

Name: _____ Hour: _____ Date: _____

Individual Job Pantomime (a graded performance activity)

Due date:

I. Important Assignment Information

You will be planning and creating an individual pantomime skit representing a specific job or profession. This will be your first individual performance done for a grade. You will be responsible for designing a skit that is long enough for the class to guess what job you are pantomiming. Remember the following rules when doing pantomime:

- No speaking or props (except for chairs and/or small tables)
- Be consistent with the size and location of objects and movements
- Use exaggerated body motions – be “bigger than life”
- Use exaggerated facial expressions to express the emotions of your character

II. Your Assigned Job

III. Ten Ideas for Details and Complications

Brainstorm all the possible story lines for your job pantomime skit. Use these questions to help you: Exactly what do you need to DO for your job? How would you do it? What complications or problems might come up? What solutions might you try to resolve your problem(s)? How are your problems finally solved? What kinds of other people might you work with? How would you interact with them?

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|----|-----|
| 1. | 6. |
| 2. | 7. |
| 3. | 8. |
| 4. | 9. |
| 5. | 10. |

IV. Action Summary

Write three to five sentences that outline the plot of your short skit. What will be the sequence of events?

V. Props

A. Imaginary props (those you need to pantomime)

B. Set props (those you are allowed to use)

VI. Floor Plan

Make a map of your "set." Use dark solid lines for set props like chairs and tables and dotted lines for imaginary props that you will need to pantomime.