



Lesson: Gestures and Gibberish

Ages: 4th and 5th grade

Supplies needed: Music (optional)

Project Intro: This lesson encourages children to fully explore their imaginations and communicate, not through words, but rather through physical gestures and vocal gibberish.

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

Project steps:

Warm-Up Activity:

- **Gestures**
 - Choose a child to go first (siblings and parents can also participate) and have him/her come up with a gesture that communicates something about themselves. For example, the gesture might show a favorite hobby, sport, activity, or be symbolic – of a personality trait, something of significance to the person. The child uses physical gestures to try and get the others to guess what he/she is communicating.

Here are the rules:

1. Don't make any sounds
2. You may use props or visual aids that are available in your playing area.
3. Pointing to people, animals, or objects is acceptable.

4. You may mouth words silently as long as it is not the word that you are trying to get your teammates to guess.

Drama Activity:

- **Gibberish Selling**

- Each child and family member participating takes a turn. The rest will be the audience members.
- The child goes up in front of the audience and, speaking gibberish, sells or demonstrates something. Allow one or two minutes clock time per player.
- The audience tries to guess what was being sold or demonstrated.
- Repeat with a new person going to the front.

- **Gibberish Interpreter**

- Each child and family member participating breaks into teams of two. One team goes to the front.
- One player speaks a foreign language and gives a speech or lecture to an audience (the class members) in gibberish.
- The second player understands the speaker's language and is the interpreter for the audience. Speaker pauses to let the interpreter translate what was said into English for audience understanding.
- Repeat with a new team of two going to the front.

Drama Vocabulary:

Audience – the assembled spectators or listeners at a public event, such as a play, movie, concert, or meeting.

Gesture – a form of non-verbal communication in which visible bodily actions communicate particular messages, either in place of speech or together and in parallel with spoken words. Gestures include movement of the hands, face, or other parts of the body.

Gibberish – Not a real language; a made-up language using only sounds, but not words

Interpreter - a person who interprets, especially one who translates speech orally.

Props – items that actors use on stage as part of their production

Translation – Communicating what he/she thinks another person is saying who can't be understood by others.