

Genre Charades

Objective:

Students practice genre evaluation by participating in a game of charades. The enactor must determine and perform their genre which in turn the audience must guess and tell the class how they came to that conclusion. Demonstrates for students their existing skill of evaluating genres while giving them an opportunity to practice it in academic setting.

Procedure:

1. Students select a random piece of paper with a genre written on it. (See genre list for examples.)
2. Class spends 5-10 minutes brainstorming how best to relate their genre to their audience. If unfamiliar with genre (or in need of specifics), they can use the Internet to research. They can write down notes or gather props/visuals to help them.
3. A volunteer goes to the front of the room and enacts their genre. Audience members remain quiet until the performance is done, then are allowed to guess. If no one guesses the genre, the volunteer can adjust their performance.
4. After an audience member successfully guesses the genre, they must inform the class about how they knew what it was. Common points of reference are:
 - a. Tone (formal, informal)
 - b. Language (length, vocabulary/keywords, rhyme)
 - c. Subject matter
 - d. Visual indicators
 - i. Body language
 - ii. Props
 - e. Representation of medium (written, verbal, visual)
5. The winning audience member then becomes the new volunteer for the next round (or chooses someone new) to perform their genre.

Genre examples

haiku

horoscope

restaurant review

obituary

love letter

fairy tale

movie trailer

radio jingle

award show acceptance speech

Shakespearean play

sports fight song