

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.

Make your actions clear and exact so that your observers are never in doubt about what is happening in your pantomime. You do not want the audience to see any movement or action that is not well planned and prepared.

Begin your preparation by selecting an idea or story line for your pantomime. You might think of a situation you have experienced, such as a stuck locker or a dripping ice-cream cone. The structure of a pantomime story line is prepared with the three basic parts you have already studied—the beginning, middle, and end. These three parts can also be defined another way—an introduction (introduces the character), a conflict (establishes a problem), and the resolution (solves the problem). For example, in the beginning you will want to use your body and face to let the audience see the character you are portraying. Your character would encounter a problem in the middle of the pantomime and resolve it in the end. (See Figure 14-1 for a sample story line.)

To make your pantomime believable, you will want to use some of these key elements in preparing and presenting your pantomime—simplicity, accuracy, consistency, and exaggeration. Simplicity of your

Figure 14-1

Sample Pantomime Story Line.

Character and Location: Frustrated businessman at bus stop

Conflict: Wristwatch doesn't work

Resolution: Throws down the watch

Imaginary Props: wristwatch, briefcase

Step-by-Step Pantomime:

1. Businessman hurriedly walks to bus stop.
2. Looks up and down the street, frowning.
3. Puts down his briefcase, crosses arms, and looks disgusted.
4. Glances at watch and taps toes impatiently.
5. Looks up and down the street again. This time he shields his eyes to look farther up and down the street.
6. Looks at his watch and begins pacing up and down the sidewalk.
7. Looks at his watch again, stops walking, and stares like it has stopped.
8. Listens to his watch by holding it up to his ear.
9. Frowns at the watch. Then taps at the imaginary watch with his fingers.
10. Shakes his watch arm; listens again.
11. Holds the watch away from him and frowns.
12. Shrugs his shoulders, unhooks the watch band, and throws it down on the sidewalk.
13. Looks up and down the street to see if anyone is watching.
14. Jumps on the watch and stomps on it. Smiles and shakes his head as if satisfied.
15. Picks up briefcase and begins to walk away, shaking his head as if disgusted with the entire experience.
16. Suddenly stops, turns back to the watch, cups his ear, and listens.
17. Returns and picks up the watch.
18. Holds the watch to his ear and acts surprised.
19. Puts down briefcase, fastens on the watch, and holds up wrist as if to listen. Looks very proud as he beams at the watch.
20. Picks up the briefcase and walks down the street shaking head, amazed as he looks at the watch.

SOLO PANTOMIME - DUE _____

This week you will perform a solo pantomime for the class. Read the grading criteria and performance outline example below. Then, flip this paper over and begin writing the outline of your pantomimed scene.

Grading Criteria:

- Stage Movement Awareness
- Written Outline of pantomime in 20-30 steps (approx. 2 min)
- Complete Storyline with Beginning, Middle & End
- Conflict present in scene and then resolved
- Consistent movement with imaginary objects
- Use of expressions to communicate how character feels throughout scene (face and body)

Performance Example:

CHARACTER & LOCATION: Hot Shot Teen Washing Dishes

CONFLICT: Dish breaks

RESOLUTION: Sweeps broken dish under rug

IMAGINARY PROPS: dish soap, water, sponge, dishes, broom, rug

1. Hot Shot Teen enters kitchen and stops when he hears mom remind him of chores
2. Sees tall pile of dishes and grimaces
3. Raises sleeves and approaches sink
4. Turns on water and tests it. Burns fingers. Grits teeth.
5. Plugs sink and grabs dish soap.
6. Squirts dish soap and starts having fun squirting extra bubbles. Sticks tongue out.
7. Returns dish soap and retrieves sponge from under sink.
8. Gets sponge wet. Wrings out sponge.
9. Deep breath. Grabs first plate and washes. Already bored. Puts plate in second basin.
10. Grabs second plate and scrubs it. Puts in second basin.
11. Grabs third plate with more confidence and playfulness.
12. Grabs fourth plate quickly, doesn't wash as well and moves it to second basin.
13. Grabs fifth, sixth, seventh plate rapidly as if the scene has moved into super speed mode.
14. Grabs eighth plate and tosses in the air, catches it and moves it to second basin.
15. Grins like he is very proud of himself.
16. Grabs ninth plate, throws it in the air and catches it behind his back.
17. Grabs tenth plate, throws it in the air, spins around and then catches it in front. Smug face.
18. Grabs eleventh plate, throws it in the air, goes to catch it behind back but misses.
19. Immediately looks to the floor where the plate crashed with a face of horror.
20. Stares at broken plate, then offstage where "mom" might be. Worried.
21. Furrows brow to show that he is trying to formulate a plan.
22. Goes to pantry. Pulls out a broom.
23. Quickly sweeps broken pieces into a pile.
24. Leans over to lift the edge of a rug and sweeps pieces underneath.
25. Returns broom to closet.
26. Exits nervously, yet trying to pretend innocence.

Name: _____ Period: _____ Date: _____

Performance Outline for SOLO PANTOMIME:

YOUR NAME: _____

CHARACTER & LOCATION: _____

CONFLICT: _____

RESOLUTION: _____

IMAGINARY PROPS: _____

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Name: _____ Period: _____ Date: _____

Pantomime Performance Suggestions

Trying to open a window

Opening a present you've always wanted

Eating a banana

Baking a cake

Eating an ice cream cone

Sewing

Talking on the phone

Directing traffic

Picking apples

Directing an orchestra

Walking a tightrope

Swatting flies

Riding a roller coaster

Buying a pair of shoes

Painting a building

Watching a sports event

Putting on a pair of shoes

Typing a letter

Performing magic

Ironing

Fixing a flat tire

Attempting to open a stuck door

Eating a bowl full of something really disgusting

Watching a movie

Looking for your glasses

Making a pizza

Eating at a restaurant

Washing a dog

Setting the table

Cutting someone's hair

Getting ready for school

Catching a fish

Trying to mount a horse

Selecting a television show

Hanging curtains

Driving a race car

Waiting in a dentist's office

Reading a good book

Roasting marshmallows

Walking a dog

Setting up a campsite

Cleaning a bathroom

Pantomime Evaluation

developed and maintained a specific character – used expression to convey emotion	12	14	16	18	20
contained a well developed storyline with beginning, middle and end	12	14	16	18	20
Scene built to a conflict or problem that was clearly resolved	12	14	16	18	20
used imagination and creativity – made scene entertaining	12	14	16	18	20
attention to detail with consistent movement	12	14	16	18	20

Bonus? _____

Total Score _____

Performer: _____