



PICKLES
COMPANY
LANGUAGE IN MOTION



WORKSHOPS

SEASON 2026 / 2027

3 actors

30 pupils

100 minutes

Workshops are an excellent way to **immerse your students in English** in a fun, interactive way. Your students will work with a team of our three trained, native speaking actors. Over the course of 100 minutes your students will play games, learn acting techniques and produce a scene or sequence all in English.

Workshops vary, depending on your students and our actors.
Usually they will look something like this...

- The first 30 minutes includes **introductions, name games, icebreakers**. Generally half an hour of fun to help students become comfortable, both in English and with theatre games. Sometimes our teenagers need a little bit of a warm up before they can really let loose and get comfortable outside their comfort zone.
- The second third of the workshop consists of **games/ramps that will prepare students for their piece they will present at the end of the workshop**. Games vary drastically depending on what the final product will be. This time is perfect for helping students develop key skills for storytelling, character, dialogue... Here is where the magic starts to take place!
- The final third is where we see all the hard work come together. **Students will work on scenes, sequences, freeze frames, fairy tales...** and of course, they will show them! During this development period, the actors will be working closely with students, helping them hone their skills and put the previous learning into action. Students are able to showcase their work, proudly demonstrating the skills they have learnt over the course of the workshop.
- Finally, in the last 10 minutes there is time for another game and, of course, questions! This is an optimal time for students to ask our actors questions about them, about acting, about life?! The actor's lead a reflection time where students can **share their experience over the course of the workshop** and the group can relish in the magic they have made together.

This unique experience for students is unforgettable. You'll be amazed at what your students can produce, in English, in just 100 minutes.

On the program: games, improvisations, small scenarios to interpret, all in English, of course!

What we need from you:

- A large room, preferably free from furniture and where we won't disturb other classes with noise.
- Students
- Your presence - it's always helpful to have you in the room, though don't feel like you have to intervene.

Our actors will take care of the rest!

Ice breakers/Name games examples (20-30 minutes) :

- Zip/Zop/Zap - a clapping game with actions. Helps students with focus/rhythm.
- Name and action - learning names and helps students get "into their body"
- Name and emotion - learning names using different emotions. Helps start to develop students' use of emotion/body/gesture/tone.
- Platypus - a copying game in order to help students get out of their comfort zone and "be silly"
- Peanut Butter Jelly - a repetition game. Actors lead initially and then students will have an opportunity to lead the game.
- Captain is Coming - students "follow orders", a competitive game that gets students engaged and learning basic English.
- Stop/Go/Clap/Jump - simple instructions, except when it's reversed! A game of focus and listening.

Games/Ramps examples (20-40 minutes) :

- Huggy Bear - students get into groups of different numbers that are called. Students then make a tableau. This game starts to develop skills of working together, imagination, character, setting, emotion - all while using English.
- Martha - students make a scene together, one student adding to the freeze frame at a time. Students will develop skills of working together, taking an "offer" and adding to it, imagination, character and setting.
- Please Sit in the Chair! - Students play with two simple lines: Please sit in this chair. No, I can't sit in this chair. Students develop intention, intonation, tone, bargaining...
- Charge! - In pairs students "Charge!" together in order to create a scene, a shape, a tableau.

Producing and Presenting examples (30-40 minutes):

- Fairy tales - students present freeze frame sequences to tell simple fairy tales.
- Dialogue - students write simple dialogue and produce a scene
- Soundscapes - students produce a sound scape of a specific setting/environment
- Movement sequence - students make a movement sequence to express an image/a prompt
- Museum tours - students create an "exhibition" at a museum/tourist attraction
- Genre - students use simple dialogue provided and interpret it in regards to a specific genre.

Reflection/Questions (5-10 minutes) :

- Circle time
- Students ask questions
- Students share their experience
- A photo is taken all together - the actors and the students