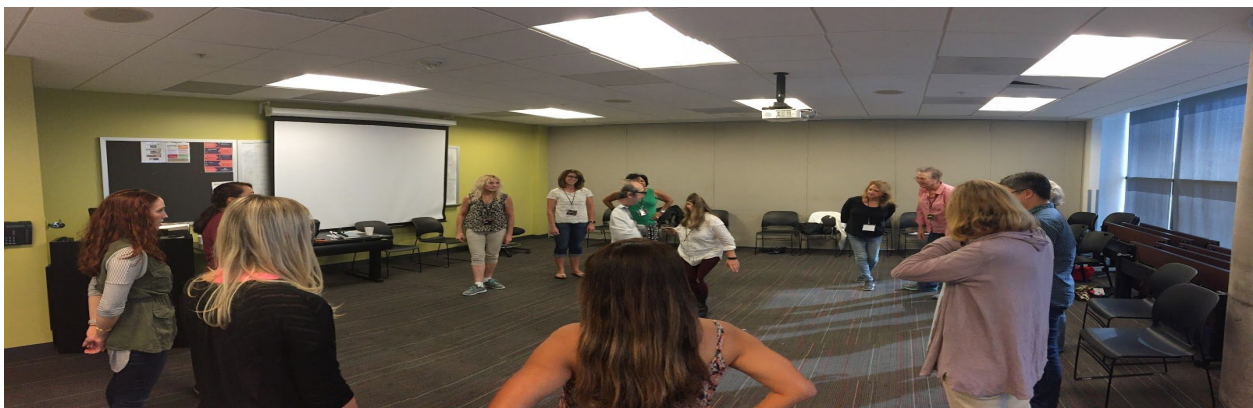


Elementary and Middle School

EDUCATIONAL SYMPOSIUM

OCTOBER 14, 2017

Our 1st Meet-Up! CETA Conference 2017



Thank you!

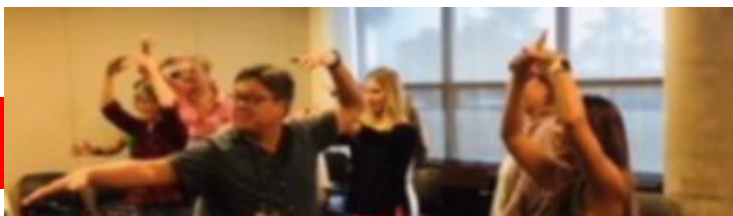
Our Educational Symposium for Elementary and Middle School Teachers at this year's CETA Conference could not have been possible without your participation and support. Thank you for your courage to play, thoughtfulness to encourage each other, and the willingness to exchange such wonderful ideas!

Our next Educational Symposium is:

Saturday, April 28th

CELEBRATING THEATRE TEACHERS: A YEAR OF SUCCESS!!!

MORE INFORMATION TO COME...



DANCE RED LIGHT/GREEN LIGHT & GIVE AND TAKE

Max Shaffer used his side-coaching skills to take participants through series of warm-ups based on the work of Viola Spolin.

HOW TO PLAY:

Dance Red Light /Green Light

Players line up at the wall facing the other end of the room. One person who is “it” stands at the other end of the room. “It” call out a style of dance, (example: ballet, jazz) “it” turns his back to the line and calls out “Green Light”. “It” waits 3 to 10 seconds, then calls, “Red Light”. Then “It” turns back around. Anyone who is moving in the slightest way gets sent back to the beginning, opposite wall to start again. Also, anyone not frozen in the style of dance is sent back. Whoever can reach and tag the opposite wall, or “it” first wins, and becomes the new “it.” Process repeats.

Variation: Impulse. No need to call “Red light, Green light” Players move whenever ‘it’ is not looking.

Give and Take

Players move to music one at a time, two at a time, Three at a time, and finally whole group. If someone takes, the other player who are moving must instantly hold.

MIRROR DANCE

Participants were committed the game MIRROR DANCE demonstrated by Zuki Kemp.

HOW TO PLAY:

Good for ensemble work, focus, give and take, body awareness and movement.

Four students stand in a diamond shape all facing the same direction. The point person begins to dance (move) along with music while the other three mirror the leader. soon as the leader turns to face different direction, the student who is the point person takes over as leader.

Be sure to coach the students to keep the movements slow and simple. You can also encourage them to try varying levels.

Variations:

A variation would be to have two or more diamonds going at the same time. Another variation can be a triangle (three students on point) rather than a diamond.

CHAIRS AND CHAIRS AND CHAIRS

Getting students to move! Eldon Cline shared one game using chairs. A *Zombie!* variance was shared by CETA member Carolyn Elder.



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HOW TO PLAY:

This activity can be played in small groups or whole class. When learning it's best for elementary/middle school actors to work in small group so everyone can have a chance to be a "walker". There is opportunity for students to play one cycle of the game prior to giving too many directives like "no pushing". After the first cycle, ask students to reflect and share about what might stop or hinder play or cause other problems. Establishing rules that are player generated is beneficial for the students.

The leader (teacher) directs player to arrange chairs around the defined playing space. There should be one chair for each participant; each player sits in a chair. Choose one student to be the "walker" and ask them to stand and cross to the opposite side of the arranged chairs, leaving one empty chair. The goal is for the "walker" to sit in an empty chair (it doesn't need to be their original chair). When the leader says GO, the "walker" moves in the direction of an empty chair. The players sitting in the chairs move as needed to keep the "walker" from being able to sit in an empty chair. Once the "walker" is able to sit in an empty chair, a different "walker" is chosen and play continues. HOWEVER...

- The "walker" may only walk heel-to-toe, backwards or forward, never side-to-side.
- There is NO communication between players in chairs other than eye contact.

As play continues, there can be more variances with play: Everyone's a Zombie; Players can make sounds not words; players can only use one given word to communicate; etc.



