Sub Text Activities

***For each of the following scenes allow all students to participate. Allow students about 10 minutes for each scene to prepare. It will probably take one day to get through each activity. Use student roster to record what students participated (for their participation grade).***

**I LOVE YOU SCENE**
Divide players into pairs. Ask the players to develop a scene that lasts for 2 to 3 minute in which ‘ I love you’ is the constant subtext for each player but is never spoken or is only spoken at the end of the scene. Insist that the scene is played seriously at first. Later a humorous version could be worked on.

**INTERVIEW / HIDDEN MOTIVES 1**
Two people from the group are selected. One is the ‘interviewer’ the other is the ‘interviewee’. The scene is a job interview where the person being interviewed has hidden motives. The ‘interviewee’ should at all times have the objective in mind.
Suggested motives:

* S/he is planning to rob the business and is simply checking out the building.
* S/he doesn’t really want to be offered the job but has to have so many interviews to get social security payment.
* S/he wants to set up a competing business and is simply getting information that may help.
* S/he wants to get out of the interview as quickly as possible to go on a special date.
* S/he wants to be paid the highest possible salary for the job.

**OBSESSIONS**
Select 2 players to perform this scene. One of the two is the ‘interviewer’ the other is the ‘interviewee’. It could be an interview for: a job, a prospective flat-mate, interview on radio etc. The players decide what the interview is about and which one is the ‘interviewer’ and ‘interviewee’. The group leader hands the ‘interviewee’ a card that explains what his/her obsession is *(see list below for possible obsessions)*. This is revealed to no one else. The ‘interviewee’ leaves the ‘room’, waits at the ‘door’ and the interview proceeds. The ‘interviewee’ should at no time admit to the obsession and must at all times find excuses for unusual behaviour. The leader calls an end to the improvisation when it becomes clear to everyone what the obsession is.
Variations:

1. Reverse the roles so that the interviewer has the obsession.
2. Both have obsessions.

Examples of obsessions:

* a desire to steal things
* a fear of small spaces (interview room)
* a fear of looking people in the eyes
* a desire to touch every surface in a room
* a desire to tear up paper
* a desire to bite people’s necks when their backs are turned
* an extreme fear of anything made of wood.
* a desire to count every object in the room.
* a continual fear that they have body odour.

**SECRET MOTIVES**
Select 4 or 5 players to act out a scene. Each of the players is asked to have a motivation that will affect the way they act in the scene. They must conceal at all costs this secret from the other players. Ask the audience and other players what they thought the secret motivation was for each player in the scene at the end.

**SUBTEXT**
Two players are selected to perform a scene. A title, location or theme is given. Players are also given a subtext for their character. Subtexts might be:

* you like to show off your general knowledge
* you always like to impress people
* you like to make sarcastic remarks all the time
* you want to obtain some favour or something from the other players
* you are extremely pessimistic/ optimistic
* you expect to be rejected by everyone
* you have just heard some terrible personal news but have to ‘put on a brave face’
* you are obsessed with your appearance
* you fear enclosed spaces and want to get out as quickly as possible