

Many games will reinforce the concept of the Building Blocks of Drama. This list will give you some ideas on how you can introduce the Building Blocks, discussing the skills needed to play the game or activity effectively.

| Game/Activity | Element | Technique | Convention |
|--------------------|-------------------------|---|--------------|
| Machines | | Use of voice Body awareness | Freeze frame |
| Photos | Relationships, role | | Freeze frame |
| Keeper of the Keys | | Movement Spatial awareness | |
| Walking Tag | | Movement Cueing | |
| Sneak | | Movement | Slow motion |
| Houses | | Spatial awareness | |
| Wink Murder | Tension/Mood | | |
| Vroom | | Commitment to action/movement | |
| Oui | | Use of voice | |
| Ninja | | Appropriate use of voice Commitment to action/movement | |
| Slo Mo Po Fo | | | Slow motion |
| Queen's orders | Situation Action | Use of voice Posture, gesture, facial expression | |
| Did you see that? | Role, place, situation | Posture, gesture, facial expression | |
| Hitch hiker | Role, situation, action | Use of voice Posture, gesture, facial expression | |

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| Post box | Role, place, situation, action, time | Use of voice Posture, gesture, facial expression | |
| Xanadu | Role, place, situation, action, time | Use of voice Posture, gesture, facial expression | |
| Typewriter | Role, place, situation, action, time | Use of voice Posture, gesture, facial expression | |
| Laser eye | | Spacial awareness | |
| Follow the leader | | Movement | |
| Prisoners & wardens | | Spacial awareness Focus | |
| Concentration | | Commitment to action Use of voice | |