

Creative Dramatics

Rhyme Charades Meganmarie Pinkerton

- I. Group Goals: As a group the students will be able to focus their attention on the performing student. Students will work on their observation skills while trying to determine what other students are acting out. Students will also practice their rhyming skills and expand their vocabulary when thinking of guesses.
- II. Drama Goals: Students will work on their creativity in determining pantomiming actions and then practice presenting those pantomime ideas to the other students. The students will work on their observation skills to decipher what the pantomimes stand for. This lesson could be used to enhance a literacy lesson on rhyming and vocabulary or to practice pantomime skills.
- III. Materials: The teacher will prepare a list of words she/he "is thinking of" and the corresponding clue words that rhyme with them. The students will need an open area to act out their guesses with space for the other students or audience to sit and observe.
- IV. Method and Anticipated Realization of Goals: While students are still seated the teacher will tell them that they are going to play rhyme charades. They have been working on rhyming words this week in spelling. The teacher will ask students if they know what charades is (when some one pantomimes or acts out a word or phrase with out speaking).
 - Everyone will sit in a circle and the teacher will give an example "I am thinking of a word that rhymes with ex: Cat" then explain what the students will do and give an example of possible guesses or pantomimes.
 - "Are there any questions?"
 - "move into the circle", once everyone is seated, "I am thinking of a word that rhymes with boat."
 - "In your head what words can you think of that rhyme with boat?"
 - "Now think of how you would pantomime your guess? Is it an animal, or an object, or an action?" Students try to think of the answer and how it could be pantomimed. Anyone who thinks they know it will raise their hand.
 - "Show us what you think I'm thinking of". When they are called on they need to remember not to say the word they are thinking of, instead they go to the center of the circle and pantomime their guess to the class (example: student will pantomime float). Students guess out loud until they guess the mime correctly. They need to understand that their guess does not count if it is not what is being pantomimed even if it is the teacher's word. Once the pantomime has been guessed the teacher reveals if it is the right word or not. If it is the right word they move on to the next word. If it isn't the right word another student has a chance to

pantomime their guess. Continue until the word has been correctly mimed and the mime correctly guessed.

-if students are having a hard time guessing the teacher's word provide clues before the next pantomime, is it an animal, and action, or an object.

V. Closing the Session: Students return to their seats. Ask questions for evaluation and reflection. What made this game harder or easier than other pantomime games we have played this year? Was it hard to think of rhyming words? Was it hard to act out your guesses? Would you like to come up with the words for the next game? What did you like most about the game? What would you change about the game?