



## ZIP ZAP ZOP

**Number of players:** 5-30

**Space:** Enough room to make a standing circle

**Materials needed:** None

**Procedure:**

Everyone stands in a circle. Ask the group to repeat the words “Zip, Zap, Zop” three or four times, all together. Tell them you have a bolt of energy in your hands. To start the game, send the bolt out of your hands with a strong forward motion straight to someone else in the circle (using your hands, body, eyes, and voice) saying “Zip.” Be sure you make eye contact with the person you pass it to. They should receive it with their whole body and pass it immediately to someone else saying, “Zap.” That person passes it on with a “Zop.” The game continues “Zip, Zap, Zop.” If there is a mistake, encourage students to simply resume playing without discussion. Challenge students to NOT make the game about them by using funny voices or taking a long time to choose the next person.

**Possible side coaching:**

- “Don’t forget to make eye contact with the person you pass the bolt of energy to.”
- “Work to stay focused. There should be no pauses. The bolt of energy should never hit the ground.”

**Variations:**

Once a group has gotten very good at this game (usually this means playing it three or four times) explain that you will begin the game in the usual way but at some point you will start moving around the playing space. When this happens, everyone must move around the playing space, yet keep the game going. After a few minutes, return to your space in the circle. At this point everyone must return to their spaces, too. The game should continue seamlessly throughout all of the action.

**Processing points:**

- On a scale of 1-10, how did we play today?
- What skills are needed to play successfully?
- What can we do to improve those skills?

**Possible learning areas:**

Group dynamics, teamwork, concentration, ensemble building.

**Source:** Theatre for Community, Conflict & Dialogue by Michael Rohd