

## Steps to play the...

# Expressive Dialogue Game

to discover how vocal choices change meaning

---

### Timing

5-10 minutes

---

### Space

Kids facing each other in two groups

---

### Additional supports

Visit  
[TeachwithArtsConnection.org](http://TeachwithArtsConnection.org)



---

## 1. Model the game:

With another adult or a student.

### Sample script (1 minute)

- **Model A & B-** I'm A. I go first and my line is, "I want pizza". My partner is B. They go second and say, "We're out of cheese!" Let's try it! A: I want pizza. B: We're out of cheese!
- **Model with prompts-** Now I'll say it like I'm excited & my partner will be furious. A: I want pizza B: We're out of cheese!

---

### Tip for step 1-

- Model one more time, swapping the A & B prompts, or using totally different prompts, so that kids know they'll be trying various things.

---

## 2. Set up & Practice:

### Sample Script (1-2 minutes)

- **Set up the groups-** Kids over here are group A. Kids over there are group B. Everyone, turn your bodies to face the other group.
- **Group A practice-** (*Cue group A*) Say "I want pizza!!"
- **Group B practice-** (*Cue group B*) Say "We're out of cheese!"

---

### Tip for step 2-

- Practice as many times as they need to get the hang of speaking in unison before adding on the vocal expression prompts.

**Continued...**

Steps to play the...

# Expressive Dialogue Game

to discover how vocal choices change meaning

---

## 3. Play the game:

**Sample Script (1-2 minute per pair of prompts)**

- **Assign each group a prompt** – Group A, you'll say it like you're miserable. Group B, you'll say it like you're nervous.
  - **Cue group A-** Kids: I want pizza (*miserable voice*)
  - **Cue group B-** Kids: We're out of cheese (*nervous voice*)
- 

### Tip for step 3-

- Try swapping the prompts for group A and B before moving on to the next pair. Try it with a variety of contrasting prompts.
- Sometimes it's helpful to get the prompt in your body before trying to express it vocally.

**See pages 3 and 4 for the planning & preparation guide**

# Expressive Dialogue Game

to discover how vocal choices change meaning

---

## Plan your dialogue & prompts

Choose two lines of simple, neutral dialogue that your class will repeat.

### Examples:

- A: Let's go to the park. B: It's raining outside.
- A: I want pizza. B: We're out of cheese.

Choose contrasting prompts for the kids to express.

### If you want to explore emotions...

What emotion words has your class been learning about through playing the emotion statue game and emotion mapping? Help them apply that knowledge to their vocal choices, by choosing words they have already explored physically. See the [Advanced Emotion Vocabulary Resource](#)

### Choose pairs of contrasting emotion prompts such as:

- furious & nervous
- joyful & miserable
- amazed & disappointed

### If you want to explore character traits...

What character traits appear in the books that your students are reading? What traits are they excited about adding to their puppet characters or to stories they are writing or enacting through play?

### Choose pairs of contrasting character traits such as:

- brave & timid
- impatient & helpful
- aggressive & goofy

### If you want to build vocal expression skills choose contrasting vocal qualities such as:

- loud & quiet
- slow & fast
- rough & whiny

# Expressive Dialogue Game

to discover how vocal choices change meaning

---

## Preparation

### How will you support kinesthetic, visual & multilingual learners in your class?

Options to consider

- Post the dialogue on a smart board or chart paper
- Use a visual aid like an [emotion mapping tool](#).
- Post images of the character traits you will use to prompt.
- Post illustrations of character from books you are referencing.
- Take a moment to review the contrasting words physically by playing [The Statue Game](#)

### How will you arrange your students in the space to play the game?

Options to consider

- This half of the rug and that half of the rug
- These three tables and those three tables
- Desks by the windows and desks by the door

To see an example video of this game, use this QR code.

