who's that?
Welcome to Who’s \textit{tHAT}?
Who’s \textit{tHAT}? is a team activity that lets you design hats and create characters to go with them. Each card included in this fun activity allows you to explore your imagination and learn about characterization.

But what is characterization? Why is it important?
Characterization is the process of conveying information about a character. It involves adding details and complexities about a character’s life and personality. Characterization makes characters more believable to the audience.

Characterization is important because:
• Well-developed characters help create a better performance.
• It helps you, the performer, understand your actions.
• It helps the audience fully believe your performance.

What to Do:
• Use your creativity to create hats and characters to go along with them.
• Fill out the Character Sheets individually to learn more about your characters.
• Complete the activities as a team to see how your characters interact with each other.

\textbf{MATERIALS}:

- 8 Paper Plates
- 8 Plastic Bowls
- 1 Deck of Playing Cards
- 8 Pieces of Tissue Paper
- 8 Pieces of Newsprint
- 8 White Paper Bags
- 50 Pipe Cleaners
- 50 Feathers
- 3 Glitter Glue Sticks
- 2 White Glue Bottles
- 8 Foam Sheets
- 1 Mini Marker Set
- Scissors
The Hat Shop

Take 4 minutes to think about the day your characters bought their hats.

Each take 2 minutes to perform as your character buying your hat.

Why did your characters buy their hats? What drew them to those hats? Why those particular hats, and not others? Where did they buy the hat?

After everyone has gone, take 2 minutes each to have the other characters act out the parts of the store employees and other customers.
Instructions
You can learn Characterization easily by actually performing as your character. Each of these activities comes from improvisational theater techniques and will help you to learn more about your characters’ lives.

First, complete the activities printed on the front of each card. Then, turn the card over and complete the reflection on the back.

The Hat Shop
The purpose of The Hat Shop is to learn about the history and background of your characters. By discovering what your characters were like in the past, you can see how their present is affected by what they did earlier in life.

Talking about why your characters wear their hats is important because a hat can say a lot about a person. Take a few minutes to discuss why your characters chose their hats and how wearing the hats has affected them as people.

Did you learn anything new about your characters?
Walk the Walk
Try on your hats. Walk around the room how you think your characters would walk in their hats.

What makes these characters unique? Do they walk quickly or slowly? Are they graceful? Clumsy? Do they walk with a limp? Why do they walk that way? Did something in their pasts change the way they walk now?

After everyone has walked around the room, turn on some music and dance like your characters. What makes your characters dance that way? Is it because they’re shy? Angry? Do they have any dance training? Did someone once make fun of the way they danced, so now they’re self-conscious?

Talking It Out
Pick one character to be the host of your brand new talk show.

What will the character’s talk show be about? Family? Celebrities? Why did the character choose his or her particular topic?

The other characters should wear their hats and take turns being interviewed by the host. They should also interact with the other characters on stage. Will they have a good group conversation, or will they get into a fight?
Walk the Walk
The purpose of Walk the Walk is to learn about the physicality of your characters. By walking and dancing as your characters would, you can learn how it really feels to become your characters.

What physical attributes did you choose to give your characters? Why do your characters have those attributes? Is it because of their personalities? Past injuries? Take a few minutes to discuss why your characters walk and dance the way they do.

Did you learn anything new about your characters?

Talking It Out
The purpose of Talking It Out is to learn about how imagined characters interact with each other. Did all of your characters get along? Did they like each other?

By exploring how your characters behave around one another, you can learn more about your characters’ personalities, as well as see ways to create performances that include all of your characters.

Did you learn anything new about your characters?
Flip It
Get a dictionary. Flip through it and randomly pick out two words that will describe your characters. Then, take two minutes to think about your characters' words and how to incorporate them into a 5-minute performance where all of the characters interact.

For example, if one character picks “nervous” and “x-ray,” s/he could be a really nervous doctor in the ER.

It’s a Party!
Pretend it’s one character’s birthday party and all the other characters are invited! Of course, characters will need to wear their party hats to get in.

How do the characters behave around each other? Are they friends or enemies? What kind of presents would they bring? Do they like cake and ice cream?

