MIME
GAIL N. HERMAN
<table>
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<tr>
<th>Magnify Exaggerate</th>
<th>Opposite Reaction The Wind-up Relax before tensing.</th>
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<td>Isolations</td>
<td>Eliminate Any unnecessary movements. Conserve.</td>
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<td>Separate one action from another. Move one part, then FREEZE.</td>
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Begin in NEUTRAL. Stand with feet shoulder width apart. Keep your knees loose, not locked.

HEAD: Side, center, side, center. Focus eyes on specific points.
SHOULDERs: Up, center down, center
Forward, center, back, center. Circle.
CHEST: Forward, center, back, side to side.
ARMS: Out to side. Bend at elbow up then down. Swing forearm as a pendulum.

Tighten your stomach and abdomen. Open your chest and shoulders. Let your head rest on top of your spine.

HANDS: Cup palm, Claw shape, Straighten flat.
HIPS: Forward, center, back, center, side center, side, center
KNEES: Bend, straighten
FEET: Lift right heel, keep ball of foot and toes on floor. Notice the crease. Alternate feet lifting heel as you put the first heel down.
1. Apply cold cream or other cream over entire face.  
2. Wipe off with tissues.  
3. Apply white face, clown white. Cover eye brows but avoid hair line. Remember it is a mask. Some skin can show.  
4. Powder with any white loose powder inside a white sock!  
5. Apply eyebrows and tear lines with eyeliner or pencil.  
6. Apply lip-mask.
1. First use tissue to wipe off white face, eye liner and lip-mask.  
2. Then apply cold cream or other cream. Wipe with soft tissues.  
3. Finally, use soap and water only after steps 1 & 2.
MIME ILLUSIONS COMMUNICATES ACTIONS

THE WALKS
THE WAVE
THE RUN
RIDING A HORSE
RIDING A BIKE
WASHING A MIRROR
CLIMBING A LADDER, ROPE, STAIRS
A WALK IN THE PARK

MIME ILLUSIONS COMMUNICATE OBJECTS

THE WALL
THE CHAIR
THE TABLE
THE VASE
THE JAIL
THE DOOR
THE FLOWER
THE FLY
THE DOG OR CAT OR…
MIME “CURTAINs”

FEELING FACES
GAIL N. HERMAN 2014

HAPPY, SAD, ANGRY, SURPRISED
FEARFUL, PRICKLY WITH PEOPLE, AMAZED,
EXCITED, ELATED, HORRIFIED, TERRIFIED,
MAGNANIMOUS

http://www.youtube.com/watch?v=vBL9Ie_e0iY
THE ADVERB GAME: MIME YOUR MANNERS

‘Ly’ ADVERBS MODIFY VERBS. THEY TELL HOW TO MOVE, SPEAK, LAUGH, WORK, SLEEP, CLimb, WALK, TALK, RUN, BRUSH YOUR TEETH, SHOP, SWIM, DANCE, STUDY, ETC.

Behave in the manner of the adverb.

STEPS FOR THE ADVERB GAME

1. WITH THE CLASS MAKE A LIST OF ADVERBS ENDING IN ‘LY.’
2. TWO STUDENTS LEAVE THE CLASS AND THINK OF 3 ACTION VERBS TO ASK THE CLASS TO MIME. Ex. Eat lunch.
3. THE CLASS PICKED ONE ‘LY’ WORD FROM THE LIST TO MIME AS THEY PERFORM THE ACTION VERB (EAT).
4. IF THE TWO STUDENTS DO NOT GUESS THE ‘LY’ ADVERB, THEY INSTRUCT THE CLASS TO MIME ANOTHER VERB. Ex. Run a race.
Let’s play copy cat, just for fun.
Let’s copy someone, who’s the one?

Whatever they do, we’ll do the same.
Cause that’s how you play the copy cat game.

Words adapted from Grace Nash, Orff teacher
NOUNS are names of things, Person, place, or thing.

VERBS are action words. VERBS are alive!

VERBS are action words.
VERBS are alive!

NOUN AND VERB RONDOS
A...B...A...C...A...D...A... (ETC.)
Come with me and you shall see
What kind of insect you can be.
What’s inside of me, What’s inside of me?
My skin’s outside, but what’s inside,
Oh what’s inside of me?
GENERATE OPPOSITES: In pairs students brainstorm a few opposites. This can also be accomplished as a whole class activity with dictionaries or a thesaurus. Some students work alone.

MIMING OPPOSITES: Each pair of students creates mime movements, walks, and expressions to indicate the opposite words.

SET UP THE OPPOSITE MACHINE: Use a moveable chalk board or easel with a cloth over it.

PERFORMING: Students walk up to the machine, miming the first of the two opposites. They stand behind it while sound effects played by other students indicate a transformation. Then they move out of the machine moving as the opposite of the first word.

SOUND EFFECTS: Use any percussion instruments.

POST PERFORMANCE: Ask class to guess what is being performed. All interpretations are valid. Say, “Oh, I can see how you thought that.” “That’s a creative interpretation.” Just as words have homonyms and synonyms, so do movements and gestures. Acknowledge interpretations.
WAYS TO CREATE A MIME STORY

1. START WITH AN ACTION
2. BUILD FORWARD AND BACKWARD IN TIME
   FOR EXAMPLE: EATING ICE CREAM
   HOW DID I GET IT?
   WHAT HAPPENS AFTER I LICK IT?
   WHAT HAPPENS AFTER I FINISH IT?

Mime in Storytelling:

Find places to include mime actions such as walking, climbing, riding, or handling objects. Create signature postures and gestures for characters or animals.

From: Herman, G. (1986). *Storytelling: A Triad in the Arts.* (Out of print.)