

THEATRE GAMES AND WARM-UPS

GET TO KNOW YOU

10 FINGERS

All players sit in a circle, holding all 10 fingers up in the air. One person at a time, start asking personal questions that take yes-no answers; whoever cannot answer yes to a question, drops a finger. Last person with a finger left wins.

HUMAN KNOT

Have students take each other's hands in mismatched, unorganized manner. Once everyone has grabbed hands, try to untangle the knot.

FRUIT BASKET

All players but one sit in a circle, one person in the middle. The person in the middle calls out a category or some description that might apply to some or all of the other players (e.g. all women, all blondes, all fingernails painted, etc.) When called the player(s) that match the description and the person in the middle must leave their chair and find another. The person that doesn't find a chair becomes the next in the middle. When "fruitbasket" is called, everyone changes chairs.

SHOOTOUT

Everybody's a cowboy or cowgirl, sitting in circle. Ask students to test their revolvers. Have them shoot up in the air, not at each other (yet). Then ask the group to concentrate; when everybody's quiet, call someone's name. That person needs to drop to the floor as fast as he can. His neighbors take a shot at him; if he's not down fast enough, he dies (making horrible sounds). If he's down before a gun is fired, the neighbor who fired last dies. Insist that for every shot there should be at least one victim. If there's any confusion about who shot first, they should all spontaneously die. Repeat till only 2 players are live. Place those 2 back to back in the middle of the room, and give them a sign to start walking away from each other. When they hear you drop a coin (or key ring, or whatever) they turn around as fast as they can and shoot the other. Again, at least one victim, and if they're not sure who shot first, they should all die.

Warm up/ Teambuilding

GESTURE TELEPHONE

Have students stand in a circle. One student begins by making a gesture (optional: accompanied with a sound). The student standing next to them tries to mimic EXACTLY what the person before them did.

FINGERTIPS

Played in pairs. Players touch all ten fingers, and one player closes her eyes. The other player leads the blind player by his fingertips. Make sure you have some obstacles in the room to navigate around/over/under.

ACE- ACTION, COLOR, EMOTION

One player begins a story. As the person is telling their story the audience tags the storyteller saying one of the following, action, emotion or color. The storyteller then has to elaborate their story by embellishing the action, emotion or color (color means environmental detail, how does it smell? Temperature etc.)

BLIND LEAD

One player is blindfolded, and the room is filled with obstacles (chairs, desks, etc.). The idea is that the rest of the group will lead the blindfolded player through the room by talking (no touching).

SAMURAI

All players stand in a circle. One player is the Samurai- she starts by lifting her Katana(sword) and making a Japanese-sounding grunt. She keeps her sword up in the air, and her 2 neighbors "slaughter" her, by swinging their swords into her sides, again grunting enthusiastically in pseudo-Japanese. When the neighbors retract their swords, the Samurai lowers her sword; while doing this she makes eye contact with another player, who then becomes Samurai, and everything starts all over. Start slowly, then increase the tempo.

EMOTIONAL SYMPHONY

Each player is assigned an emotion by the audience. The ensemble is then conducted through an opening "overture."

MINI-MUSICAL

Two players do a scene based on the audience's suggestion of who and where they are. All the dialogue is sung!

STATUES

The players work in pairs, positioned back to back. The facilitator calls out a word, feeling issue, etc. Then the facilitator counts to three. On three, the partners turn and instantly create a statue that expresses that word and freeze.

MIME IT DOWN THE ALLEY

Participants are divided into groups of eight to ten people. Each group sits in a straight line, facing backward except for the first person. Participants are not allowed to talk at any point in the game. The first person in each line is given an object to mime (i.e., a toaster, a computer, a jack-in-the-box) – the only requirement is that it can be shown in pantomime in a seated position. The first person taps the second person in line on the shoulder so that they turn to face each other. The first person mimes the object, and when the second person thinks he knows what the object is, he nods. Then the object is mimed to the next person, traveling down the line to the last person. The objective is for the pantomime of the object to be clear enough each time that it stays the same object all the way down the line. Usually, the object changes into something entirely different – the interesting thing is to see how it changed along the line. Each person should tell the others what they thought the object was, and discuss what they saw the others demonstrating.

