

create-your-own seuss world with these theater games!

## get out of that nest

*This game is played with 2 or more people.*

**Step 1:** Create your nest! The nest can be as simple as a chair or as elaborate as one constructed out of blankets, pillows, boxes, and boas - get creative!

**Step 2:** Choose one player to sit in the nest. They are the responsive player.

**Step 3:** Choose a second player to approach the nest with the objective of getting the first person to *Get Out of That Nest*. The second player must try different strategies (in acting we call these "tactics") to convince the first player to get up.

**Step 4:** The player in the nest listens to each tactic and decides if it's a good enough reason to *Get Out of That Nest*. They can say "no" to encourage more creative ideas from the second player; but by the third idea they must agree to *Get Out of That Nest*.

*Once they are successful, the second player takes over the nest, and they become the responsive player. The next player enters, and the game continues until everyone has had a chance to be in the nest and to be the player convincing someone to get out.*

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## horton hears a who

*This game is played with 2 or more people.*

**Step 1:** One person thinks of a location, occupation, and object and whispers them to the first player. (If you are playing with 2 people, the first player chooses these.)

**Step 2:** Using only mime and gibberish, the first player acts out the location, occupation, and object so that a second player can guess.

**Step 3:** When the second player guesses, they do not say it out loud! Instead, they touch their nose.

**Step 4:** A new player comes in, and the second player uses mime and gibberish to act out what they think the location, occupation, and object is.

*The game continues until everyone has had a turn. At the end, the person who determined the original location, occupation, and object says it aloud.*

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## this is a thneed

This game can be played with as many people as you'd like!

**Step 1:** Collect random objects in your home.

**Step 2:** Hold up your object (your Thneed!) and pretend it is something else.

**Step 3:** Say the lines:

"This is not a [name of object]"

Everyone responds, "Well, what is it?!"

"It's a Thneed for [what you're pretending it is]"

**Step 4:** Show how you would use the object as your Thneed.

*Take turns so everyone in your family has a chance to try the game!*

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## three-headed thing

This game is played with 2-3 people as the "expert" plus a studio audience of as many as you'd like!

(You can also have someone play the TV host who interviews the "expert.")

**Step 1:** The three players stand next to each other, shoulder-to-shoulder as Thing 1, Thing 2, and Thing 3. They are the Three-Headed Thing - an "expert" in a subject chosen by the studio audience!

**Step 2:** The TV host and members of the audience ask them questions.

**Step 3:** The Three-Headed Thing answers each question one word (and one head) at a time.

*Remember, the Three-Headed Thing is the expert so whatever they answer is true!  
It doesn't matter if the players know nothing about the topic...  
because not knowing anything never stopped  
Thing 1 and Thing 2!*

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