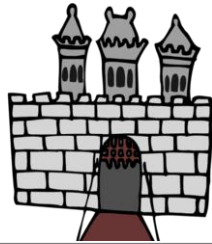


A Fairy Tale

Drama Circle



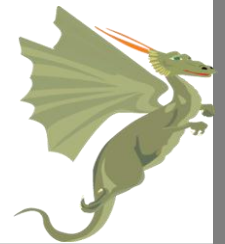
Game Instructions:

- **Have your group assemble standing up in a large circle.**
- **Shuffle the cards and hand them all out - some players may have more than one card.**
- **When it is a player's turn, they should take two steps into the circle, and complete the instructions on the card. They should step back once the turn is over.**
- **Remind players to make their actions and their words very dramatic.**
- **The player with the start card begins the game.**
- **The round continues until the last card is acted out.**



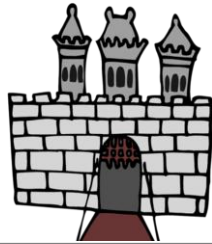
Hints:

- **After cards have been cut out, laminate them so they last a long time.**
- **The numbers are included on each card, so if a player gets confused, or the circle breaks down, restart the game with the next card.**
- **A blank card is included in case a card gets lost.**



1. (Start Card)

In your best narrator voice, say, "Once upon a time in a kingdom far, far away, there lived a beautiful princess locked away in a high tower."



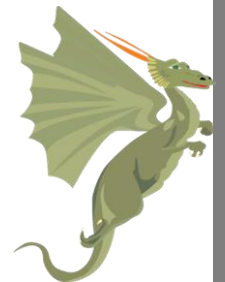
2. When you hear a narrator say that there is a princess locked away in a tower, drop to one knee and call out, "Rapunzel, Rapunzel, let down your hair."



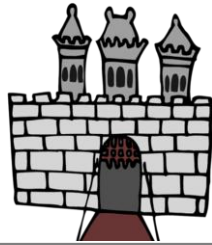
3. When you hear someone tell Rapunzel to let down her hair, call out in a high-pitched voice, "Not by the hair of my chinny-chin-chin."



4. When you hear someone say, "Not by the hair of my chinny-chin-chin", say, "Then I'll huff, and I'll puff, and I'll blow your tower down." Pretend to try to blow down the tower.



5. When you see a prince try to blow down a tower, jump into the circle and say, "Hey – that's my line! I'm the Big Bad Wolf!"



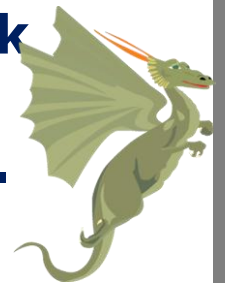
6. When you hear someone say that he or she is the Big Bad Wolf, say, "Shouldn't you be looking for Little Red Riding Hood? I hear she has some delicious cookies in her basket." Rub your stomach like you've just eaten a delicious cookie.



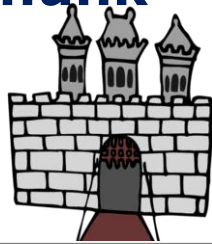
7. When you hear someone talk about Little Red Riding Hood, say, "Forget the cookies. I know where there's a house made of candy." Pretend to lick a lollipop.



8. When you hear someone say that they know about a house made of candy, say, "I know how to get there. We just follow this trail of bread crumbs." Walk around the circle, pretending to pick up bread crumbs and eat them along the way.



9. When you see someone walk around the circle following a trail of bread crumbs, say, "Yum! I can't believe this house is made of gingerbread!" Pretend to break off a very large chunk of gingerbread and eat it.



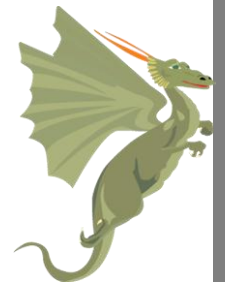
10. When you see someone eat a piece of the gingerbread house, jump up and say, "Run, run, as fast as you can. You can't catch me, I'm the Gingerbread Man." Run around the circle as fast as you can.



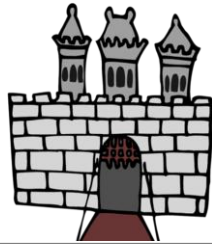
11. When you see the Gingerbread Man run around the circle, jump into the middle and say in your very best wicked witch voice, "I'll get you, my pretty Gingerbread Man, and your little dog, too." Laugh like a cackling wicked witch.



12. When you hear someone laugh like a wicked witch, pretend to pick up a very heavy bucket of water. Say, "I'll save you. Run away while I throw this bucket of water on the witch." Pretend to throw your very heavy bucket of water on the witch.



13. When you see someone throw a bucket of water on a wicked witch, pretend you are the witch and say in your best witch voice, "I'm melting, I'm melting." Slowly melt into the ground.