ANYTHING FABRIC

Participants stand in a circle. The leader shows the fabric to the participants, saying "What could this piece of fabric be? We're going to pass it around the circle and each of you will show us something that it could become." The leader demonstrates, turning the fabric into something (for suggestions, see list below) and stating what it is. The fabric is passed from person to person, with each participant sharing an idea. If an idea is repeated, such as "a hat", the leader asks the participant to be more specific (a turban, a bonnet), thereby making the participant come up with their own idea. If the number of participants is small enough, the fabric can travel around the circle twice. A variation on this game is to limit the ideas to a category such as clothing, or things that are the color of the fabric.

FOLLOW THE LEADER

Place all players in a line. The first player starts walking around the room. The second player starts following the first one, and tries to move like the first player, each player behind mimicking the person in front of them. After a few rounds around the room, the first player goes to the back of the line and the new leader changes the moves.

ANIMALS

Make sure you have an even number of players. Give everyone an animal (make sure they don't share what animal they are). Then give a number of activities, which the animals perform such as: eating, drinking, grooming, fighting, sleeping. Ask students as they move through the activity to try and identify the other animal of their kind.

BLOB (SIMPLE)

Participants spread out in an enclosed area and the Blob is chosen. At the leader's signal, the Blob begins trying to tag another participant. When the Blob succeeds in tagging a participant, that person latches on to the Blob, becoming part of the Blob. The Blob continues to try to tag others, and as they get tagged, they also join the Blob. Eventually, everyone is the Blob, and there is no one left to be tagged. Encourage both groups of participants as they try to avoid or assimilate, and remember that the last person to be tagged by the Blob is not the "winner" and the first person to be tagged is not the "loser". The objectives for the Blob and the non-blobs should prevent the participants from thinking of this. The group will probably ask to play again, and because this is a fairly short game, there should be time to repeat the game. The second time, encourage the Blob to work together to find better ways to tag people, and the non-blobs to discover original ways to avoid the Blob.

Notes: Make sure that any obstacles that could cause a fall are removed before playing this game.

MODELING CLAY

This is a game for 3 players. One is a lump of clay- behind them is a second player who is a model. The model takes a pose, which the 'clay' cannot see. The third player becomes the artist, who will model the clay after the model. The artist, however, cannot touch the clay and is not allowed to show the clay what to do or to become. When done, let the model inspect the art work to see if the details fit. (Option: artist can't speak to the clay)

BLOB (COMPLEX)

The participants spread out in the enclosed playing area, and they close their eyes/put on blindfolds. Remind the participants that they will have to move slowly and carefully to avoid crashing into anyone. Select a Blob by tapping him on the shoulder, and then signal the participants to begin. At the leader's signal, the Blob begins trying to tag another participant. When the Blob succeeds in tagging a participant, that person latches on to the Blob, becoming part of the Blob. The Blob continues to try to tag others, and as they get tagged, they also join the Blob. Eventually, everyone is the Blob, and there is no one left to be tagged. Encourage both groups of participants as they try to avoid or assimilate, ask them to use senses other than sight to determine where the Blob is or non-blobs are. The objectives for the Blob and the non-blobs should prevent the participants from thinking of this. The group will probably ask to play again, and because this is a fairly short game, there should be time to repeat the game. The

second time, encourage the Blob to work together to find better ways to tag people, and the non-blobs to discover original ways to avoid the Blob.

BARNEY

Students stand in a circle with one person as a caller in the middle. Caller yells a letter pointing to one of the players; that player must come up with a name of a person, an object, or a service that can be sold, and a location, all starting with the letter given. Example would be B which leads to "Barney sells Bread in Bulgaria." Anything goes, as long as it comes out right away; if not the player becomes the caller.

CATCH 'EM (RED LIGHT/GREEN LIGHT VARIATION)

One player is 'it' and stands at one end of the room, facing the wall. The other players stand at the other end of the room. Players need to try and get to the player who is IT without IT seeing them move. The player who is IT can turn around at any time—at that point everybody else needs to freeze. Anyone caught moving is out.

