

DRAMA/IMPROV SHACHARIT

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Good morning and welcome to Improv-Shacharit! Instead of praying our way through the service like we normally do, this morning we're going to be playing some improv/drama games that correspond to many of the morning prayers.

(or something along those lines)

Be sure to explain which prayer each game is corresponding do, and how it does

To start - A game called "Curtain." Everyone sits in a circle with their eyes closed and individuals in the circle will call out numbers in order 1,2,3,4... and if anyone says a number at the same time, you start over. It's really good to focus everyone.

Baruch Sheh-amar –A game called "alliteration." We'll do this a couple of times if there is time. Four people are called up to do a scene, and they have to do the scene (using a suggestion from everyone else, like "at the carnival with your girlfriend's family"). **Just like in Baruch Sheh Amar, in which we are naming the ways that we can bless G-d and so each line begins with a bet for "Baruch"**, in this scene, each person is given a consonant that they must start every word with. For example, if someone were given the consonant "b," they'd have to say "bi bant boo bo bon be boller boasters!" instead of "I want to go on the roller coasters!"

Ashrei – **The Ashrei contains all the letters of the Alef- Bet, because, according to the Midrash, G-d used all 22 letters to create the world. Some also say that each line starts with a different letter because we should praise G-d with every sound our mouths are capable of making.** This is a game called "abc's." We'll do this a couple of times if there is time. Four people are called up to do a scene, and they have to do the scene (using a suggestion from everyone else, like "at the carnival with your girlfriend's family"). In this scene though, they must say sentences that start with the next letter of the alphabet. For example, one person would start the scene with something like "Amazing, isn't this?" The next person may say something like "Boy, carnivals are the greatest!" The next person may say "Can i have some cotton candy!?" etc.

Barchu - A game called "four more people" **representative of calling "four more people" to pray, 'cause ya know, the Barchu is a call to prayer.** Everyone gets in a circle and sings the chorus "fooooouur more people" clap clap clap. "fooooouur more people" (to the tune of "I want candy"). You go around the circle taking turns (groups of four between each chorus). The first person in the group of four says something like "I like to go ride my bike" (to the same rhythm) and everyone claps again.

The next person must then sing something in rhythm that rhymes, so an example would be "Then I always go on a hike". clap clap clap. clap clap. The next person might say "I have a friend and he's named mike". clap clap clap. clap clap. Then the next person, "It keeps out water it is a dyke". clap clap clap. clap clap. Once all four have gone everybody sings the "fooooouuuuur more people" chorus, and the next four do a rhyme thing.

Shema – During the Shema, it is customary to close or cover your eyes in order to eliminate every distraction and concentrate more fully on the words. This is a game called Hunter/Huntee. One person is it, and they must turn around and have their eyes closed. There is a limited space for the rest of the people to run around and spread out. I will call "stop," and the people running around must stay where they are. The person who's it must still have their eyes closed, and they walk around trying to tag someone, and the others who are not it are allowed to avoid the person that's it by only pivoting. They must keep one foot in the same spot at all times, but they can move however they want otherwise.

Amidah – The Amidah is the central prayer of Shacharit, and is a person's opportunity to approach G-d privately, and to really communicate with him. This is a game called "chain clue", and is all about effective communication. Pick four people. Three people are sent away where you can't hear anything, and one person stays there. We will give that person a "murder weapon" and the place that the "murder" took place. They must mime the weapon and the place to one of the people that was sent out using only gestures and gibberish. Then that person must do the same for the next person, and then the third person must do the same for the last person, then we ask them in order what they thought the weapon and place were.