



# Human machine

Players create a human machine by adding moving parts (a player's action).  
(Play in groups of 8–10.)

## What you need

- > **OPTIONAL:** Music player and music

## What to do

- > Groups decide on the type of machine they want to create e.g. a 'chocolate making machine'.
- > Player 1 begins the machine by selecting a body action/movement that is performed on the spot, e.g. standing upright, moving the left arm continuously around in an anti-clockwise direction.
- > Player 2 selects a part of Player 1 to attach themselves to and creates another body action/movement to perform.
- > Player 3 chooses to attach themselves to either Player 1 or Player 2 and creates another body action/movement to perform.
- > Continue until all players have attached themselves to a point of the machine.
- > Players must continue to perform their chosen actions while the remaining players attach themselves.



## Change it

- > Encourage players to select actions/movements that are not too hard, as they will be repeated for the time it takes to build the machine.
- > Only allow certain actions e.g. upper or lower body only, or different body heights.
- > Use specific timing and move the machine to music.

## Safety

- > Make sure movements suit players' movement capacity.

## Ask the players

- > What are some different machines you could create?
- > What are some different movements you could do?

## LESSON LINK

*Human machine* is activity that encourages improvisation and team work.