CIRCLE SITTING

Have everyone stand in a circle, really close to each other, facing inwards. Then ask everyone to make a quarter turn left. Make everyone stand even closer to each other. When this is achieved, ask the whole group to sit down. If everyone is really close, they will end up sitting on one another's knees, and the whole construction supports itself. Once this is secure have the circle walk.

CATEGORIES

Participants sit in a circle and begin a one-two rhythm (Clap-snap, or slap(legs)-clap). One person says, in rhythm, "I am thinking of" whatever the category is, and then says something that fits the category. On the second beat after the first person, the second person says something that fits the category, and so on around the circle.

Example:

"I-am-thinking-of-kinds-of-fruits" (Clap) "Apple"

(Clap) "Orange"

(Clap) "Strawberries"

(Clap) "Banana"

(Clap) "Watermelon"

It is okay if saying the category items takes longer than one beat, because of multiple syllables, but the participants are not allowed to pause for more than one beat between the end of the last person's item and their item. Everyone continues this process until someone gets stuck or repeats an item. When this happens, the participants can either start over with a new category, keeping the person who got stuck in the circle, or the person who got stuck could be "out" and the same category could be repeated until there is only one person left. If everyone stays in, the leader could time the participants to see for how long they can continue.

COUNTDOWN

Have all players stand in a circle. Begin with the right hand shaking it and counting down from 10. Move to the left hand, right foot and finally left foot. Repeat again this time with 9, then 8, 7, 6...etc. until you reach zero.

DUCKS AND COWS

Have all students close their eyes. The facilitator divides the group into 2 subgroups. Tap on the shoulder makes you a duck, tap on the head makes you a cow. When the facilitator says go, students open their eyes and the groups try to find each other by quacking and mooing.

EXAGGERATION CIRCLE

All players in a circle, or a long line. One player starts a little gesture, with or without a little sound. The next player takes it over and makes it bigger. The last player does the whole thing to the extreme. Make sure the players stick to the original gesture/sound, and don't just do their own thing. We should be able to see the movement grow organically.

OPEN SCENES

The two lines in each scene are to be repeated over and over again in a predetermined situation, i.e., for scene one, character A is stuck underneath a fallen tree, and character B is not strong enough to lift the tree.

One

A: Help me.

B: I can't.

Two

A: I'm sorry.

B: It's all your fault.

Three

A: Stop it.

B: Make me.

Four

A: What are you doing?

B: What does it look like?

Five

A: It's time to go.

B: Not yet.

Six

A: I need you.

B: Just a minute.

FINISH THE PICTURE

Have students stand in a circle. Invite one student to create a still image in the center (tableux), have another student enter the circle to complete the picture. Have students who are viewing tap those in the middle out to create new images. This is a SILENT activity. Once you have created a few pictures give students an emotion or theme to represent (i.e. exclusion, anger, joy etc.)

Focus

SERIES

All players stand in a circle with a hand raised. Pick a category (e.g. fruit, girls' names, names of the people in the circle, desserts, etc.). The first person states an example of the chosen category and points to someone else, lowering their hand. Go around the circle until everyone has participated and all hands are lowered. Encourage students to remember who they pointed to and who pointed at them. Repeat until students are comfortable with the pattern. Begin a new pattern in a different order by tossing a small object around the circle (like a beanbag). Repeat the pattern until students are comfortable. Begin the first pattern again, after a few students have gone begin the second pattern. Keep adding patterns until the rhythm is lost.

ALPHABET GAME

This is a scene consisting of 26 lines of dialogue. The first line starts with a given letter (say R). the reply to that line must start with a S, and so on, until the whole alphabet has been covered. After Z comes A. Players that hesitate, or use the wrong letter "Die", and are replaced by another player.

CONCENTRATION CIRCLE

Place all players in circle and number them sequentially, starting with a random player. The players then establish a rhythm, for example by swinging their left hands up and down. Have player 1 start; when her arm is up she shouts/throws a number. The player with that number needs to throw another number at the next beat. Players that fail (if they did not recognize their own number) or that break the rhythm become the last player in the circle, and that changes the numbers for the rest of the players.

