

These Are the Greatest Games

TCDA Convention 2019

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Rock, Scissors, Paper Posse

Everyone pairs off. (The director takes any odd man out.) Each pair plays normal “rock scissors paper” in the “one-two-three-shoot format.” Best two out of three wins. The winner finds a new partner, and the loser becomes the cheerleader for the winner. Gradually winners gain a large cheering section. Play until someone is the ultimate winner.

Would You Rather

Gather students in the middle of the room. Read a “would you rather” choice. Students may run to the side of the room designated for their choice. Ask them to defend their decision. This is a great way to get to know each other.

3 6 9

You CANNOT say the numbers 3, 6, or 9. (This means that 13, 26, 35, etc. are all forbidden.) Begin in a circle. The starter does the opening yell: “3, 6, 9, Ugh, 3, 6, 9, Ugh! One!” The next person yells, “Two.” The next person claps to avoid saying a forbidden number, and then the next person continues with four. The goal is for the group to collectively count as high as they can! Whoever makes a mistake is out (optional). The next person in line begins the sequence again.

Important note: During each starting yell, everyone in the circle joins the yell while flailing arms and legs.

Speedy Rabbit

Everyone stands in a circle with the leader in the middle.

Teach the group the various poses of the game. Each pose requires three people. The leader points to one person in the circle, and then that person and the people on either side of them must make whatever pose the leader calls out. If someone messes up (makes the wrong pose or moves when they weren't supposed to) they become the new leader. It is fun for the leader to have a special pointer.

There are many variations and poses for this game, but here are three:

1) Speedy Rabbit: The two side people face out to make the shape of the ears, and the middle person puts his or her hands in front of them like paws.

2) Screaming Viking: The two side people make rowing motions on the outside, and the middle

person bangs their fists on their chest while yelling.

3) Girl Scout: The two side people put their arms up at a diagonal and lean in to make a house, and the middle person crouches down and says, "Want a cookie?"

From www.ultimatecampresource.com

Wax Museum

Choose a guard. All other players are figures in the Wax Museum. The director counts down, "3, 2, 1" and the players freeze. The guard's goal is to catch the figures moving. If the guard sees you move, you're out! The last wax figure standing wins.

A few rules:

- Figures must move sometimes.
- Don't crowd the guard.
- Don't hide under things.
- If the guard sees you move, you're out – don't argue. Go sit down.

Whisper Challenge

Prepare a few cards with phrases, names, lyrics, etc. There are only two players, but they play in front of the crowd. Player 1 puts on headphones playing white noise or music (rendering Player 1 deaf.) Player 2 reads a phrase/name/lyric from a card, and Player 1 attempts to lip-read and guess what was said. Comedy ensues. Then the players switch. You could send representatives from each section, tally points, declare a winner... or just play for the silly spectacle of guessing.

Hot and Cold

One student is "it" and goes to the hallway. The choir hides an object in the room; they all know the location. The seeker enters, and the choir sings a known song. Forte means hotter, piano means colder, and the seeker uses the choir's dynamic change to search for the object.

Manner of the Adverb

One person leaves the room.

Meanwhile, everyone else is deciding on a fun adverb - one they could all act out such as "slowly" or "nervously," etc. When the group is ready, the guesser is invited back in. They instruct any individual or group of individuals to do things "in the manner of the adverb."

For example: Everyone comb your hair in the manner of the adverb. Dance in the manner of the adverb. Brush your teeth in the opposite of the manner of the adverb.

They can make as many guesses as they want. Once the person who is "it" guesses correctly, the can choose the next guesser to leave the room.

