

Game Title: Finish the Phrase**Category: Improvisation**

<p style="text-align: center;"><i>The Players</i></p> <p><i>Age:</i> Preschool, primary, elementary, older</p> <p><i>Arrangement:</i> Whole class, partners</p>	<p style="text-align: center;"><i>The Props</i></p> <p>None</p>	<p style="text-align: center;"><i>The Place</i></p> <p><i>Space:</i> Classroom, stage, open room</p> <p><i>Shape:</i> Circle, two lines</p>
<p><i>Objective:</i> Promote oral language development by making up spontaneous sentences together.</p>		
<p style="text-align: center;"><i>Directions and Rules</i></p> <ol style="list-style-type: none"> 1. Players stand in a circle so that everyone can see each other. 2. A starts in the middle of the circle and makes eye contact with any player. That player spontaneously starts a sentence, stops it at any time and A makes up the rest of the sentence. 3. A continues in a random selection of players in the circle, finishing each new sentence. 4. After about a minute, select a new player to go in the middle. 5. Rotate the player in the middle as many times as time will allow. <p><i>Example(s):</i> A looks at D who says, “I went to the...” and A finishes, “...market to buy some mustard.” A looks at B who says, “Help! My...” and A finishes, “pants are on fire!” A looks at E who says, “Would you please hold my...” and A finishes, “pet monkey,” etc.</p> <p><i>Variation(s):</i> Partner Finish the Phrase: Partners take turns finishing each other's sentences. Finish the Equation: Outside player starts a simple math problem, and middle player gives the answer. Can play in teams and award points for correct answers. Focus on one of the four basics (addition, subtraction, multiplication, division) or any combination of the four. Finish the Phrase Story: Each new sentence connects together to tell a story. Finish the Phrase Review: Review content studied in class by having teacher start sentences. Select from the <i>Emotion Cards</i>, <i>Personality Cards</i>, or <i>Mannerism Cards</i> for greater range of expression.</p>		
<p style="text-align: center;"><i>Keys to Success</i></p> <p><i>Teacher:</i> Model examples of how to finish another player's sentence creatively. Include everyone in the circle at some point.</p> <p><i>Players:</i> Speed—react quickly without thinking. Make eye contact for each new sentence. Explore different voices and emotions. Middle player matches the voice and emotion started by the outside player.</p> <p><i>Lead-in Game:</i> Fill in the Blank</p>	<p style="text-align: center;"><i>Teacher Talk</i></p> <p><i>Focus Phrases (during play):</i> No pause between sentences—keep the pace up. Match the voice of the outside player. Make eye contact every time. Make a quick choice—don't think about it.</p> <p><i>Evaluation Questions (after play):</i> What skills did you use in playing this game? Did the game go smoothly? Why? Who felt nervous? Why? What made you feel more/less comfortable?</p>	
<p style="text-align: center;"><i>Drama Skills</i></p> <p>Spontaneity Cooperation/Collaboration Imagination Listening, Observation Timing, Speech Reaction Aesthetic Appreciation Imitation Vocal Expression Problem Solving</p>	<p style="text-align: center;"><i>Content Areas/Integration Ideas</i></p> <p>Language Arts—sentence construction, oral language development, grammar Foreign Language—sentence construction, grammar, vocabulary usage Mathematics—equations, arithmetic Social Studies, Science, Phys. Ed./Health, Visual Arts, Dance—review content Theatre—improvisation, melodrama, playwriting, radio drama, storytelling</p>	<p style="text-align: center;"><i>Multiple Intelligences</i></p> <p>Linguistic Interpersonal Logical/Mathematical Bodily/Kinesthetic</p>