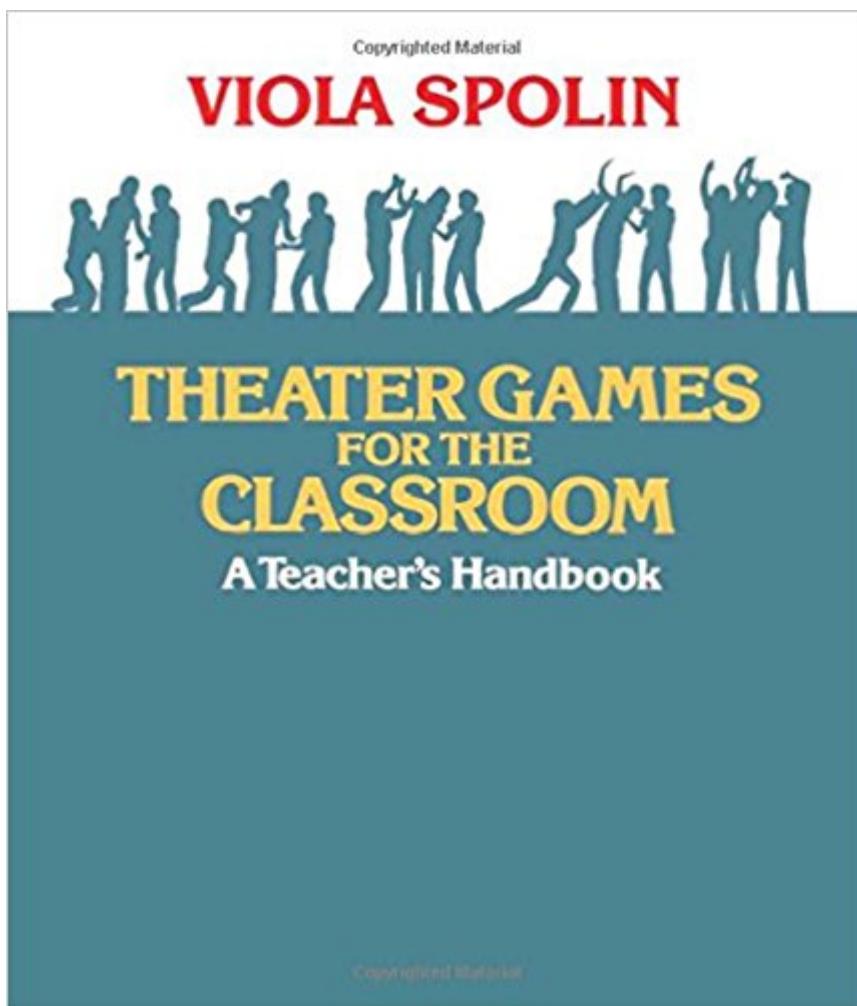


The book was found

Theater Games For The Classroom: A Teacher's Handbook



Synopsis

A collection of games and music to aid the drama teacher and give ideas for varied classes.

Book Information

Paperback: 233 pages

Publisher: Northwestern University Press; 1 edition (December 1, 1986)

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Customer Reviews

Based on the best-selling book by Viola Spolin, this new CD-ROM of Theater Games for the Classroom offers the most comprehensive theater instruction for all types of students, from small children to young adults. It includes over 130 theater games and exercises, instructional strategies, video examples, a lesson planning section, alignment to other curricular areas, and alignment to California Theatre Arts standards. First developed by Spolin, the originator of modern improvisational theater techniques, these games have been tried and tested for over fifty years. In the instructional strategies section, Spolin explains how to teach theater, from how to count off for games, to putting on a complete show. The game file section provides a complete list of the games referenced in a variety of ways, from traditional to advanced games, alphabetically ordered, or by educational standards. The video section provides brief video examples of the games, especially helpful for those who have never played the games. There is also a video lecture, providing tips for the beginning teacher. The reference section provides a theater glossary, a bibliography, related web sites, and categorizes the games by curriculum, by difficulty, and by alignment to state standards. The lesson planning section provides a calendar and game lists for selecting and printing games for each class or workshop session. The teacher can select from sure-fire running orders developed by Spolin, or they can create a list of games from scratch. --This text refers to an out of

print or unavailable edition of this title.

Viola Spolin's work in improvisation, along with her emphasis on play as a fundamental, necessary, natural human activity, have made her a central figure in the development of creative drama. Now, with this new CD-ROM, teachers can see her ideas come to life as children act them out. Since *Theater Games for the Classroom: A Teacher's Handbook* was designed for the teacher with little or no training in the theater, this CD-ROM enhances the step-by-step approach of Spolin's book. Max Schaefer is a distinguished full-time teacher, actor, programmer, and president of Underdog Educational Software company. He studied and worked with Viola Spolin in the 1980s and has worked and studied with Paul Sills for the past two decades. He leads theater workshops around the country promoting the genius of Viola Spolin and Paul Sills, and he teaches fifth grade at Fenton Avenue Charter School. Schaefer also publishes *Young Authors*, a writing program that allows children to write and illustrate over 25 kinds of books. He lives in Hollywood, California. --This text refers to an out of print or unavailable edition of this title.

I purchased this book for grad school and found it to be insightful when examining Spolin's work in action. Not only was it useful in research, but the games along with side coaching techniques are so clearly laid out that I was able to immediately begin using it for a fresh approach with my classes. As a teaching artist I teach kindergarten through middle school, and have found many of the games to be easily adaptable for different groups. I highly recommend this book to all!

Love this book. This purchase is to replace the one I had decades ago, which I loaned to someone that neglected to return. When trying to replace it in the past it has been so costly i have passed it by. This time I found it a reasonable price and snatched it up. Great, great resource.

Her games are great for all levels of theatre students. If you are a theatre teacher with a group of kids that are not very motivated to perform in front of others, Spolin's games will get them in the mood. They kids won't recognize that they are actually performing in front of others while playing the games. You will trick them into learning. If your group loves theatre the kids will participate in the games enthusiastically and have a wonderful time exploring the skill or movement being taught. They are written in an easily understood step-by-step format.

I teach sixth grade math, and have a group of students for an exploratory class. We talk about

current events, esteem building, community building, fun non-academic skills with an emphasis on social awareness. I have been using this book for most of the year so far, and my students look forward to it, and ask for it. I don't have a background in theater, but this book has several premade units that have a focus on different skills. The one I am just completing focuses on community building for the group and concentration and focus for the individual. I find it easy to use, and I like the skills that it is building and reinforcing in my students. If you don't want to do a whole unit, the individual exercises and warm-ups can be set up and completed in 5-10 minutes. Great, and quick!! I strongly recommend this for any classroom!

All games are displayed and explained in perfect detail. I use this book as a companion to Engleman's Introduction to Theatre Arts. The students love the games and I have noticed a dramatic improvement in their abilities as actors and actresses.

A fantastic source for improv and theater games, for children or adults!

really useful for anyone working in elementary, middle, or high school! I would say even intro level college lecturers would find this offers a plethora of diverse activities, experiences, and styles to share in theatre.

Bought this for a friend never read it but he seems to find it very interesting

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