each hand, pointed at the adjacent player.

The leader will call out a player's name. If he/she calls "John" then John must duck to avoid being shot. The players either side of John must shout "Bang!" One of the following then occurs:

- * John fails to duck in time so has been shot and is out;
- * One or other of the players said "bang" after the other and has therefore been shot and is out;
- * John ducked in time and both shooters said "bang" simultaneously. No-one is out and play continues.

If someone accidentally ducks or shoots when they were not supposed to be doing so then they are also out.

Once a player is out they should sit in the circle where they were standing. The players next to them now have a different player adjacent to them and must react to their name instead of the shot player's name.

When only two players remain, they must stand back-to-back in the centre of the circle as in an old-fashioned duel of honour. If the leader shouts either of their names, both players must turn and shoot, the quickest on the draw winning the game. If the leader shouts any other names, both players must take a step forwards.