FUZZ DUCKY

All players sit in a circle. Begin counting consecutively clockwise, except that:

- Any number that is a multiple of 3, or contains a 3 (like 13) becomes 'fuzzy'
- Any number that is a multiple of 7 or contains a 7 (like 17) becomes 'ducky'
- Any number that is a multiple of 3 and 7 (like 21) or contains both 3 and 7 (like 73 and 37) becomes 'fuzzy ducky'

BIPPETY BIPPETY BOP

Have all students stand in a circle, one player in the middle as IT. The person who is IT picks a player in the circle and yells 'bippety-bippety-bop' at them. If they manage to get to bop before the other can say bop, the person standing in the circle becomes it. Variations:

- Just say bop, if anyone else reacts, that person becomes IT
- Say elephant, after which 3 players build an elephant: the player picked does the trunk and the neighbors do the ears. If the players can't make an elephant after IT counts down from 3, the person picked becomes IT
- Say jello, and the person in the middle becomes a jiggly mass of jello, their neighbors becoming the bowl, if they fail to make jell-o after IT counts down from 3, the person picked becomes IT
- Say elevator and the person in the middle pushes a button with a 'ding' sound and their neighbors all go down as if going down an elevator. The person picked becomes IT if they do not make it down after 3 seconds
- Feel free to have the group invent their own variations

WHOOSH

Everybody stands in a circle. Start with one person who waves both hands to their neighbor, saying 'whoosh'. The next person passes the whoosh to his neighbor and that way the whoosh is passed around the circle. Gradually add in:

- Woah: indicated by saying Woah and moving both arms down. Whoah changes the direction of the whoosh.
- Zap: instead of passing the whoosh to your neighbor, it gets zapped to the person you point to. The receiver continues with either a whoosh to his neighbor, or another zap to another person. A woah after a zap returns to the zapper
- Grooooooelicious: for this one the whole group bends down and up again in a kinda groovy way, all saying groooooelicious. Afterwards, the person who started the groovelicious sets the whoosh in motion again, in any direction.
- Freakout: indicated by waving both hands in the air. Everybody starts screaming and moves to the center of the circle. When everybody's freaked out a new circle is formed, and the starter of the freakout sets the whoosh in motion again.

ONE WORD STORY

With all players in a circle, the facilitator calls out the title for a story. The players in the circle tell that story, with each player saying one word at a time as the story travels around the circle.

ZIP, ZAP, ZOP

The group stands in a circle. The player who starts points across the circle to another player, makes eye contact and says Zip. The receiving player points to another person, makes eye contact and says Zap. The new receiving player points across the circle and says Zop. The game continues with the words passed in this order. Players should try to pass the proper word smoothly. This can also be played as an elimination game.

STILLNESS TO SPEED

Ask the players to run around the room at full speed. At a cue from the facilitator, everyone freezes and becomes absolutely still and silent. At the next cue from the facilitator, the group runs again.

ALI BABA

All participants sit in a circle. The leader begins, saying "Ali Baba and the forty thieves" while doing a repeatable motion (Clapping, snapping) with her hands. As soon as the phrase, "Ali Baba and the forty thieves" is finished, the second person (person to the right of the leader) picks up the leader's first motion, saying the "Ali Baba" phrase. The leader is now saying "Ali Baba..." for the second time, with a new hand motion, so the second person must still keep an eye on the leader – he will have to duplicate every new motion as the leader finishes. The motions travel around the circle in this fashion, with the leader coming up with a new motion every time she says "Ali Baba...", until the first motion reaches the leader. That is, the leader sees the person to her left making the first motion that she made, and so stops her action. Then the non-action follows through the circle until the last person has repeated the last motion.

Notes: It is easier at first for the participants to keep their eyes on the person to their left, so that they can see each new motion clearly. As they get better at switching the motions as necessary, the participants can try following the motions without looking directly at the person to their left. The leader should make sure each motion she does is different from the ones before, as a repetition causes confusion.

