

Atoms

Key Skills: Mime and Movement

This is a good game to play as a warm up.

- All students must walk around the room, keeping a distance of 2 ft. from each other. They must be quiet in order to hear the teacher. To ensure this, call out FREEZE, and then let them continue moving (repeat until they listen).
- Encourage the relaxing of arms, shoulders. Suggest all move in different directions. Make sure students stay out of friendship pairs.
- Teacher calls out ATOMS 2. All students must immediately form into pairs.
- Relax and move off again. Practice different groupings of ATOMS until they are able to group well.
- Now, inform students their ATOMS must make an object with their bodies in 10 SECONDS that you, the Teacher count out. Hold the object as a freeze frame. No sound effects and no movement yet.

Suggestions are:

- A Church.
- A Box.
- A Ball.
- A Book.
- A Sofa.
- A Bulldozer.

After each freeze frame, students must return to walking.

- Now introduce a movement.
- Don't forget to call out different ATOM-sized groups and keep students to the 10-second making time.

Suggestions are:

- A Toaster (toast pops up).
- A Washing Machine (clothes moving round).
- A Snake.
- A Beach Ball.
- A Tidal Wave.
- A Clock.

Now, introduce a sound as well as the movement.

Suggestions are:

- A Coffee Maker (hissing and spitting).
- A Phone (dialling to the ring tone).
- A Television.
- A Car.
- A Radio.

- Students should walk around between each ATOM. End the game as they walk around by insisting they sit exactly where they are standing.
- You are then ready to move to the next exercise.