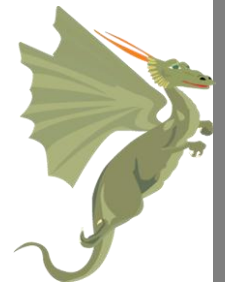
14. When you see a wicked witch melt into the ground, say, "Wow! That's quite the mess. Where's Cinderella when you need her?" Call loudly for Cinderella.



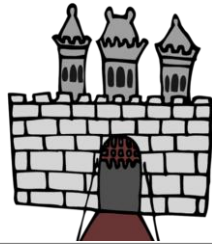
15. When you hear someone call for Cinderella, say, "Did somebody call me? I'm sorry – I was out shopping for new glass slippers. Aren't they beautiful?" Model your new shoes by walking across the circle like you are a model in a fashion show.



16. When you see Cinderella showing off her new glass slippers, say, "Well, I'll have to clean this up quickly. I'm going to a ball tonight. I wish I had a fairy godmother to help me." Pretend to clean up the melted mess on the ground.



17. When you see Cinderella start to clean up the mess on the ground, pretend you are a fairy godmother and fly around the circle. Say, "Did I hear somebody say wish?"



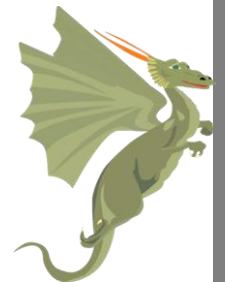
18. When you see a fairy godmother fly around the circle and ask if somebody has a wish, pull out your magic wand and say, "I'll grant you one wish with my magic wand. You just have to guess the magic word."



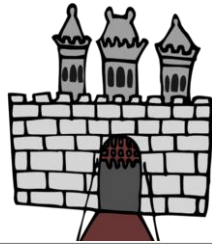
19. When you hear the fairy godmother say to guess the magic word, jump up and wave your hand like you know the answer to the question. Say, "I know ... Rumpelstiltskin ... no, that's not it ... bippity-boppity-BOO!"



20. When you hear somebody say, "Bippity-boppity-boo", pretend you are the fairy godmother, twirl around twice, and point your wand at somebody in the circle.



21. When you see the fairy godmother spin around twice and point her wand, yell, "AHHHHH! I've been turned into a frog!" Hop like a frog across the circle.



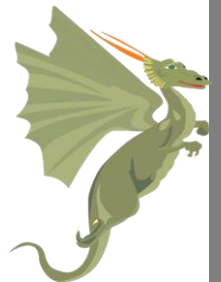
22. When you see someone hop like a frog across the circle, sigh loudly and say, "If only there was a princess around to kiss me. I heard that's the cure."



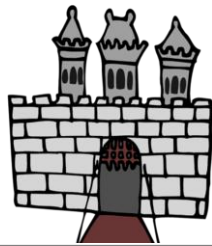
23. When you hear a frog wish that a princess would kiss him, using a very disgusted voice say, "Ewww! I'm not kissing a gross old frog!" Cross your arms and stomp away.



24. When you hear someone refuse to kiss a frog, say in sweet voice, "I'll blow you a kiss. Does that count?" Blow a kiss across the circle.



25. When you see someone blow a kiss across the circle, pretend to turn into a prince from a frog. Say, "It worked! It worked! I'm a prince again!"



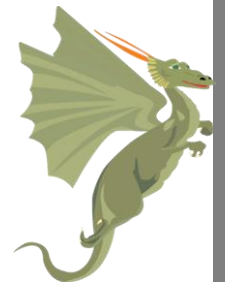
26. When you see a frog turn into a prince, say, "Every good prince needs a white stallion." Gallop around the circle and neigh like a horse.



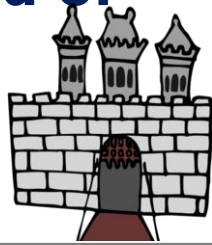
27. When you see a horse gallop around the circle, pretend to climb up on the horse, take the reins, and say in a loud, brave voice, "There's a damsel in distress somewhere, and I'm going to rescue her!"



28. When you hear a prince say he's off to rescue a damsel in distress, pretend you're a dragon, roar loudly, and say, "You'll have to go through this dragon first." Pretend to breathe fire across the circle.



29. When you see a dragon try to stop the prince, say, "I'll gladly take on the challenge, dragon." Pretend to pull your sword and fight the dragon. Show that you are victorious at the end of the fight.



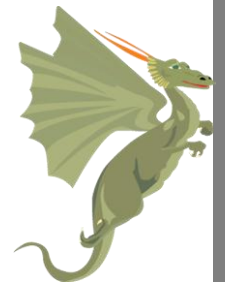
30. When you see a prince fight a dragon, say, "That was the most frightening thing I have ever seen!" Pretend to faint like a damsel in distress (and stay down until after the next card).