IMPROV

HALF LIFE

A game for 3-4 players. Have the audience suggest a scene for the players. The players act out the scene in 30 seconds, then 15, then 5 then 1.

PARK BENCH

One participant sits on a bench. The setting is a park, and the person on the bench has no character until the second participant enters. The second participant has decided who she is, and who the person sitting on the park bench is. For example, the person entering could decide, "The person on the bench is a famous author, and I am a great fan of their work." In this situation, the actor would recognize the person on the bench, react to seeing their favorite author in person, ask for an autograph, and tell the author about which books she likes best. The actor on the bench, meanwhile, has to adapt to the situation, developing their character bit by bit. The improvisation ends when one actor exits, hopefully after everyone figures out who they are.

Notes: With younger or less experienced actors, the leader may want to supply the person entering with characters, so that there is no worry about clear characters.

FREEZE

Have students sit in a large circle. Two players begin a scene in the center of the circle. At any point in the scene an audience member can yell FREEZE in which the players freeze in whatever position they are in. The audience member who yelled FREEZE assumes the position of one of the players in the circle and continues the scene.

STAND, SIT, LAY

3 students are given a scene from the audience. Students will act out the suggested scene with one person standing, sitting and laying down. If a person changes their position (sitting decides to lay down) then all players must adjust so that one person is always sitting, standing or laying down.

PEOPLE PICTURES

Participants spread themselves out in the room, so that each person has enough space to think without distractions. The leader passes out a picture to each participant, explaining, "DO NOT let anyone else, even me, see your picture. You have three minutes to look at the person in your picture and become that person. Decide what kind of personality he or she has, how old the person is, what kind of life they lead, etc. Use the picture to help you

decide - are there details about the person's clothes, their surroundings, their face which give you ideas? Try to create a "story" for this person, as well as a voice, mannerisms, attitude. All of your characters will attend a party at the end of the three minutes." The participants should not talk to one another before the three minutes are up. At the end of the three minutes, the participants hand in their pictures. As soon as they hand in the picture, they transform into their character. The leader should explain that they need to talk to the other characters, as if they are at a party. The participants should attempt to talk to everyone else, and try to remember things about the other characters. The party lasts five to ten minutes, depending on the number of participants. At the end of this time, the leader asks everyone to discard their characters and become themselves. The leader then shows the participants the pictures that were used, and asks the group to identify whose character matches with the picture. (Don't tell the participants that this will happen ahead of time. The temptation of "fooling" everyone is too great to resist for some people, and these people will purposefully make their character unlike their picture if they know there will be guessing.) The group should discuss their reactions to their pictures, and to others' as well as how everyone developed their character.

Notes: The pictures can be cut out of magazines, and then pasted onto oak tag or posterboard for stability. Try to get a good assortment of people - all ages, races, levels of attractiveness, and don't put any famous faces in the bunch. The more interesting the setting and the appearance of the person, the more there is for the participants to use for inspiration. Remember, there are no wrong answers - but the participants should be able to answer "why" questions about the character and picture.

SING CIRCLE

Have students stand in a large circle. A volunteer goes into the middle and begins singing a song. The rest of the circle joins in singing the song. As soon as someone finds an association with the song being sung, they jump into the middle of the circle and begin a new song.

DUBBED MOVIE

2 or more players act out a scene, but they can only speak in gibberish. 2 or more players sit in front of the action, providing the dialogue for the scene.

ADVANCING AND EXPANDING

One player begins a scene (give a scenario, getting ready for work, walking the dog etc.) As the scene progresses the moderator claps his hands and the player has to make whatever he is doing more interesting, without advancing the scene. For example, if the player was opening a briefcase at the clap, he needs to make 'opening a briefcase' more interesting; he is not allowed to take something out of the briefcase, as that would be advancing the scene. Once the player has expanded their action the moderator claps again, allowing the player to advance the scene.

THREE RULES

Get 3 rules from the audience (e.g. players have only one arm, players can't use words that contain an 's' and every question uttered players need to yell 'yess!'). Players then play a scene, obeying the 3 rules.

