



## WHO AM I?

**Number of players:** 6+

**Space:** Can be played in the classroom

**Materials needed:** None

### **Procedure:**

1. One player volunteers to leave the room while the group decides WHO the player will be when s/he returns. Choose as a WHO someone that is typically surrounded by a lot of activity or institutional life, for example: union leader, cook in the Vatican, circus barker, president, etc.
2. The volunteer is then asked to return to the room and sit in the playing area while the others, one at a time or in small groups, create actions in relation to the WHO and become involved in appropriate activity until the WHO is known.
3. The activity will reach its natural ending when the volunteer player shows by word or deed that s/he understands who they are supposed to be. Players may choose to continue the scene after WHO is known.
4. Try to prevent the activity from turning into a “guessing game” by side-coaching the volunteer player to remain observant and open to what is happening around her/him. Encourage the volunteer to become involved in the surrounding activity.

### **Possible side coaching:**

- “Don’t try to guess who you are; wait until you know.”
- “Be a part of what is happening.”
- “Ask no questions! Who you are will become clear.”
- “Time your time, there is no hurry.” “Show—don’t tell!”
- “Don’t give it away too easily.”
- “What kinds of things can you DO to help WHO understand his/her role?”

### **Variations:**

The group can choose a famous person AFTER everyone is familiar with the exercise. This activity can be used in regular curriculum study of historical people, scientists, inventors, authors, etc.

### **Possible learning areas:**

Strengthen verbal improvisation and communication skills, stress observation, analysis, hypothesis, and experimentation, develop creative use of language and vocabulary.

**Source:** Viola Spolin