Everybody Counts/Warm Up
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Appropriate Grade Levels: 1-5+

Objective: Build group cohesiveness through listening and sharing.

Resources:

- Whole class or if class is large, break into groups of 6-15 per group.
- Classroom, stage, open room, outside

Procedure:

- Players stand in a circle so that everyone can see each other.
- Any player may begin by saying “one.” As they say the number, they sit down.
- Any player may say the next number, sitting down when they say the number; and the group continues counting as high as possible.
- Whenever two or more players start to speak at the same time, the group must start over.
- No gesturing, motioning, or trying to control which player will say the next number.
- Every player must say at least one number—everybody counts.
- Teacher leads discussion of give and take (when to let others go and when to jump in).
- A good starting goal is to get past the number of players in the group. Play the next day and try to break the record.

Side coaching from the teacher:
After a few attempts, discuss what can be done to achieve greater success. Keep a calm, focused energy; avoid frustration, blaming, or rushing.

Extensions:

- Countdown: Start with the number of players in the group and count backward until one, then everyone says, “zero!” together.
- Foreign Numbers: Try again in different languages.
- Multiples: By twos, threes, fives, etc.
- Prime Numbers: One (special prime), two, three, five, seven, eleven, etc.
- The Alphabet: start with the letter A and move through the alphabet.
- Parts of Speech: Nouns, verbs, adjectives, adverbs
- Animals: Mammals, reptiles, farm, or just any animal
- Colors: Primary, secondary, or any color in a box of crayons