

## Improvology!

This packet has three games to improve improvised storytelling techniques. **No materials are needed** to execute the games.

### Introduction

Storytelling through improvisation is a great way to get students up on their feet while practicing active listening, practice problem solving, and being imaginative. What's important to remember in improv is there are no wrong answers. It is the actor's job to take on whatever suggestion the audience or their partner(s) gives to them. Also, to be "in the moment," there's no need to prepare fully what will unfold in the scene. This quote expressed the idea best, "don't bring a cathedral into the scene. All you need is a brick, let's build together."

### Improv Games

It is easiest for both the players and audience to follow along if there are given circumstances that go along with the game, such as: setting, character types, or professions. For instance, playing the Question Game could be set in a restaurant, and now the player's have an abundance of questions to ask about the food, service, or place.

#### The Question Game:

1. The group of players are split in half and create two lines, each standing behind the other. Both lines facing each other head on
2. The line leaders will walk up to each other to "battle"
3. Players can only speak in questions
  - a. no statements allowed
  - b. no great pauses
  - c. no repeating questions
4. If a player responds in a statement they are "out" and go to the end of the line
  - a. Or the player can be completely "out" until we have only 1 winner.

**TIP:** Focus on the situation at hand, and when in doubt "who, what, where, when why,"

### **The Alphabet Game:**

1. 3-5 players play at a time
2. Stand side by side
3. A suggestion of a situation/problem, and/or place is given by the audience
4. One player will speak at a time
5. The players are to start their sentences in alphabetical order

### **For example:**

Player 1: **A**ll of the bunnies are missing!

Player 2: **B**unnies are my favorite, this is awful!

Player 3: **C**an't you see the bunnies are right over there?

6. The players will build upon each other's ideas to create an improvised story of their own!

**TIP:** It may be helpful to have the Alphabet written on the board and have a designated "pointer" to point at which letter the group is on. This will clear up any confusion.

### **Story Conductor:**

1. 4-6 players can play at time
2. Have all but 1 player stand side by side - they are the "Storytellers"
3. The remaining player will be the pointer and stand facing them - this is the "Conductor"
4. A suggestion of a situation/problem, and/or place is given by the audience
5. The Conductor will point at one Storyteller randomly
  - a. when a player is pointed at they must begin improvising the story
  - b. when another player is selected they must build upon what the previous Storyteller had said
6. All the Storytellers must be listening carefully as they have to immediately jump in one after another

### **For example:**

Storyteller 1: We went to the store today when I saw this great big...

Storyteller 2: Bag of Cheetos, so I...

Storyteller 3: Asked my mom if I could get them

**TIP:** Have the Conductor start off slow to solidify the rules and the beginning of the story and then speed up.