



Activities for Engagement and Group Connection AMI/USA Administrator's Meet-up

Show Yourself If...

Style	Warm up – get to know you
Players	All play
How to play (online)	All participants turn off their video camera. The leader makes a statement ("Show yourself if...you are left-handed). For whomever the statement is true, they turn on their video. The group gets to learn about each other and learn what you have in common, or is extra-ordinary about each other. Other group members can contribute statements.
Variation	In-person – Group stands in a circle. The phrase becomes, "Step forward if..." All whom the statement is true then steps forward.



Three Things

Style	Warm up – generating ideas
Players	All play, or in Break Out Rooms (BOR), depending on the size of the group
How to play (Online)	Create an order of play which allows the group to know who goes next. For example, it could be using alphabetical order by first name. The first person (A) says the name of the next person in the alphabet (B) and says, “Sue, Three things on a table,” (or any category). Player B then lists very quickly three things related to the category. It does not need to be ‘right’, it just needs to be quick. Player B might say, “chocolate, a plate, crumbs!” The whole group then claps two times and says in unison, “Three Things!”. Player B now says the name of the next person in the alphabet and gives a new category. “Three things living on a dog.” Note: it’s best not to use the word ‘you’ in this game, i.e. “Three things you find on your table.” This becomes too specific and can slow the association down.
Variations	<ul style="list-style-type: none"> - In-person, the group stands in a circle and passes the category and the list in circle order (versus alphabetically). The clapping and energy should be high and quick! - Can go to five things, versus 3 things. - For older students or adult players, the categories can be more abstract, such as “Three things that are illegal”, “Three things that represent freedom”, etc. - For leaders, the categories can be related to problems and solutions. For example, “Three ways to unclog a toilet”, “Three things you want to say to a difficult parent”, etc. The idea is not to make real solutions, but to shake up the thinking—resulting in ridiculous solutions, or surprisingly real ones.



Dance Party

Style	Warm up – movement and high energy
Players	All play
How to play (Online)	Music is shared through the facilitator’s computer audio. Everybody freely moves/dances to the music. The facilitator will then show a name card of one of the players, and also says the person’s name. This person is now the leader of the group. Everyone then watches that one person and copies their movement. The person leading the dance is making the dance easy and fun for the group. After several seconds the facilitator shows another name card (also saying the name), and now the group has a new leader.
Variation	<ul style="list-style-type: none">- In-person there is a group of 5 – 6 dancers who stand in a diamond, facing the audience. Four of the dancers are at the points of the diamond and 1 – 2 dancers are in the middle. Each point of the diamond takes a turn leading the dance by physically turning a new direction. So, if everyone is facing toward the audience then there is one person ‘in front’ (top of the diamond) and is now the leader that everyone follows. When this person turns to the right, then the person who is at the lead point to the right is now the new leader. This is called a Diamond Dance.- Online you can have everyone choose a physical activity and do this movement (cutting cucumber, folding clothes, driving a car). Start the music and ask everyone to keep their activity but turn it into a dance. Now you have exaggerated and graceful actions. Tell everyone to now watch one person and to copy their actions. In some instances the group all starts to do the same action.



Slow Motion

Style	All play – group scene
Players	2 – 6+ players
Suggestion (Online and In-person)	<ul style="list-style-type: none"> • Greet a friend after a long time (2 players) • Greet a very friendly dog (2 players) • Giving a gift (2 players) • Bowling a strike (2 players) • Reading horrible news (2 players) • Sprint Finish (4 – 8 players) • Tug o War (4 – 8 players)
Need	Chariots of Fire music
How to play	Players silently and in slow motion enact the scene.

Remember that Time...

Style	Visioning through storytelling
Players	All play or in BORs, depending on the size of the group
How to play (Online or in-person is the same)	<p>Decide on a real goal or initiative the group is working toward to use in this activity. For example, the school may be envisioning a new outdoor play and work area. The group will share visions of this new goal, as if it already exists...as if they are recollecting memories of the future. One at a time, each member of the group will have a turn to share another vision of the future goal. When sharing the ‘memory’ the person will address one other participant and give one specific detail. The person that has been addressed will agree with the memory and then add another specific detail. This second person will also address another person in the group. The activity would look like this: (The goal is a new outdoor work and play area)</p> <p>-“Sam, do you remember how you and I sat under the tree on our new bench and had lunch together. The weather was so beautiful and the tree bench was perfectly placed under the tree for perfect shading.”</p> <p>-“Yes Jo, I do remember that day we ate lunch together under that tree...that is a comfortable bench! And Sandra, do you remember after that lunch, you and I worked in the wood working cabana and made that charming bird house?”</p> <p>-“Yes, Sam, that bird house is still hanging at the front entrance of our school. And Alex, do you remember...”</p>



