IMPROV IN THE CLASSROOM

Developed by Brianna Gibbs and Laura Smelser
Sum'Arts for Kids 2017
Ages: Grades K through 5

Timeframe: 5 days

Alaska Literacy Standards: Comprehension and Collaboration
Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others’ ideas and expressing their own clearly and persuasively.

Alaska Arts Standards
Theatre: Anchor Standard #1 Generate and conceptualize artistic ideas and work
TH:CR1a-3 Create roles, imagined worlds and improvised stories in a drama/theatre work.
TH:CR1a-4 Articulate the visual details of imagined worlds and improvised stories that support the given circumstances in a drama/theatre work.

Theatre: Anchor Standard #3 Refine and complete artistic work
TH:CR3b-3 Participate and contribute to physical and vocal exploration in an improvised or scripted drama/theatre work.
TH:CR3b-4 Develop physical and vocal exercise techniques for an improvised or scripted drama/theatre work

Theatre: Anchor Standard #6 - Perform, present, and/or produce artistic work
TH:PR6a-3 Contribute to and practice group guide drama/theatre experiences
TH:PR6a-4 Practice drama/theatre work and share reflections individually and in small groups
Opening Activity: Day 1
Objectives: to learn names, and get acquainted with following your instincts (*go with your gut*).

1) Zip, Bang, Zoom
*Objective - Go with your Gut*
Students will stand in a circle on stage. They will "send the lightening bolt" around the circle by pointing to their neighbor and saying ZIP. If a neighbor says BANG, it sends the bolt the other direction. Add ZOOM to send it across the circle to an unsuspecting neighbor!

2) Toothless Veggies
*Objective- Say Yes*
Students will say their own name twice without showing any teeth, smiling, or laughing; and then say someone else's name twice. If you laugh or show teeth, you must sit down. Play until only a few students remain standing.

3) Symbols
*Objective- Be aware of those around you on stage and help each other out.*
After students have introduced themselves, they will each pick a symbol. It should be something easy to do and silent. Each person in the circle will demonstrate their symbol for the group one person will go to the middle and close their eyes. They will guess who has the 'ball'. You can throw the ball by doing your symbol and then someone else's. To catch it, someone must do their symbol to acknowledge it before passing it to someone else. If the guesser is correct they can choose someone else to be in the middle.

4) Sound Action Wave
*Objective- Go with your Gut - Get acquainted with improvising the first thing that comes to mind, using a clear stage voice and big stage motions.*
(Day 1 continued)

5) I'm a Tree
Objective - Student will learn to use their bodies to 'become' an object.
Divide into teams, kids will take turns coming onto the stage and adding themselves to a frozen picture. It can make sense or be silly. When the picture is complete, the first person in will choose what piece of the picture to 'leave' to create the next picture. After each small group has a few turns, make a picture with everyone!

6) Welcome Back
Objective - Say Yes!
Keep the story going by saying yes to your partner. 2 players. 1 host and 1 guest. Host will welcome an audience back to a show of their choice and then introduce the guest and create their characters and scene from there.

7) One Liners
Objective - Make your Partner Look Good.
2 Players. 1 player will draw a slip of paper from bucket that has a random statement on it. The audience has created these one liners for our players. Their partner must justify that statement and continue the scene.

8) Audition Game
Objective - Say Yes!
4 players. 3 judges and 1 auditioner. The lead judge will tell the person who is auditioning the part they are going for. The actor will 'audition' then judges will add details and the character traits (broken leg it's a musical, etc) to make the performance even more spectacular.
Day 2
Rules of Improv - start the day by reminding the group rules of improv: SAY YES! MAKE YOUR PARTNER LOOK GOOD! FOLLOW YOUR GUT!

Warm Up:
HandsTap: Kids will lay on the floor with their hands in front of them. Their arms will cross with their neighbor. When they tap the floor, the person next to them must tap it next and so on until you get all the way around. Then add a double tap. A double tap changes the direction of the circle. If someone slaps when it's not their turn, that hands out.

Sound Action Wave: See #4 Above

9) Questions
Objective - Go with your Gut!
Form 2 lines. The first person in each line will create a scene by only asking questions to their partner. The first to use a statement must go to the back of their teams lines.

Welcome Back: See #6 Above

10) Freeze Frame
Objective - Say Yes! Make the Partner Look Good! Follow you Gut!
Two players on stage. Other players will give a relationship for the players and a place. The players must create a scene using as much body movement as possible. Other players will shout FREEZE and stop the stop the scene. They must take the place of a frozen player and change the scene to something new.

11) Voice expert
Objective - Make the Partner Look Good!
2 people with one voice have to run into an old friend on the street. They must hold a conversation with their old friend but they have to work together reading each others' lips and minds to create their response.

Audition: See #8 Above
Day 3
Warmups:
Silly Walks
I'm A Tree
Sound Action Wave
Freeze Frames

**One Word Story**
Objective - *Follow your gut!*
Kids will line up across stage. Starting with one person on the far left, they will create their own story as a group.... one word at a time. If they use more than one word they are out and have to join the audience.

The kids know many improv games now. Have them go through the game on their own and then give some positive feedback and suggestions when they are done.

At the end of the day ask the kids to share their favorite game and why (end on a positive note!).

**Day 4 : Trial Groups**
Take the most successful game and crowd favorite from the week so far and try all the different players for those roles. Switch them around until you find where they are most comfortable and successful.

**Day 5 : Performance Day !!**
First Hour: Go through the show in order so the kids know what to expect. End with some silly group games to get their energy level up for the performance!

Second Hour: Introduce the players and have them launch into a series of improv games. Emcee as necessary to explain the rules of the game to the audience, introduce players and involve the audience!!