

# MARTHA'S GAME

Also known as Postcards, 'I'm a...'  
Similar to Augusto Boal's Image Theatre

The one where...

*A still image is created by the group who take it in turns to tell us what they are and strike a pose.*

A classic drama game, Martha's Game is great fun as well as being good for confidence and creativity.

Set up Time: <1 min

**Play Time:** About 5-20 minutes

**Equipment:** N/A

**No. of players:** 5-20

**Optimal number:** 8-10

**Age group:** 5+

**Physical effort:** 2/5

**Mental effort:** 3/5

**Difficulty:** 2/5

**This game is good for:**

- Confidence
- Creativity/imagination
- Cooperation
- Listening/watching

## Set up

The group forms an audience, either on chairs or on the floor, opposite an area that will be the stage.

## Playing the game

Players take it in turns to come up on stage, say what they are going to be - for example, a postbox, a dog, a window cleaner - and then strike and hold a pose that represents this. Players then take it in turns, either when someone has an idea or in order, to do the same, adding something new to the scene each time. For example, if the first player is a baker, perhaps the second is a loaf of bread, the third a delivery person dropping off a bag of flour, and so on. Gradually, a scene builds up that can be silly but should make sense, and involve some sort of conflict to keep things interesting (perhaps the third player is not a delivery person, but a runaway dog that has spilled all the baker's flour). After the final player has taken their turn, everybody holds their positions for a few seconds, filling their body and face with as much thought and emotion as possible, before the scene is broken. Finally, the group decides on a name for the scene, for example 'A Busy Day at the Baker's'.

## **Variations:**

- Different parameters could be placed on the game if players are struggling to think of things to be. For example, the scene could be named at the beginning of the game (for example, 'A Day at the Beach', 'The Volcano', 'Christmas Eve Chaos').
- Each player has to be something that starts with the next letter of the alphabet (for

1/4 Marthas Game

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example, the first player is an astronaut, the second is a buggy, the third is a crater, and so on).

- This game is sometimes known as 'I'm a...' (as in 'I'm a battleship', 'I'm a detective', 'I'm a painting in The Louvre'). A variation on this is 'You're a...', in which players strike a pose as per the standard game but instead of telling the group what they are the next player names them (as in A creates a shape and then B labels it 'You're a battleship' etc. and then B creates their shape which is labeled by C).