

Drama Games Activity Plan

ACTIVITIES, RULES AND EXPLANATIONS	SUPPLIES
<p>Rhythm Master:</p> <ul style="list-style-type: none">- One person is chosen to be detective; one person is chosen to be the rhythm master (everyone close their eyes and a leader choose who the rhythm master is so that it is a mystery for everyone.)- The rhythm master will start the game with patting their knees- Only the rhythm master can change the action being done (patting their head, clicking their tongue, snapping fingers, etc.). All the other campers follow the lead of the rhythm master- The detective has three tries to guess who the rhythm master is	
<p>Led by the Nose:</p> <ul style="list-style-type: none">- Leaders choose a body part that the campers will be “led by”- Campers must then walk around the room as if they are being pulled by a string that is attached to that body part (nose, arm, thumb, etc.)	
<p>Strike a Pose:</p> <ul style="list-style-type: none">- Standing in a circle, each camper chooses another camper that they are going to watch (choose this in their head)- Once everyone is done choosing someone, they close their eyes and a leader will say “Strike a pose”- At this point, all the campers open their eyes and strike a pose while looking at the person they chose earlier- Each camper will match the pose that the person they are watching is doing- Eventually, the whole circle will end up doing the same pose	