Let the party go on for five minutes, and then make sure the character celebrating the big day blows out the candles. What did s/he wish for? Why would s/he want that?
Flip It
The purpose of Flip It is to add more details to your characters’ lives. When characters are not detailed or particular unique, they are called “flat characters.” By making your characters more complex, they will become “round characters.”

Round characters are more believable to the audience than flat characters, and they lead to more interesting performances. Take a few minutes to discuss whether or not your characters are “round.”

Did you learn anything new about your characters?

It’s a Party!
The purpose of It’s a Party! is to combine some of the things that you’ve learned in previous exercises, including how your characters interact with one another and some of the details of the characters’ lives.

Take a few minutes to discuss anything new that you may have learned about your characters. Did the character having the birthday wish for something unique? Why or why not? What about the presents your characters picked out?

Did you learn anything new about your characters?
Elevator
Designate one corner of the room to be the elevator. Have the characters put on their hats and get on one at a time. How do the characters interact with one another?

After everyone is on board, pretend the elevator gets stuck! How do the characters react? Do they panic? Decide to take a nap? Eat all the candy they can find? Find an escape? Why do they react that way?

Order’s Up!
Have one character act as the waiter at your characters’ favorite restaurant. What kind of restaurant would your characters go to together?

Have the characters place their dinner orders with the waiter. What will your character order? The most expensive thing on the menu? A burger without the bun? Spaghetti with the sauce on the side? Try to be as specific as possible.

Why do your characters order the way they do? Are they very particular about what they eat? Do they have food allergies? A fear of shellfish? Why do they feel this way?
Elevator
The purpose of Elevator is to learn more about how your characters interact with one another as well as how they respond to a crisis. The way that your characters respond to different situations can tell you a lot about their personalities.

Take a few minutes to discuss how your characters reacted to the elevator getting stuck. What do their reactions say about them?
Did you learn anything new about your characters?

Order’s Up!
The purpose of Order’s Up! is to learn about more of the details of your characters’ lives and to make your characters more “round.”

What a person likes to eat, as well as how she/he orders his or her meal, can say a lot about a person. Take a few minutes to discuss what your characters’ orders say about them, and talk about how this knowledge can fit into future portrayals of your characters.
Did you learn anything new about your characters?
Into the Future

Split your team into pairs, and tell each pair to take turns reading each other’s fortunes. Try to make the fortunes as funny or crazy as possible.

Is there happiness in your character’s future? Good fortune? Bad hair days? That’s for you to find out!

How will your characters react to the fortunes they’ve been told? Are they fortunes they’d believe, they’ve wished for, or something they’re dreading? Will they be happy or angry? Will they try to force the fortune teller to give them new fortunes?

After everyone’s fortune has been told, have each pair trade hats and tell the fortunes again.
Into the Future

The purpose of Into the Future is to learn about what might be in your characters’ futures, as well as how your characters respond to having their fortunes told.

Take a few minutes to discuss how your characters reacted to learning about their futures. Do they believe everything the fortune teller said? How will you work your characters’ fortunes into future performances?

Did you learn anything about your characters?

Instructions

The following writing exercises are designed to teach Characterization. Each Character Sheet comes from creative writing techniques that will help you to learn more about your characters’ lives.

First, have each member of the team fill out the Character Sheets individually. Then, come together as a group and discuss everyone’s answers.
Who Am I?
Congratulations, you’ve just created a phenomenal hat! Now things are going to get tougher. Who is the character that would wear this hat? Use this Character Sheet to learn some basic information about him or her.

Name: ____________________________  Age: ____________________________
Current Residence: ____________________________
Physical Description: ____________________________
Occupation: ____________________________  Hobbies: ____________________________
Favorite Food: ____________________________  Least Favorite Food: ____________________________
Favorite Color: ____________________________
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Favorite Color: __________________________
Classifieds

**Wanted:**

A classified ad that your character may have written. Use the boxes provided to write classified ads from your character. Think hard about what your character may be selling or looking for. Does s/he need a job? To get rid of a thousand cheese graters? You can use this exercise to get a little further into your character's mind, or find out something odd about him or her.
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