

Musical Manuscripts

This is a group based game that encourages creativity and critical thinking, while also pointing out the power (and responsibility) of every person in a group. The story happens because all “group members” (who aren’t identified in advance of course, but who all do end up working on a common goal) each take a turn writing on the one paper—a good reminder that everyone has something to share in a group situation.

Musical Manuscripts set up:

- six different coloured papers x six participants each
- post some story starters on the board (not mandatory/or do your own)
 - * “It was a dark and stormy night...”
 - * “I remember the scene like it was yesterday...”
 - * “Once upon a time....”
 - * “How could this possibly be happening to me?”
 - * “The door flew open with hurricane force.”
- encourage each person to either choose a story starter, or write for 3 minutes based on his/her own idea;
- when music starts to play, writers all stop, stand up, and circulate in the room (30 seconds)
- as music plays, look for another sheet of like colour; when music stops, sit down, read and then continue story started by other player (two to three minutes);
- move through all six sheets of your colour; choose a different story every time to continue; #6 will be responsible for finishing this story

Notes:

- the stories can be silly, but still need to make sense; do your best to follow the original intent of the author;
- don’t think too much: stories don’t have to be perfect! Allow your creativity to guide you, and just write;
- remind writers that they must try to keep the stories as clean as possible
- the original authors can share the final results of the work, or some can be read aloud
- choose music that is light or silly, or choose something particularly appealing to the group of writers (ie., something contemporary for teens)