ASIDES

An improvised scene is played, which any player can stop at any time by yelling freeze. At that point, that player steps out of the scene, and tells the audience what his character is really thinking, after which the scene continues. The other characters of course are not supposed to know what the players are thinking, but the players do, and should use this.

CARD STATUS

A game for 4 players. Ask an audience member to pick 4 cards out of a deck, and attach a card to each player's forehead, so that the players can see each other's card, but not their own. The idea is to improvise a scene in which the status order of the characters is defined by the cards. Evidently, the players don't know their own status, so they will need the other players will have to endow them.

PARTY GUEST

Send one player out in the hall. Have the audience give funny quirks to 3 other players. Invite the player out in the hall to come back in. Explain that that player is having a party and has invited 3 of his friends who are having some issues. Ask the player to begin the scene (getting ready for the party) when the facilitator claps, the first guest will arrive. Give the host a few minutes with each of the guests. The host is supposed to guess what is wrong with each of the guests. If he/she happens to do so before the end of the scene, that person leaves the party.

FAST FOOD STANISLAWSKI

Have 2 players perform a scene, having the audience give them a title or location, but also give them a subtext for their character (unbeknownst to the audience) Subtexts might be:

- You want to seduce the other
- You are a nerd
- You like to make people laugh
- You want to impress others
- You are a nasty person
- You try to be ordinary
- You are an optimist/pessimist
- You will never find a girlfriend/boyfriend

Have the audience guess the subtexts at the end of the scene.

FAST FORWARD

For this game we need a 'director', or the facilitator can take on this role. A scene is started (take suggestions from the audience). The director can at any point interrupt the scene, and fast forward (or rewind) to another point in time. The story is then continued in that time..

FUSILLADE

All players line up in 2 lines, facing each other. The facilitator yells a word/title, and the next player in line gets 30 seconds to do his or her thing based on the suggestion. After 30 seconds a new title/word is given and the next person goes.

GREETINGS

All players start milling about the room. You then ask them to greet each other, perhaps just by shaking hands. Players just shake hands, move on, and greet the next player they meet. Then ask the players to greet each other in a more specific way. Possibilities are:

- Greet each other like you greet a long lost friend
- Greet someone you don't really trust
- Greet an ex-boyfriend/girlfriend
- Greet someone you really hate
- Greet someone you have a secret crush on
- Greet someone that sold you a crappy car
- Greet someone with really bad breath
- Greet someone like you are a cowboy, soldier, nanny, farmer, etc.

HITCHHIKER

Use 4 chairs to build the interior of a car. One player starts driving the car, and another player becomes a hitch hiker, hiking a ride. The hitch hiker character has a particular character tick or particular emotion, which the driver takes over. Other hitch hikers join in, each with their own characteristics or emotion, taken over by the driver and the passengers in the car as the hiker joins.

EMOTION PARTY

One person begins, as the host, with a neutral emotion. The first guest knocks or rings the bell (saying "knock-knock" or "ding-dong"), and enters in highly charged emotional state. Emotions that work well with this exercise include: excitement, fear, anger, jealousy, joy, sadness, etc. As soon as the host picks up on the emotion, she "catches" it, and interacts with the guest. The next guest enters with a different emotion, and the host and guest "catch" it. Things get more chaotic as more guests enter, as each new guest causes a different emotion to permeate the party. Once the first guest has entered, the participants can interact with different people until they notice a change in the emotion, and then they must adapt that emotion. The participants should not watch the new guests for the emotional state, rather, they should let the emotion "travel" to them as it will. To make things really tricky, two guests could enter at the same time with different emotions. The participants will be really wired after this game, so plan accordingly to use that energy.

IMPROVISATION STARTERS

For Younger Actors (8-12):

1. A girl brings a dog (not another actor-imagine it is there) into her house who "followed her home". She tries to convince her mother to let her keep the dog.
2. Two siblings play a board game. One accuses the other of cheating. An argument ensues.
3. A grandparent and grandchild have a talk about what they did during their day. The child expresses a desire to be older, and the grandparent wishes to be younger.
4. A teacher tries to teach the multiplication table to a student who only wants to talk about TV shows.
5. One friend tries to convince another friend that she has seen a UFO. The friend is disbelieving.
6. A child tries to convince parent to stay home from work and let her stay home from school.