Here's Looking at You

Style	Group and individual connection
Players	All play or in BORs depending on the size of the group
Materials	Each person needs a piece of paper and a pen/pencil
How to play (Online or in-person is the same)	Each person is assigned another person to draw. If online, then you can assign it by alphabetical order by first name (Beth draws Bruce who draws Carter who draws Donna, etc.) When drawing the other person, you cannot look down at your paper. You can only look directly at your drawing subject and never at your work. Give 20 – 30 seconds for everyone to do their drawing without looking. At the end of the time each person will show, one-at-a-time their drawing of the other person.

Object Matching

Style	Improvised justification
Players	3 – 4 players; the rest are audience
Need	Objects from the environment
How to play (Online)	This is only played online. Three to four people volunteer to play this game. One of the players will be the leader. The leader finds something in their environment that is unique. The leader shows their object and describes it (physical, meaning, function, sentimental value, etc.). The 2 – 3 other players now have 10 seconds to go into their own environment and find something that 'matches' the leader's object. The leader will count down out loud from 10, when everyone should be back with their object. The players will then, one-by-one, explain why their found object exactly matches the leaders object using justification in creative and fun ways. The leader will then choose whose object best matches their own.



Three Headed Expert

Style	Group Storytelling
Players	Four players
Suggestion	<ol style="list-style-type: none">1) An object2) An extreme sport
How to play	One player is an 'interviewer'. The other three players are being interviewed and answer the questions as if they are one person, using one word at a time. The interviewer asks the audience for an object (broom), and an extreme sport (kite surfing). The interviewer introduces the guest as the pre-eminent expert on the topic (broom surfing). The interviewer asks questions to the 'expert'. The three people create a sentence by taking turns giving one word of the sentence. The interviewer helps the expert by making sense of the usually nonsense answers given.



Improvisation Activity Shelf Cards
Elementary and Adolescent Programs

I'm a Tree

Style	Warm up
Players	3 players from a group of players
How to play	Player A comes forward and says, "I'm a tree", while shaping body into a tree. Player B associates from the idea of tree and is something else (i.e. "I am an apple on the tree." Player C associates from both A and B's words and is the third object (i.e. "I am a worm in the apple") Player A then says, "I am a tree and I am taking the worm". Player B stays and Players A and C leave. Player B says what they are , starting a new trio of associated items/ideas.
Variation	Play with 6 people adding to the scene with a zooming in on one object. i.e. Player A – I am a tree Player B – I am a branch Player C – I am a bud on the branch Player D – I am a pistil one the bud Player E – I am pollen on the pistil Player F – I am the ovary under the pistil

Scene Painting

Style	Beginning Scene Work
Players	2 – 6+ players
Suggestion	Location (everyday, historical, literature)
How to play	Players take on objects, items, ideas, or people to paint a scene. Players come to the stage as statues of the objects. Each player stays in place while the other players add to the painting.
Variation	Music of different genres can be played to inspire the scene instead of an audience suggestion. <ul style="list-style-type: none"> • Street in Time • River in Time • Timeline



Conducted Story

Style	Storytelling
Players	3 – 6+ players
Suggestion	Made up story title
How to play	A conductor (director) of the story sits on the floor in front of the players who are lined up facing the audience. The players must tell a story as if they are one storyteller. The conductor will point to who should be speaking at the moment. The conductor will give eye contact to the player who will be next in telling the story. Players must pick up on the word or sentence when changing from one speaker to another.
Variation	Conductor can move the story along by summarizing and moving to the next chapter (i.e. “The rabbit is lost in the woods. This final chapter, we learn if Floppy finds his hole...” Can also be played as an elimination game. If a player hesitates when the conductor points to them then they step back and the remaining players continue the story until there is just one player left.

Typewriter

Style	Scene
Players	3+ players
How to play	One player is at a ‘typewriter’ and typing while telling a story out loud (as if we can hear the writer’s thoughts). The other players play out the story. At any point the players can start speaking and take over the story. The story telling continues to be traded between the typist and the players.
Variation	This can be made up stories or familiar stories, such as fairy tales. Can also be based on an impressionistic chart or a historical figure.



