

Human Machine

skill

GOAL: To use creativity of movement and sound while interacting with others in a group.

SET-UP: Choose someone to start things off. He/she stands in front center (or middle of room). The rest of the participants sit along one of the sides of the “stage area”.

EXERCISE: The student starting things off makes a repetitive motion or motions including a sound that resembles a part of a machine. The more of their body they use – the better. The 2nd student gets up and adds a motion and sound effect to the machine, interacting with the 1st student at some point in the movement. The exercise continues until all the students are part of the machine.