

Playing roles in Snoezelen

For who : 15+
Duration : 40min – 1 :30 hour
Number of players : at least 10
Place : inside

Characteristic :
-cheap
-transportable

Type of game : theatre

Educational interest :
-talking about social problems, trying to find the solution

Materials :
- light instruments, music, papers, pencils

Goal : finding a solution of social pathological phenomena occurring in young people

Method : playing roles, performance

For this activity is good to have even number of participants. Firstly, participants should divide themselves into two groups with equal number of persons. One group will choose one social pathological phenomenon occurring in youth (e.g. drug abusing, alcoholism, bullying, etc.) and will prepare performance (duration around 5 minutes). Second group will represent the audience whose task is to see the whole performance of the first group. After, the first group will do the performance again. But, from this moment, the audience may interfere the performance to resolve the problem. It is enough when somebody from the audience claps or says STOP. After he/she can change anybody's character from the performance except the main character. The goal is to find the solution of the problem performed by actors (without changing the main character) as in the real life we can't always solve the problem with those who are the cause of that problem. If we want, we can change the groups (as it is always better for each participants to try both sides of activity).

For this activity we will turn on the column lights and light fibers. If we want, we may turn on the music but this is not necessary – depends on the situation and on the type of performance. We highly recommend to turn on relaxive music but not noisily.

Link or picture :