Horn and Bell

Style	Scene
Players	2 – 6+ players
Suggestion	Audience member tells a little bit about a common event in their lives (i.e. getting ready in the morning, going to the grocery store, recent vacation)
Need	Horn and Bell
How to play	Players start a scene based on the audience member's description. The audience member has a horn and bell. He/she honks the horn if the story is incorrect and rings the bell if the story is correct.

Party Host

Style	Guessing game
Players	4 players
Suggestion	Audience members endow three of the players with identities which the 'host' needs to guess.
How to play	One player plays the party host and gets the room ready for greeting their guests. The first guest arrives (ding dong) as the character they have been endowed. They are giving clues to the host as to who they are. Second player arrives as their character. Third player arrives with their endowed characteristics. Players give more and more hints until the host guesses them.
Variation	Audience can be given categories which they can choose from: <ul style="list-style-type: none">• Historical figures• Political figures• Literary figures



Let's Hang Out

Style	Audience participation
Players	2 players and 1 audience member
Suggestion	Interview audience member on their likes/dislikes. Find out their hobbies, favorite food, places traveled, any pets, favorite sports or music
Need	1 chair for the audience member to sit in, on stage, facing just one of the players.
How to play	Player A is trying to convince the audience member to 'hang out' with them, while Player B is behind the audience member making movements which Player A must copy and justify when speaking to the audience member. For example, Player B may be flapping their arms, so Player A must also flap their arms and say, "we could fly to Mexico together..."



King of Chairs

Style	All play – team building
Players	All
Suggestion	n/a
Need	Enough chairs for everyone
How to play	<p>Every player has a chair. All of the chairs are scattered throughout the space. Each player sits in a chair except for one person. The person without the chair stands on one side of the room. The object of the game is for the person standing to try and reach the empty chair. However the person seeking the chair has to walk slowly and at an even pace. Everyone else has to try and stop the walker from reaching the empty chair. They do this by moving from chair to chair. If a chair is occupied then the walker cannot sit there. Once a person has got up from their chair to fill an empty chair, they cannot go back to their own chair. The standing person must try to get into an empty chair before anyone else. If they get into an empty chair before anyone else, the game starts again with the new person left standing. Always start the game with the empty chair far away from the person standing. Time the effort and then as a group try to increase the time that it lasts before the standing person sits. Team can speak and debrief after each session to talk about how to do better.</p>



Mission Impossible

Style	Scene painting
Players	4 – 5 players
Suggestion	n/a
Need	Mission Impossible title song
How to play	Four to five players will enter a room, one at a time, and each hide the same object in the room; this is all done to the soundtrack of Mission Impossible. The players act as spies and enter the room at different places. Each player traces the steps and hiding spots of those that came before them. They look at each place, eventually find the object in the last hiding spot and then hide it a different place.

Director

Style	Scene
Players	2 players and 1 director
Suggestion	Any suggestion from the audience (place, relationship, object, occupation, etc.)
Need	Nothing specific
How to play	2 players play a scene, inspired by an audience suggestion, for about 30 – 45 seconds. The director stops the scene and asks the players to play the exact same scene again, but this time with an exaggerated theme. Director stops and restarts the scene multiple times (3-4 times) asking the scene to be re-played differently each time. Example themes: <ul style="list-style-type: none">• Heightened emotion• Children’s show• Romance• Western• Backwards• Finger puppets• Opera



Hitchhiker

Style	Scene
Players	3 players (rotation of players)
Suggestion	n/a
Need	3 chairs
How to play	<p>2 players are driving in a car and one person is standing to the side as a hitchhiker. The hitchhiker is picked up and has a distinct characteristic, theme, or habit. The two in the car take on the characteristic of the hitchhiker. The 'thing' is heightened and exaggerated. Another player can stand at the side of the car as a hitchhiker. The driver then finds a reason to exit the car, the two passengers scoot down, with one at the driver's seat exiting, and then pick up the new hitchhiker. The new hitchhiker has a distinct characteristic which the two in the car adopt and exaggerate. For example, the hitchhiker may be itchy and scratching themselves. When the hitchhiker enters the car then all three people in the front seat of the car are all itchy. When a new hitchhiker stands at the side of the car (with their thumb out), the driver 'pulls over' and makes an excuse to leave. The two left in the car scoot over to make room for the new hitchhiker. This hitchhiker has the characteristic of wearing a very large hoop skirt and is very proper. Now all three people in the front seat of the car are all very proper and wearing a large hoop skirt.</p>