|  |  |  |
| --- | --- | --- |
| Group Work in Theatre | | |
| Youth Workers: | | 2-4 |
| Time: | | 2h |
| Session objectives: | | * Group cohesion; * Basic Theatre Concepts |
| Session description (step-by-step): | | |
| Time: | Activity Description: | |
| 20’ | Presentation and Introduction  Energizer: Samurai  - The samurai has the hands together and try to cut someone in the other side of the group; - A person blocks putting the hands together in the air (on top of the head); - Participants next to blocker cut in stomach of the blocker; - At this point the blocker send cut to other side of the group.  Number’s game - The group walks through each other and tries to shout numbers in order to the highest number as possible without speaking at the same time; | |
| 25’ | Living Painting  - 1° Step: The group has to act out a painting; - 2° Step: The group has to act out a painting which they made themselves. Theme is love.  - 3° Step: The group has to act out painting which they made themselves with conditions (10 legs in the floor; 10 hands in the air and 5 people can’t touch the floor). | |
| 15’ | Boat Game - Divide class in boat of 5 to 7 people; - Each person in the boat has special role (pregnant woman; pope; boat engineer; president; doctor with cure for cancer; stranger; famous artist); - Boat starts to sink and has to select one person to save; - Discussion within groups or boats;  - To make it more funny, you can let the boats sail around and invent background story (delegation of War-torn State of Tortonia that goes to United Nations to seek peace). | |
| 10’ | Debriefing as Evaluation of all the activity - What’s happen? - Did anybody any preferences?  - Was easy to decide? How did you decide? (7 hats)  - How did you feel? How the selectors and the selected feels?  - Would somebody change the main decision?  - Is there a right answer?  - Have you related your decision to real life or have you only imagine? - Have you fun?  - Did you liked these activities? | |
| 5’ | Goodbye activity  - Make pizza on the back of your mate; | |
|  | Back up activity: Factory machine - 1° Step: Divide in group of 5 people, by making one movement and one sound the group should design a machine (cloud machine; star machine; planet machine; glasses machine; tooth machine; juice machine etc.)  - 2° Step: The class with one sound and gesture make one machine together; - 3° Step: Idem 2 step but the class select architect. | |
| Preparations for the session: | | Back-group-story: - To make it funnier, you can let the boats sail around and invent background story (delegation of War-torn State of Tortonia that goes to United Nations to seek peace). |
| List of materials: | | Book of Art (picture of painting) |