

## IMPROVISATION 10

### Adjective Scene

#### Description

Ask for an adjective (e.g. sad). Play a scene in which the players are as sad as possible. Alternatively, give every player a different adjective.

### Action Syllables

#### Description

Great warm-up that also helps a new group to learn each other's names. Everyone in a circle. First person says his name, making a gesture (an action) for every syllable. Mary has 2 syllables, so she does something like "Ma-" (wave right hand) "-ry" (claps in hands). Everyone repeats this. Then the second person calls his name, again with a gesture per syllable. Group repeats, and then repeats all previous names and syllables.

### 10 Fingers

#### Description

Great game for getting to know each other in a new group. All players in a circle, holding all 10 fingers up in the air. One person at a time, start asking personal questions that take yes-no answers; whoever cannot answer yes to a question, drops a finger. Last person with a finger left wins.

Good questions are things like "I have a cat", "I have never stolen anything" and so on.

### 3 Series

#### Description

Everyone in a circle. Pick a category (e.g. make of cars, girls names, kinds of food, kinds of plants, whatever). First person states an example of the category, and points to someone else. Keep pointing. That someone else does the same, with a different item in the category, and so forth, until everyone points at one person.

Then repeat the pattern. Make eye contact when passing your item to the next person.

Drop the pointing arms when everyone is comfortable and the series is collectively memorized.

Then do the same with a second category, and make sure the pointing pattern is different. Repeat till everyone is comfortable.

Then do the same exercise, without pointing, and running the 2 categories at the same time. Add a third, fourth category if you wish. No pointing arms any more!

The idea is not only to listen for the item right before yours in the series (so you know when it's your turn), but also to make sure that when you pass an item to someone else, that someone else actually hears you. If not, then repeat your item, to ensure the series does not get broken.

### Narrative, Colour, Emotion

#### Description

One player tells a story, solo. 3 other players tag the player if they want to hear more action (narrative), more emotion or more colour. By colour we mean environmental detail, as in how does it smell, temperature, weather, colours, sounds.

Also known as **ACE**. - for Action, Colour, Emotion.

### Three Rules

## Description

Get 3 rules from the audience, e.g. players have only one arm, players can't use a word that contains an 's' and after every question uttered players need to yell 'Yess!'. Players then play a scene, obeying the 3 rules.

## Alliteration Introduction

### Description

Excellent game for players to get to know each other's names.

Everyone in a circle. A player starts the game by introducing himself by making a gesture, and alliterating to his name, e.g. "I'm Wonderful Wendy" or "I'm Smart Steve". The next player points to the first, repeats the previous player's name, attribute and gesture, and does something similar about himself.

And so on. Game ends with the first player having to do each other player's gesture, repeating their names and attributes.

## Alien Tiger Cow

### Description

Fun game to warm up and to teach players some chivalry.

Everyone in a circle. There are 3 things a player can be:

- An alien: hold your index fingers up next to your head, as little antenna's and say 'Bleeb bleeb', bending inwards into the circle;
- A cow: bend forward, hold your right hand on your tummy and go 'Moooo'
- A tiger: push your right hand forward, imitating a claw and roar.

On your sign, every player decides to become one of the three. The idea is for everyone to become the same, which obviously won't be the case, the first time. We re-do this until everyone is in sync.

### Variations

Invent your own animals (or things) and let players become juke boxes, birds, whatever.

Play 'majority wins': animals/things that are most in the minority drop out. Also known as **Rock Paper Scissors**.

## Alphabet Letters

### Description

Players in groups of 4 or 5. When a letter is called, each group forms that letter with their bodies.

## What Happens Next

### Description

One player in the middle, the others sit aside. Any person can give the middle player a task, which she performs, and then she asks 'What happens next'? Any player may suggest what needs to happen next, but the idea is for the group to construct a coherent story.

## Asides

An improvised scene is played, which any player can stop at any time by yelling freeze. At that point, the player steps out of the scene, and tells the audience what his character is really thinking, after which the scene continues. The other characters of course are not supposed to know what players are thinking, but the players do, and should use this.

### Notes

Players can use this to reveal their hidden motives. Other players can play into this, or purposely ignore this knowledge.

Gimmick: characters may actually have other things on their minds than what's going on in the scene. E.g. a driver stopped by a cop may be thinking about the groceries his wife told him to get at the supermarket.