



Bring on the Theater - Public speaking and Developing Characters!

[Spontaneous Resources](#)
[Creativity Practice Activities](#)

Suggested Materials:
 None



Unit 7 of 8

Time	Activity						
<i>Info for Coaches</i>	<p>Introduction: Public speaking is an important skill for OMer. Each team member should be able to speak loudly and clearly not only during their long-term performance, but during spontaneous competition because the judges will need to hear their answers. A general tip for public speaking is to speak slowly enough that it might sound or “feel” strange to you but makes it easier for the audience to understand. Use the acting/theater activities below to get your team to feel comfortable with each other. OMer must feel comfortable acting silly in front of each other and an audience- a skill that can be practiced.</p>						
5 min	<p>Theater game: Sound Ball (basic) One person throws an imaginary ball to another person on the circle, making a sound as he throws it. The person receiving the ball catches it, making the same sound with which it was thrown. The receiver then throws the ball to another person on the circle, making a new sound.</p>						
15 min	<p>Theater game: “Let’s All Be...” (15 minutes) Team members in this game will listen to ideas from a “leader” (could be a coach!) and follow them without question. The point of the game is to teach students to “go with the flow” and follow rule #1 of improv “Agree and Say Yes.” The leader in the game decides what the group should be. For example, they might say, “Let’s all be Lions!” and the other team members will say “YES!” and act like lions until the next thing is called.</p> <p>Examples below: “Let’s All Be...”</p> <table border="0"> <tr> <td>Mimes</td> <td>Grandmas</td> <td>Superheroes</td> </tr> <tr> <td>Babies</td> <td>Monkeys</td> <td>Nerds</td> </tr> </table> <p>Once the team feels comfortable with the game, each member can take a turn as leader and call out an idea.</p>	Mimes	Grandmas	Superheroes	Babies	Monkeys	Nerds
Mimes	Grandmas	Superheroes					
Babies	Monkeys	Nerds					





Time	Activity
15 min	<p>Theater game: “Yes, AND”</p> <p>This game is more challenging than the first game, but focuses on the second rule of improv, which is “Say YES, AND...” OMers should know that they need to make their partner look good by saying YES to whatever they propose and then adding to their idea. This game is great for getting the team members to think on their feet. Some spontaneous problems are about storytelling, and this game helps the team practice taking what their teammate says and adding on, rather than disregarding their idea.</p> <p>How to play:</p> <p>Put the team members in groups of two. They should stand facing each other. One person will be asking the other questions and the other will have to say “YES, and...” to each question adding something to their answer. The person who is answering “YES, and...” should try not to hesitate in their answer.</p> <p>Example:</p> <p>Team member 1: “Is it true that your favorite food is broccoli?” Team member 2: “Yes, and Brussel sprouts, too.”</p> <p>Team member 1: “Did you fail your math test?” Team member 2: “Yes, and I am not going to tell my parents!”</p> <p>Variation: If a team member wants a challenge, have them be the “Yes, and...” and have all team members come up to them and ask questions to see how quickly they can think on their feet. This part is fun for the kids because once they get to know each other they know which questions to ask that will stump their teammate. For example, if a team member hates cats, one of the questions someone might ask them is, “Will you adopt this cat?” and the cat-hating team member is forced to say “YES.”</p>
15 min	<p>Theater game: “SWITCH” (more advanced game) https://www.youtube.com/watch?v=8QM13h9zP5g (example of kids performing this game)</p> <p>This game will teach flexibility in thinking and allow for actors to think out different scenarios. It would be a great game to use when in the scriptwriting process for the long-term Problem to play out different reactions of characters or different ways the story could go.</p>





Time	Activity
	<p>Spontaneous Practice The below problem will allow for team members to use the improv skills practiced in this lesson. Click here to print the problem.</p> <p>Setting the Scene- Four Seasons This is a two-part problem. In Part 1, you will have 6 minutes to develop your solution and practice. In Part 2, you will have 3 minutes to present your solution for score.</p> <p>Your problem is to create a scene of one of the four seasons. You can present your scene in any way your team decides. You may only use your bodies and yourselves to present the scene; no props of any kind may be used. Your team must also include one enhancement to the scene. This could be a song, dance, poem, or anything the team decides enhances the scene.</p> <p>When Part 1 ends, you will tell the judges the season you are presenting and what enhancement you are presenting. You will then begin Part 2 and present your solution.</p> <p>Score will be as follows: Creativity of the scene: 1-20 points How well the season is presented in the scene: 1-25 points Creativity of the enhancement: 1-15 points How well the enhancement adds to the scene: 1-15 points Teamwork: 1-25 points</p> <p><i>Tip:</i> Do not allow teams to use anything they may have with them as a prop.</p>
5 min	<p>Closing Discussion and homework: Discuss the problem and how the team felt they did while solving it. Have the team members outline strengths and challenges.</p> <p>For the next meeting, ask all team members to re-read and annotate the chosen long-term problem. They should also look closely at the points assigned for each area of the problem. Do they have a solution for each scored element? Is anything missing? Did they misunderstand anything during a previous meeting?</p> <p>Tip: Be sure to read the long-term problem CAREFULLY. Problems require REPEATED close reading to avoid trip-ups. While you cannot point out any team mistake, ask questions to encourage discussion.</p>

