| **The Big Wind Blows** |
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| **Context:**  The Big Wind Blows is a theatre game that focuses on finding commonalities between people, and respecting each person’s statement of truth. Students and teachers get to make visible their shared interests and experiences, and learn more about each other. |
| **Origin of the exercise:**  We learned this from many different people and places! It’s a common theatre game used for community building |
| **Goals:**   * For each person in the room to have an opportunity to speak a simple statement of truth, inviting the group to get to know each other |
| **Materials:**   * A circle of chairs, one less than the number of people in the room |
| **Process:**   1. Everyone sits in a chair in a large circle. The game facilitator stands in the middle of the room- they don’t have a chair. 2. Give context: This game helps us to get to know one another, and to learn about things we might have in common with each other. 3. Explain the game: “I am going to say something that is true about me, using the phrase ‘The Big Wind blows for people who….’ and I am going to say something that I like, that I know about myself, something about my physical appearance, or my experiences- anything true about me that I want to share. If what I say is true for you too, then you’ll stand up and find a new chair to sit in. I am also going to try and find a chair to sit in. Whoever is left without a chair is the next person who will step into the middle and say something that is true about them.” 4. Demonstrate: Do a practice round, using the script “The big wind blows for people who… (like ice cream? Play basketball? Like to read science fiction?) 5. Play: after the practice round, play the game. Give enough time that every person gets a chance to be in the middle. Side coach to make sure that everyone gets a turn. If it is a small group, everyone can take multiple turns. 6. Reflect: Ask participants to settle back into chairs (and get one more chair out so everyone has one). Ask the group to share about their experience- what did they notice? What was meaningful? |
| **Variations:**   * Blob Variation:   + Instead of sitting in a circle, everyone begins to walk around an open space- walking all over the space.   + One person calls out a “Big Wind Blows” statement of truth and then people move closer or further away from that person based on how true the statement is for them too.   + The game continues until everyone has shared a statement of truth * Themed Topic:   + Constrain topics by providing a theme: favorite things, food-related, media-related etc. * Tap Out:   + Any student in the middle who is stuck can tap in someone else if they need that. |