For Older Actors(10+)

1. A teacher tells a student that she is going to fail science class. The student tries to convince the teacher that she will improve, and asks her not to put an F on the report card which comes out next week.
2. A mother and son/daughter are shopping for school clothes. The Mother does not think her child's attire choices are appropriate for his/her age/weight/personality.
3. One friend tries to convince another that he has seen a UFO. (Is he lying or not?)
4. A young child is at the doctor's office with his/her mother to get a shot. The child is very frightened and the doctor has to use tactics in order to give the shot. The mother is very nervous.
5. Two friends are deciding which clubs/classes to sign up for. One wants to take/join something (i.e. cheerleading, ROTC, Feminist Theory) that the other thinks is an awful choice.

6. One sibling tries to convince another who is shy to come to a party.
7. A boy has been told (falsely) that a girl likes him. Actually, the girl's best friend likes the boy. He runs into the girl at the library, and she tries to get him to go over to the section of the library where the best friend is.
8. A young person has to do a paper on (pick an historical character), but does not want to have to read a lot. He tries to get a salesperson in a children's bookstore to show him books on the subject that will provide enough information for the report.
9. A teacher is trying to teach the multiplication table in a one-on-one situation. The student only wants to talk about TV shows.
10. Three friends are in a restaurant. They try to order from the menu, but each has some dietary restriction that requires them to change the preparation of each dish. The waiter is new on the job.
11. Two friends are on a talk show. Their problem is that one keeps changing her interests and attire to match the other friend. The talk show host is on the imitator's side.
12. Two people are at an amusement park. One wants to ride the newest roller coaster in the park (choose specifics), and the other one is terrified to do so. He/she tries to convince the other not to ride without letting on that he/she is scared.
13. Girl/boy talks to male/female (opposite gender) friend about new boy/girl she/he is dating. The person is a JERK and the friend doesn't think she/he should see him/her.
14. Babysitter tries to get a child to go to bed. The child will not fall asleep, because he/she is afraid of a monster (pick a kind).
15. Four people are going to the movies, but two want to see one movie (choose a type) and the other two want to see a different one (choose something radically different from first).
16. A schoolmate tries to convince another to convert to his new religion, which is based on the idea that computers are omnipotent.
17. Two strangers are stuck in a room that has a security door. The one is overly concerned with getting out, the other wants to become friends, and so is in no hurry.

Tongue Twisters

I thought a thought
 But the thought I thought wasn't the thought
 I thought I thought

One-One was a racehorse.
 Two-Two was one, too
 When One-One won one race,
 Two-Two won one, too.

Say this sharply, say this sweetly,
 Say this shortly, say this softly,
 Say this sixteen times very quickly

Silly Sally swiftly shooed seven silly sheep
 The seven silly sheep Silly Sally shooed
 Shilly-Shallied south
 These sheep shouldn't sleep in a shack;
 Sheep should sleep in a shed.

The big black bug bit the big brown bear
 And the big brown bear bled blood.

Who washed Washington's white woolen underwear
 When Washington's washer woman went West?

I saw Susie sitting in a shoe shine shop
 Where she sits she shines, and where she shines she sits.

There was a fisherman named Fisher
Who fished for some fish in a fissure.
Till a fish with a grin,
Pulled the fisherman in,
Now they're fishing the fissure for Fisher.

Luke Luck likes lakes.
Luke's duck likes lakes.
Luke Luck licks lakes.
Luck's duck licks lakes.
Duck takes licks in lakes Luke Luck likes.
Luke Luck takes licks in lakes duck likes.

Yellow butter, purple jelly, red jam, black bread.
Spread it thick, say it uick!
Yellow butter, purple jelly, red jam, black bread.
Spread it thicker, say it quicker!
Yellow butter, purple jelly, red jam, black bread.
Don't eat with your mouth full!