



PERFORMANCE OF A LIFETIME

TYPE:

Energizer

GROUP SIZE:

Any

MATERIALS:

Team that is willing to be creative and engage in developing short skits

INTRODUCTION:

This activity provides an opportunity for members of the team to spontaneously develop a presentation with other members. It will also provide a foundation for brainstorming and creativity.

DESCRIPTION:

Subdivide groups into equal numbered teams. Instruct the first team to pick a number from 1-10. Do the same for the other team. Then instruct groups to pick a number from 11-20. The numbers from 1-10 correspond to the list of actions within the skit. The numbers from 11-20 correspond to the last word with which the skit must end. After each word has been given to the groups, allow them a short amount of time (3 to 5 minutes) to develop a skit. This exercise should mainly be improvisational. Have groups present skits to the rest of the team.

PROCESSING:

- What was the process of your skit development?
- How can this activity be applied to situations that may arise in your team?
- What did you learn about other team members?

VARIATIONS:

Select words which relate to a specific topic or theme.

OUTCOMES:

- Creativity stimulus
- Builds team cohesiveness
- Aids in the development of situational activities

SAMPLE WORD LIST:

- | | |
|------------------------|---------------------|
| 1. roller coaster ride | 11. peanut |
| 2. sledding | 12. telephone |
| 3. shopping | 13. apple |
| 4. golfing | 14. keys |
| 5. car ride | 15. socks |
| 6. building a fire | 16. underwear |
| 7. meeting | 17. taffy |
| 8. watching TV | 18. toilet seat |
| 9. tennis match | 19. farm |
| 10. eating pizza | 20. ball park frank |

REMEMBER:

- Introduce the exercise
- Explain it thoroughly
- Process it completely