

BIPPERTY BOP, SPLAT, BANG WOOPACHA!

This circle warm-up game is an excellent way to kick off your drama class and get the energy high and flowing within your group!

Watch how it's done!

We create quick and easy to follow video demos of all of our games and exercises. Click the image to watch now!



Below you can follow the step by step guide on how to do it..

STEP-BY-STEP GUIDE

1. Step 1: Form a Circle

- Gather your students into a circle.
- Either you, or a chosen student will stand in the centre of the circle and will be the **Game Master**. The Game Master's job is to call out commands.

Step 2: Explain the Key Words and Actions

- Go over the commands and their associated actions with the group. Each command requires a different response:

1. "**Bip-per-ty Bip-per-ty Bop**":

- When the Game Master points at someone and says "**Bip-per-ty Bip-per-ty Bop**" that person must quickly say "**Bop**" before the Game Master finishes the phrase.
- If they don't say "Bop" in time, they are eliminated.

2. "**Bop**":

- When the Game Master points at someone and says "**Bop**" that person must do nothing. If they respond or react in any way, they are eliminated.

3. "**Woop-a-cha**":

- When the Game Master points and says "**Woop-a-cha**", the person being pointed at, as well as the two people standing on either side of them, must quickly squat and raise their arms above their heads while saying "**Woop-a-cha**".
- If any of them are too slow or they don't do it, they are eliminated.

4. "**Bang**":

- When the Game Master points at someone and says "**Bang**", that person must turn to the person on their left or right, make an explosion motion with their hands, and say "**Bang!**" loudly.
- The person they turned towards must then pass the "**Bang**" to the next person. This continues around the circle until someone turns back to the person who gave them the bang, shakes their hands, and refuses the "**Bang**" by also saying "**Bang**" softly.
- If someone doesn't pass the "bang" fast enough or they lack energy, they are eliminated.

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STEP-BY-STEP GUIDE CONTINUED

5. "Splat":

- When the Game Master says "Splat," the person they pointed at must **duck**, while the people on either side of them turn towards each other and say "Splat" with their hands in the splat gun position.
- Variation: Instead of saying "Splat," you can say "Name" and the people on either side say the name of the other person, instead of Splat.
- If anyone is too slow, they do it wrong or they simply don't do it, they are eliminated. Also, the slowest one to do it is eliminated.

Step 3: Play the Game

- Once you have explained the commands and the rules start the game with a quick practice round.
- Once they've had time to practice, state that elimination has begun.
- The Game Master must call out commands randomly and quickly, to keep the players on their toes.
- You can start slower and get faster as the game continues.
- Encourage quick reactions and high energy.
- Continue the game until only two players remain and then they do a splat-off to determine the winner!

Alternative way of playing

Give players a certain amount of lives (1/2/3). Instead of going out when a person makes a mistake, they will go in the middle and become the Game Master, and then re-join the circle when the next person makes a mistake.

When a player has lost all of their lives, instead of going back into the circle, they are eliminated and sit down.

It's as simple as that. Don't forget to [watch the video demo](#) to see how it's done!

Have fun with it!