Variation: multiple guessers at once

Small Group games:

- *Telephone Pictionary* – This is for 8-16 players. Cut out small white pieces of paper. Players sit in a circle. Each player gets a stack of papers equal to the number of players. (If there are eight people, each person gets eight pieces of paper.) Each player writes one phrase, name, song lyric, movie title, etc. on the top of their stack. They all pass their **entire** stack to the left. (Not one card. The whole stack. A stack always stays together.) The next person reads the card, puts that card at the bottom of the stack, and on the next card draws their interpretation of the phrase. They pass the **WHOLE** stack to the left. The next player only sees the drawing. They put that card at the bottom of the stack, and on the next card they write the phrase they believe the drawing was supposed to represent. The game continues until each stack has made it around the circle to the original writer of that phrase.

Each player reads/shows their stack to the group at the end.

- *Fishbowl* – Catchphrase, charades, one word
icebreakerideas.com/fishbowl-game/
- *Sing It Loud* (also known as “Encore” for purchase) – Divide singers into groups of 5 or more (even up to large groups of 30). The director or leader yells out a word. The groups huddle up for one minute to pick songs that contains the word.

When time is up, the leader calls “stop” and points at each group and they sing the part of the song they picked that contains the word for a point. A song cannot be repeated. All players must sing, or the group is eliminated. If the group gets stumped they lose a point and the round is over.

Get-to-know-you games:

- *Why I’m Not Cool* – All choir members (and directors) stand. You may sit when you have shared one reason you aren’t cool.
- *Choir Bingo/favorite things/scavenger hunt*
- *Two Truths and a Lie* – Each student writes two truths and a lie about themselves on a small piece of paper. Put the papers in a basket and choose one or two to read each day. The class tries to guess who wrote it.
- *Who me, embarrassed?* Another “who is it?” game. Pass out sheets of paper and have everyone write down one embarrassing thing that has happened to them. Crumple it up and then collect them in a bowl or paper plate. Then go around in a circle one-by-one and have each person take a crumpled paper and read the embarrassing situation aloud. They can then try to guess who the person is. From ultimatecampresource.com
- *Would You Rather* – Have all students get in two lines and face each other. Each student will share their answer to the “would you rather” question with the person across from them. One line shifts over and the person at the end goes to the front, creating all new pairs.

FFEACH (Fast Foods, Electrical Appliances, and Cartoon Heroes)

Two groups each form a circle and spread out so that they can't overhear the other team's answers. One member from each team comes to the director to get the first word from the FFEACH list. They go back to their group and play charades for that word.

Once a member of the group guesses the word correctly, someone new runs to the director for the next word. No member can come up for a word twice until everyone has gone once. The team members must tell the director what word their team just guessed, and the director tells the new volunteer the next word on the list.

The object of the game is to complete the entire list.

Sightreading games and mix-ups

- Switch parts
- Audiate every time you get to "fa" (etc.)
- Stand/sit on a certain triad (any time you sing a note from the I chord)
- Beat two is always a rest
- Backwards!
- Forbidden Pattern/Poison – during echo exercises, declare a certain syllable or pattern to be poison. Students who accidentally sing the poison note may be eliminated by sitting down or (better option) give points for students versus teacher.
- Shadow/mirror – vowels, handsigns, conducting patterns. Mirror the teacher or a student volunteer.
- Jenga – divide into teams/section. Each section sightreads a four measure segment; if sung correctly, they send a singer to pull out a Jenga piece.
- Competitions between choirs/sections/rows
- Music staff Twister
- Read on animal sounds the second time through (sopranos moo, altos quack, etc.)

Things to Google or Buy

- Minute to Win it
- "Icebreakers that don't suck"
- "Classroom quiz games"
- Jimmy Fallon Whisper Challenge
- Ultimatecampresource.com
- Icebreakerideas.com
- "Making Sight Reading Fun! Choral Games for Students and Teachers" by Mary Jane Phillips
- "Snap Cards" by Theresa Pritchard (sets include game suggestions)
- "Ice Breakers: 60 Fun Activities to Build a Better Choir" from Hal Leonard
- "Quick Starts for Young Choirs" by Cristi Cary Miller & Angie McKenna