

Fairy Tale

Recreate a favourite fairy tale on stage; try using different suggestions, like in a minute, set in Russia, etc.

Obsession / Fear

Have the audience suggest an unusual obsession or fear to base the scene on.

Rhyming Game

Do an entire scene in rhyme, allow the rhyme to shape the scene, and act it out. Use the sequence: A says a line, B rhymes it. B says a line, A rhymes it. Etc.

Subtitles

Let the actors play a foreign film on stage, using only gibberish. For every line spoken another member translates into English.

Secret Mission

Tell your campers that you are going to take them on a "Secret Mission". (It helps to have an actual purpose for your mission, like recovering a kidnapped mascot, but this is not necessary.) While the group is on the mission, they must NOT be caught by anyone! Emphasize that if, at any point during the mission, someone asks the group "what are you doing?" the game is over.

Instruct the campers that they are to follow the secret mission code phrases at all times. The three phrases are as follows:

Code Green: Freeze in place and act like a tree (arms outspread)

Code Blue: Flatten yourself against the nearest surface (wall, bunk bed, fridge, whatever) and pretend you're part of the scenery.

Code Red: Dive to the ground and lay there on your stomach without moving until the 'all clear' has been given.

Once everyone understands what to do for the different phrases, lead your group on the Secret Mission around camp. Whenever you approach a building or other area where you are likely to be spotted by someone, call a code and have the campers freeze for at least ten seconds.

This game is an absolute RIOT! This game can also be used as a drama activity.