

# Where am I?

## Aim:

- To encourage participants to develop their ability to think quickly through creativity.

## Materials:

- Copies of the Activity Review Sheet (p.164)

## Maximum Number of Young People:

- 20

## Time needed:

- 30 minutes

## Method:

- One participant should leave the room, whilst everyone else decides upon a busy and lively scene they will create. Examples might include:

- Rival fans clashing at a football match
- In the shopping centre on a Saturday afternoon
- On the front line during World War 2
- Parents' evening at the local school

- Everyone should begin acting the scene as if it is real. The excluded participant should come back into the room and take part immediately in the scene. Through acting alongside everyone else and getting fully involved in the scene, they need to guess what the scene is.

- Allow a few volunteers to experience this. Have a discussion around how it felt to come back into the room and not know what was going on. How quickly did you work out where you were? How did you decide what role you would take on?

## Top Tip:

- You can pick the scenes you want participants to recreate to link in with themes and topics you want to explore with the group.

## Portfolio Evidence:

- Photos of the young person during the session
- Completed Activity Review Sheet

## Transferable Skills:

Through this activity, participants will develop their creativity, spontaneity, problem solving, expressive and team building skills.

## Linking to the Youth Work Curriculum:

This activity explores performing arts (Creativity and Challenge) problem solving skills and working in groups (Personal and Social Development).