

Online Pantomime

Purpose

Strengthen non-verbal communication skills by playing a two-person improv game.

Requirements

- **Time:** 20-40 minutes depending on the number of students
- **Number of Players:** no limit, but at least 4
- **Age range:** Old enough to communicate an idea without talking
- **Space:** Online video conference
- **Equipment:** Internet access, online webcam device, tablet or smartphone connected to video conferencing (such as Zoom), a list of prompts (see examples below)
- **Prerequisites:** none

How to Play

1. Start by giving two players prompts for a two-person dialogue (such as one of the suggested prompts below).
2. Send these two players and a scorekeeper to a breakout room.
 - a. Players plan how they will silently act out the dialogue in their prompt.
 - b. Players may add more messages to the ones in their prompts.
 - c. Scorekeeper listens and prepares to count the score.
3. When the players and scorekeeper return to the main room, start a two-minute timer.
4. Players must show their messages without using words or written communication -- just communicate with actions.
5. Observers guess the messages that the actors are showing and write their guesses in the chat where everyone can see them.
6. When the 2 minutes are up, the scorekeeper counts the number of messages in the chat box that are correct.
7. Debrief by asking what happened, what did we learn, and how we can improve?

Rules

1. Actors have two minutes to complete their turn.
2. Actors must stop acting when time is up.
3. Actors must act without speaking.
4. Observers type their guesses about the messages in the chat window.

Scoring

- Scorekeepers score one point for each message that is guessed correctly in the chat.
- If the group score improves in each round, observers and actors win together. If the score does not improve, everyone loses.

Online Pantomime

Examples of Prompts -- each list starts with 3 actions and players can add more actions

1. Fill glasses with water, give the glass of water, drink water, spill the water.
2. Mixing a cake mix, baking it in an oven, putting frosting on the cake
3. Climbing a tree, picking an apple from the tree, climbing down the tree
4. Skateboarding, going down hill too fast, jumping off the skateboard
5. Let's read stories, Reading a book, reading a scary story, reading a funny story
6. Swim, swim backstroke, swim away from a shark
7. Playing a video game, winning a game, losing a game
8. Paddling a boat, rocking the boat, tipping over
9. Skating, playing hockey, scoring a goal
10. Hiking, hiking up a mountain, running from a bear
11. Playing soccer, throwing a ball, scoring a goal
12. Flying a kite, getting it caught in a tree, losing the kite when the string breaks
13. Painting a picture, painting a tree, painting a bird in the tree
14. Skiing, getting on the ski lift, going downhill out of control
15. Gymnastics, on balance beam, landing or finishing

Debrief Questions

The purpose of debriefing is to develop strategies that will improve your performance and to recognize how these lessons apply to everyday life. To facilitate a successful debrief, facilitators must observe participants and ask engaging questions that spark important conversations. If we don't debrief, we don't learn!

What happened?		
What did you see/hear? What was the score?	What worked? What didn't work?	How did people feel? What issue(s) came up?
So what?		
What did we learn?	How does this experience relate to other experiences?	Why are we doing this? How is it relevant to us?
Now what?		
How could we improve our score in this activity?	How can we work together better?	How could we apply lessons learned elsewhere?

Digging Deeper

Online Pantomime



- Did anyone feel reluctant to share strategies?
 - o Why? Are you still in a win-lose mindset?
 - o If we are trying to improve collective achievement, who are you benefitting when you withhold strategies from other teams?