

FANTASY SPEED DATE

Equipment: Chairs, name tags, pen, paper, costumes (if desired)

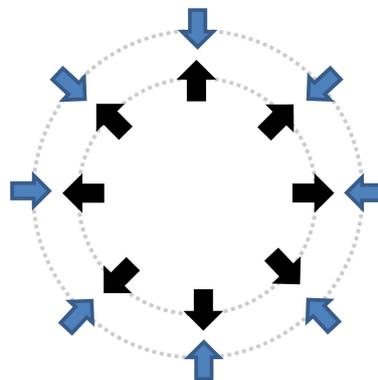
Number of players: 10 to 30

Grades: 8 - 12

Time: 60 – 120 minutes (Preparation 30- 60 minutes, game 30- 60 minutes)

This is a very funny game to get your English class talking. Each student should come up with an interesting character complete with a full history. This character will then be used in a speed dating scenario to meet other characters.

- 1) Explain to the class that you will play a game and the winners will be the ones who are the most creative.
- 2) Start creating the character: Lead a brainstorm session and list possible characters e.g. Duke, spy, singer, pirate.
- 3) As an example choose one of the listed characters and as a class add further detail to the character by adding name, age, nationality, profession, likes and dislikes, an interesting memory, family etc. (By using costumes or props, the students may find it easier creating a character based upon the item e.g. A pilot's jacket or a feather boa)
- 4) For the game, it may help to have even female and male characters, so you may need to assign these to the students. Now let the students to develop their own character, it is important that they are not superficial but a 'full character' with a complete back story.
- 5) Once you have allowed time for the characters to be completed, give everyone a name tag for them to write their character's name and have them wear it for the game.
- 6) Set up a ring of chairs facing outwards and a set of chairs facing inwards:



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7) The girls can sit on the inside ring and the guys on the outside ring. The students should be informed that at the end of the game they will vote for the most interesting character, each student should have a pen and a paper to take note of who they meet.

8) Now tell the class they are going to meet several interesting people. They have only a few minutes to really get to 'know' them, so they need to ask lots of questions (The amount of time per meeting can be based on how much time you have in the lesson, we recommend 3-4 minutes per meeting).

9) Start! After every 4 minutes or so, the guys should move in the same direction to the next seat in the ring. (In between each meeting allow a few moments for the students to take notes.)

10) Once every student has had a chance to meet with each other, then conduct a secret vote to determine which characters were the most interesting. Every student can write on a piece of paper which character was their favourite, add up the votes and announce the winners.

