



MACHINES

Number of players: 5+

Space: Room for a circle

Materials needed: None

Procedure:

Gather in a circle and ask a volunteer to move into the center and make a simple sound and motion that can be repeated comfortably; this is the first piece of the machine. Player 1 continues while other players add on to the machine with their own sounds and motions. [Ideally, each player's motions should relate to what the other players are doing—as the pieces of a machine do.] When everyone has joined in, freeze the action and ask individual players to comment their creation.

Possible side coaching:

“Keep doing your sound and motion so others can join in!”

“When you see a place to add on, jump in!” “

Variations:

Create machines w/ themes [school, etc.] Try taking out a piece of a machine & observe the affect [a nice metaphor for interdependence].

Processing points:

- How would you describe our machine? How did each player add to it?
- What does this machine say about our theme?

Possible learning areas:

Cooperation, interdependence, inventions

AKA: Part of a Whole

Source: Viola Spolin