Junior Section Programmes

Ideas for displays/parents night

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Extras

Various



Various but at little cost



Various times

Level:

Aims

- To show parents what the boys have achieved throughout their year in BB
- To help boys to show what they have learned in BB
- To demonstrate understanding of what they have learned
- · To have fun at all times

Equipment

Depending on what games, figure marching or mime or drama items you may be able to improvise for equipment at little cost whether possible

Time

Short and snappy items rather than long and dreary

Using Drama

- When introducing drama to very young children it is most important that the right foundations should be laid so that the whole thing is show to them as a game.
- Remember that we are not trying to make performers out of the children but to merely stimulate their thought so that they can discover and find out things for themselves.
- You will have to be very patient in the beginning as children of this age learn by repetition and the more they do it the more confident they will get.
- They may well suggest things themselves and you should always be receptive to these suggestions, perhaps turning them around so that all can enjoy them.
- It is much better for you to also get involved, do not just stand and watch, you do not
 want them to perform for you but with you. If you join in you will all share the experience,
 which is what it is all about.

Aims of the Drama

There are many purposes behind mime and drama games and the ideal result is a complete experience, which involves mental, physical; and emotional expression. Listed below some of the aims which we consider important:

Self-expression: The child's own contribution to what is happening. We provide the means for doing this and some children have more experience and knowledge than they can ever express in words. Mime is an ideal way of giving way to that experience. It all comes out in 'what' they do.

Co-operation: It is a wonderful moment when a very 'isolated' or 'selfish child' is mature enough to be 'caught' or to come 'second' in the interests of the game. They are probably more surprised than you when this happens.

Stimulus of imagination: Children have always had marvellous imaginations and often-just need to be given an idea for them to enter the world of heroes, villains, make believe etc.



Awareness and sensitivity: Oh, for a quiet session with the Anchor Boys – mime and drama will give you just that. It is the beginning of group control, when to be quiet, when to be still or to move. Thinking and feeling in lots of detail, characters and situations.

Resourcefulness: By solving problems in make -believe situations, the shyest children will gain confidence for solving problems in life. Try it, believe us it works.

Using Games

Keep these short, no more than five minutes but include several different games if you are able.

Using Figure Marching

Keep the sequence short and simple with some lively music.

