MACHINES

**Number of players:** 5+
**Space:** Room for a circle
**Materials needed:** None

**Procedure:**
Gather in a circle and ask a volunteer to move into the center and make a simple sound and motion that can be repeated comfortably; this is the first piece of the machine. Player 1 continues while other players add on to the machine with their own sounds and motions. (Ideally, each player’s motions should relate to what the other players are doing—as the pieces of a machine do.) When everyone has joined in, freeze the action and ask individual players to comment their creation.

**Possible side coaching:**
“Keep doing your sound and motion so others can join in!”
“When you see a place to add on, jump in!”

**Variations:**
Create machines w/ themes (school, etc.) Try taking out a piece of a machine & observe the affect [a nice metaphor for interdependence].

**Processing points:**
- How would you describe our machine? How did each player add to it?
- What does this machine say about our theme?

**Possible learning areas:**
Cooperation, interdependence, inventions

**AKA:** Part of a Whole

**Source:** Viola Spolin