31. When you see a damsel in distress faint, announce, "There's my damsel in distress. Don't worry, I'll help you." Walk over to the person who fainted, bow deeply, and help the person up.



32. When you see a prince help someone up, use your best narrator voice to announce, "And they lived happily ever after. The end."



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If you enjoyed this drama circle, I have other drama circle products at my store.

<h2>Back To School Drama Circle</h2>	<p>Game Instructions:</p> <ul style="list-style-type: none"> Have your group assemble standing up in a large circle. Shuffle the cards and hand them all out - some players may have more than one card. When it is a player's turn, they should take two steps into the circle, and complete the instructions on the card. They should step back once the turn is over. Remind players to make their actions very dramatic. The player with the start card begins the game. The round continues until the last card is acted out.
<p>Hints:</p> <ul style="list-style-type: none"> After cards have been cut out, laminate them so they last a long time. The numbers are included on each card, so if a player gets confused, or the circle breaks down, restart the game with the next card. A blank card is included in case a card gets lost. 	

[Back to School Drama Circle](#)

<h2>Any Day Drama Circle</h2>	<p>Game Instructions:</p> <ul style="list-style-type: none"> Have your group assemble standing up in a large circle. Shuffle the cards and hand them all out - some players may have more than one card. When it is a player's turn, they should take two steps into the circle, and complete the instructions on the card. They should step back once the turn is over. Remind players to make their actions very dramatic. The player with the start card begins the game. The round continues until the last card is acted out.
<p>Hints:</p> <ul style="list-style-type: none"> After cards have been cut out, laminate them so they last a long time. The numbers are included on each card, so if a player gets confused, or the circle breaks down, restart the game with the next card. A blank card is included in case a card gets lost. 	

[Any Day Drama Circle](#)

<h2>Christmas Drama Circle</h2>	<p>Game Instructions:</p> <ul style="list-style-type: none"> Have your group assemble standing up in a large circle. Shuffle the cards and hand them all out - some players may have more than one card. When it is a player's turn, they should take two steps into the circle, and complete the instructions on the card. They should step back once the turn is over. Remind players to make their actions very dramatic. The player with the start card begins the game. The round continues until the last card is acted out.
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[Christmas Drama Circle](#)

<h2>Halloween Drama Circles</h2>	<p>Game Instructions:</p> <ul style="list-style-type: none"> Have your group assemble standing up in a large circle. Shuffle the cards and hand them all out - some players may have more than one card. When it is a player's turn, they should take two steps into the circle, and complete the instructions on the card. They should step back once the turn is over. Remind players to make their actions very dramatic. The player with the start card begins the game. The round continues until the last card is acted out.
<p>Hints:</p> <ul style="list-style-type: none"> After cards have been cut out, laminate them so they last a long time. Write the card numbers (1 - 40) on the back of each card, so that if play is interrupted, or a player gets confused, the teacher can check the numbers get the game going again. A blank card is included in case a card gets lost. 	

[Halloween Drama Circle](#)

<h2>Sports Drama Circle</h2>	<p>Game Instructions:</p> <ul style="list-style-type: none"> Have your group assemble standing up in a large circle. Shuffle the cards and hand them all out - some players may have more than one card. When it is a player's turn, they should take two steps into the circle, and complete the instructions on the card. They should step back once the turn is over. Remind players to make their actions very dramatic. The player with the start card begins the game. The round continues until the last card is acted out.
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[Sports Drama Circle](#)

<h2>The Hunger Games Drama Circle</h2>	<p>Game Instructions:</p> <ul style="list-style-type: none"> Have your group assemble standing up in a large circle. Shuffle the cards and hand them all out - some players may have more than one card. When it is a player's turn, they should take two steps into the circle, and complete the instructions on the card. They should step back once the turn is over. Remind players to make their actions very dramatic. They will also need to walk and listen very well! The player with the start card begins the game. The round continues until the last card is acted out.
<p>Hints:</p> <ul style="list-style-type: none"> After cards have been cut out, laminate them so they last a long time. The numbers are included on each card, so if a player gets confused, or the circle breaks down, restart the game with the next card. A blank card is included in case a card gets lost. 	

[Hunger Games Drama Circle](#)

<h2>End of The Year Drama Circle</h2>	<p>Game Instructions:</p> <ul style="list-style-type: none"> Have your group assemble standing up in a large circle. Shuffle the cards and hand them all out - some players may have more than one card. When it is a player's turn, they should take two steps into the circle, and complete the instructions on the card. They should step back once the turn is over. Remind players to make their actions and words very dramatic. The player with the start card begins the game. The round continues until the last card is acted out.
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[End of the Year Drama Circle](#)