



Category: End Game

Age Group: All Ages

Duration: 5 mins
depending on the number of students

OBJECTIVE:

This game is a high-energy way to end a session, helping students leave with a positive vibe while practising eye contact, focus, and awareness in a fun and engaging way.

MATERIALS:

- A space big enough for students to form a circle.

STEP BY STEP GUIDE

1. FORM A CIRCLE:

- Have all students stand in a large circle, ensuring there is enough space for movement and dramatic "deaths."

2. EXPLAIN THE RULES:

- Students will begin each round by looking down at the floor.
- The teacher counts down: "1, 2, 3, Look!"
- On "Look," students lift their heads and look directly at another person in the circle.

3. VERSION 1: LOOK AND SCREAM WITH A POINT (FOR YOUNGER STUDENTS):

- Students must both look at and point at another person in the circle.
- If two students make eye contact and are pointing at each other, they must give their most dramatic death scene, falling to the ground in an exaggerated way.
- If the person they are pointing at is not looking or pointing at them, they remain in the game.
- Continue until one person remains (for an odd number of players) or two people remain for a final "splat off."

4. VERSION 2: LOOK AND SCREAM WITHOUT POINTING (FOR OLDER STUDENTS):

- The pointing aspect is removed, requiring students to rely solely on eye contact.
- If two students make eye contact, they must "scream" (or react dramatically in silence, depending on the tone you want) and perform a dramatic death scene.
- They are eliminated, and the game continues with the remaining players.

TOP TIPS!

Be Clear on Eye Contact:

Ensure students maintain eye contact to avoid confusion or hesitation during elimination.

Dramatic Deaths:

Encourage students to have fun with their "deaths" by being creative, over-the-top, or humorous to keep the energy high.

ACTING ACHIEVEMENTS

Improved Eye Contact:

Students practise making and maintaining strong eye contact, an essential acting skill.

Enhanced Focus:

The game sharpens focus and quick decision-making under playful pressure.

Increased Awareness:

Students become more aware of their surroundings and the dynamics of group interactions.

Have fun with it!

