

Title of the game

Story Orchestra

Students learn to cooperate while creating common drawing

Recommended age for this game:

11+

Duration:


25-40 min



Number of Students:

6+

Game Use:

 In the classroom



Instructions:

Select a Conductor to stand in front of the group. The Conductor imagines they are conducting an orchestra, made up of other students. Instead of playing instruments, the orchestra members will create an original story. The teacher or facilitator can offer an opening line with a relevant theme.

The orchestra comes up with a story bit by bit, with the Conductor pointing at different people in any order, one by one. The Conductor decides how long each person tells the story before moving on to somebody new. The group should try to keep the narrative flowing - encourage them to consistently add and build on what has come before.

Once a story has reached a satisfactory conclusion, the Conductor can draw things to a finale and another student can take a turn.



Materials:

None



Tips for the game:

- The Conductor can decide to move on before an orchestra member has finished a sentence.
- Prepare the opening lines in advance to reflect a relevant theme.



Reflective questions for students:

- Did you prefer being a conductor or an orchestra member?
- What was the most challenging about either role?
- How did it feel to be responsible for the group?
- What did you learn about leadership?