



Lesson: **Double the Fun**

Ages: 1st and 2nd grade

Supplies needed: No supplies needed.

Project Intro: This lesson gives children an opportunity to practice creative movement and working together as a team.

Materials Reference: Theater Games for the Classroom, by. Viola Spolin

Project steps:

Warm-Up Activity:

- Mirror (Video Demonstration: https://www.youtube.com/watch?v=qb-nEp_Ti60)
 - Have children and other family members participating count off into pairs of two. One player becomes A, the other B. A faces B. Explain that B is a person looking in a mirror. A is that person's image in the mirror. A reflects all movements initiated by B, head to foot, including facial expressions. After a time, positions are reversed so that B reflects A.
- Who Is The Mirror?
 - Choose one person to be the Facilitator.
 - Either using the same pair of partners, or using new pairs of partners, children decide which player will be the initiator and which will be the mirror. The rest will be the audience.
 - One player initiates all movement, the other reflects, and both players attempt to conceal which one is the mirror from the audience players.

- When the two players are moving, the facilitator calls out the name of one player. Audience members raise hands if that player appears to be the mirror. The Facilitator then calls out the name of the other player for audience hands. Both players continue playing during the voting without stopping, until the vote is unanimous for one or the other player or until stalemate is reached.
- Repeat with two new partners.
- Follow The Follower
 - Use the same Facilitator or choose a new Facilitator.
 - Either using the same pair of partners, or using new pairs of partners, one player becomes the mirror image of the other, the initiator.
 - The facilitator will start the pairs playing Mirror, calling **Change!** at intervals for players to reverse roles. When players are initiating and reflecting with full-body movements, call, **On your Own!** Players then immediately begin reflecting each other without either one knowing who is initiating movement.

Drama Activity:

- Mirror Sound
 - Use the same Facilitator or choose a new Facilitator.
 - Either using the same pair of partners, or using new pairs of partners, seat players facing each other.
 - One player is the initiator and makes sounds. The other player is the reflector and mirrors the sounds.
 - When **Change!** is called, roles are reversed. The reflector becomes the initiator. The old initiator becomes the reflector who mirrors the new initiator's sounds. Changeovers must be made with *no stop* in the flow of sound.
- Mirror Speech
 - Use the same Facilitator or choose a new Facilitator.
 - Either using the same pair of partners, or using new pairs of partners, players face each other and choose a subject of conversation.

- One player is the initiator and starts the conversation. The other player is the reflector and mirrors *out loud* the words of the initiator. Both players will be speaking the same words out loud at the exact same moment.
- When ***Change!*** is called, roles are reversed. The reflector becomes the initiator of speech and the old initiator becomes the new reflector. Changeovers must be made with *no stop* in the flow of words.
- After a time, no more changes will be called by the facilitator. Players will “follow the follower” in speech, thinking and saying the same words simultaneously and without conscious effort.