THEATER- $1^{S T}$ AND $2^{N D}$ GRADES

## RESOURCES: STORYTELLING: GAME

## CLAP AROUND

The students stand in a circle. The leader starts the game by clapping one time for the person next to them. That person claps back to the leader and turns and claps for the person on their other side. The sequence progresses all around the circle.

GOAL: Building concentration and ensemble skills
TIPS: It's easy to create variations in this game: Clap more than once, two or three times. Clap with a rhythm. Clap at exactly the same time as your partner. Clap in a random order.

CRITERIA: Stand straight and stand still. Only clap when it is your turn. Clap for the person who clapped for you then pass it on. Look at your partners. Clap the right pattern. No funny claps! (Clap simply, don't try to show-off. (An odd, but important rule!)

## Self-Assessment Scoring:

3: You were ready for your turn. You clapped for the person who clapped for you then passed it on. You made eye contact with the partners on both sides of you. You kept the rhythm going.

2: You made a small mistake. Perhaps you forgot to clap for the person who clapped for you, you broke the rhythm of the clap, or you clapped the wrong number of times.

1: You weren't ready for your turn. You may have tried to show-off by doing a funny clap.

