

EMOTIONAL ORCHESTRA

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Number of Players: This is an all-play with one player functioning as the conductor.

Description: Players line up while the conductor asks for an emotion for each player. When the emotions are received, the game begins. As the conductor points to each player they create sounds that express the emotion they have been assigned. The conductor can speed up the tempo, cut sound off, increase pitch, etc., as he/she points to the respective player.

Tips and Comments: The game could be played in two "movements," the first being sounds, the second being phrases. If you choose to do this variation, the players will come up with a line expressing their emotion after the conductor has finished the first movement. The same rules apply in terms of what the conductor can do with the way the lines are delivered. The most important part of this game is to avoid paying attention to the audience reaction and **WATCH THE CONDUCTOR!**