

Pantomime Ideas for Kids

1. Mirror Exercise

- The mirror pantomime exercise consists of two participants. Place two children directly facing each other. Designate one child to be responsible for starting the pantomime actions, such as body movements and facial expressions. The other child then mimics the actions of the first child to create a mirrored image. Examples of actions can include teeth brushing, dressing or simply making crazy movements and funny faces. The mirror pantomime exercise promotes inventiveness and timing.

Passing the Face

- The passing the face pantomime can include a whole group of children. The group of children forms a circle, holding hands, with each child facing toward the center of the circle. Choose one kid to start the pantomime exercise. That child will make a silly face as she looks to the child next to her. That kid will then mimic the face and turn to the next child while making a new face. Children can get creative and see how many different faces they can make around the circle.

General Activity Pantomime

- Divide the children into groups. Come up with a specific setting or activity, such as an office or grocery store. Assign a duty to each child corresponding with the setting you have chosen. For example, if creating an office setting, have one child typing, another taking a phone call, and another child acts as the "boss" meeting with a client. Have the children act out their duties while the other children try to guess what the activity or setting is.

Tug of War

- Tug of war is an entertaining game for children using a rope and two teams. During tug of war pantomime, there are still two teams, but the rope is invisible. Divide the children into two groups. Have them line up on opposite sides -- instruct the kids to begin pulling on the imaginary rope. One child can take on the duty of the referee and initiate the tug of war. The children will tug and pull while trying to get their team the "win." An important factor in pantomime is that everyone remain silent. Tug of war is also a good exercise for teaching teamwork.

http://www.ehow.com/info_10031519_pantomime-ideas-kids.html

FOLLOW THE LEADER

- All players except one are in a circle; one player in the middle. The middle player closes his/her eyes -- and the rest of the group quietly chooses a leader.
- The middle player opens their eyes and tries to guess the leader by actions.
- The entire group follows the leader, in everything he/she does.
- As soon as the middle player discovers who the leader is --the game is over.
- Participants should be encouraged to be as specific as they can with each movement. This only works if movements are clear, not too fast, and if the group `follows the leader` as fast and as precisely as possible.

THE PASSING GAME

The leader suggests an IMAGINARY object to be passed around in a circle. This object to be passed around can be a pea, a huge balloon, or a sack of potatoes...etc.

The object is passed around from person to person and *the idea is to try to keep it from falling and to indicate its size and weight by the action.* (No talking)

BODY TALK GAME

With bodies and expression (no words) have children take turns acting out the below commands. One at a time, each takes a piece of paper from a container. As youth pantomime it, the group or Team guesses the action.

Hooray!

I'm sorry.

I didn't do it!

Shame on you.

I didn't mean to do it.

What did you say?

I don't know.

Come here, quick!

Good job!

Oh No! and so on-

Return to top of page

INDIVIDUAL, PAIR AND GROUP PANTOMIME SUGGESTIONS -

Group instructions are below this list

- Try to **open a window** to a fire escape.
- Attempt to open a **stuck door**.
- Opening a **birthday present** that they've always wanted.
- Eating a bowl full of something **really disgusting**.
- A **monkey eating** a banana.
- **Become a swan** swimming gracefully on a still peaceful lake--next **become a frog** jumping in a pond.
- Imitate the actions involved in **everyday activities**: *mowing the lawn, making a bed, moving the trash can, sweeping the floor, digging the garden, etc.*
- **Buying** shoes, hats, food or a car.
- **Putting on** a pair of shoes: *ballerina-fireman, then acting out the character.*

- Making a **telephone call**.
- Watching **TV**.
- Felling trees.
- Spending a **day at the beach**. Contrast a hot day with a cold or wet day.
- Spring **cleaning**.
- Going **camping** and setting up a camp (put up a tent, chop wood, build fire, etc.) *This is a **good group pantomime!***
- **Shipwreck**.
- Family **car ride** (flat tire, something left at home).
- Trip to the **zoo**.
- Going out into the **snow**.
- Having a **picnic** (maybe cows (or bees) arrive unexpectedly).
- **Walking** in the country (rainstorm).
- Going on a **train journey** (lose ticket).
- Flying a **kite** (tangled in a tree or lost).
- A misunderstanding or **quarrel**.
- **Interviewing** a famous person.
- A **deep sea diver** meets trouble.
- Having a **nightmare**.
- Turning into **robots**.
- **Share the Work!** *Pairs of children working at something-with an imaginary object between them. (Spreading a sheet; pulling taffy, etc.)*
- Become an **elephant** in a circus. Show how enormous and heavy you are by walking around. Now climb onto your stool and raise you trunk.

GROUP PANTOMIME INSTRUCTIONS

- The actors (youth) work in groups of 4 - 6 and are instructed to pantomime a single general activity.
 - **Examples:** Playing different sports at school, performing with an orchestra, circus acts, hospital work, etc.
- To communicate the idea of a GENERAL activity, each actor must pantomime a SPECIFIC one.
 - **For example:** "Office work".
One actor mimes being a typist, another delivers the mail, another is a "boss" at a desk (perhaps on the phone), a client visits the office to see the boss, etc.

- Make sure the actors understand they cannot SPEAK - only work with their bodies, facial expressions, etc.
- Actors should brainstorm details and ideas before-hand.
- The audience then guesses what is being portrayed.

2. When working with "pretend objects" **give it "space."** Even the smallest objects have space.

3. Believable actions: have one student come forward and demonstrate brushing teeth. Most likely, the student will brush their cheek or down their throat. Show that for it to be believable, it must be pantomimed the way they really do it. Youth need to practice and observe themselves and the way they do things. Tell them to be conscious of all their actions.

4. Tell group that when we do a pantomime you need to face the audience. To show an example, set up a kitchen with chairs or blocks. Demonstrate that some things are in front and some in back. Demonstrate how easy it is to turn your back on the audience. Now rearrange the kitchen so your face can be seen by the audience no matter what appliance or counter you are working at.

5. Start out simple: Perform a pantomime of doing a household chore (making a cake or doing dishes, etc.) Give it 1 or 2 minutes and no story. Starting out with the familiar is good.

<http://www.kidactivities.net/category/Literacy-Pantomime-Tips-and-Games.aspx>