Kentucky High School SPEECH LEAGUE



IMPROV DUO

WORKSHOP AND LESSON PLANS
NOVEMBER 2020

This unit plan is simply a collection of exercises and games and materials to use for Improv instruction. The best approach to teaching such a unit (to me) is to simply play a game or two or three each day in class with lots of class talk about what worked well within the games. Many of these exercises came from my time at Danville HS with my Drama class with lots of materials added from Karen Feldhaus (Daviess County HS) and her fantastic workshop on the event given at SPEAK 8: CloudSPEAK.

Yes, you want to run practice rounds, especially at tournament time. But the best way to grow as an improv actor is to play a VARIETY of games, not just the structure of a KHSSL round.

https://www.backstage.com/magazine/article/everything-know-improv-3218/ Great overview of Improv in contemporary theatre education (student-friendly) from *Backstage*. Good reading assignment to get started.

Theatre Games for the Classroom **by Viola Spolin**

ISBN: **0810140047** The improv teacher's Bible.

Whose Line is it, Anyway? **(**ABC TV show; the Drew Carrey-hosted years are the best).

HYPERLINK "https://www.khssl.org/ballots" KHSSL IMPROV DUO BALLOT

CLICK HERE.

SEE ALSO KHSSL HANDBOOK.

From Karen Feldhaus' workshop

Speak Conference
Improv Workshop
Lesson Plan Ideas & Activities
Book recommendation: *Group Improvisation* by Peter Gwinn/Charna Halpern

1. Pillars of Improv
   a. Yes, and..
   b. Storytelling
      i. 5 Parts of a story
2. Improv Principles
   a. World of offers
   b. CROW 6 Rules of Improv and CROW
   c. 3 No's
   d. Endowments and limitations
3. Picture improvs
   a. Used as a jumping off point for story creation
   b. Useful to get students to use their body to express character
4. First Line/Last Line
   a. Teacher/coach supplies first line of dialogue and the last line of dialogue
   b. 2-3 students/performers create the story to get from the first line to the last
5. Warm-up exercises:
   a. Eights
   b. Ball of Energy
   c. Red Ball
6. To teach CROW:
   a. Party Quirks also see WHOSE LINE show examples like these.
   b. Dating Game
   c. Where Game *

      An excellent beginner's improv exercise. Player 1 decides on a location and shows Where through an object or activity. When an outside player thinks they

know Where, they can assume a character and enter the location. Players establish relationships with the location and each other through objects. Keep the focus on the environment — character is secondary in this exercise.

   d. Return department

7. To teach story
   a. One-word story
8. For team building
   a. Alien, Tiger, Cow https://www.youtube.com/watch?v=UeUUHd4bQBQ
   b. Who Started The Motion?
9. Miscellaneous
   a. Nomis Says
      i. Great for just messing with kids
   b. Count to 20
      i. Another great one for messing with kids
   c. Freeze Frame
      i. JUST SO MUCH FUN!! When done well.
   d. Murder, murder, die
      i. Some benefit for physical acting, and storytelling.
      ii. Students love it, when done well!

OTHER GREAT GAMES:

PEOPLE, CABIN, STORM
From Boal. Initial groups of 3, two standing and facing each other, one sitting between them. One person, maybe you, left out. The two who are facing each other raise their hands and press them against each other to form a triangular shelter over the sitting one. They are the *cabin.* The person below them is the *person.* If the person left out calls “people”, all the sitting students must switch places. If the person calls “cabin”, all the cabins must disassemble and find someone new with whom to make a cabin. If the person calls *storm,* EVERYONE must reconfigure. Only one person is left out at a time, because when they call people, cabin or storm, they switch into the game, leaving someone out.
The game is great because it invites the 30 second leader. This person controls the room for a short moment, must make a decision, share their voice, and stick by the decision. The others must creatively make quick choices and stick with them for the duration. Acting.

Half-Life

http://www.improvhigh.com/games-and/half-life

10/25/2014

0 Comments

Description: Two players play out a scene in one minute. The moderator suggests that maybe the scene could be improved by cutting the time in half - so the players repeat the exact same scene in only 30 seconds. They then perform it again in 15 seconds, then 8, then 4, then 2, and finally 1 second.

Tips: This game is almost completely about physicality. If the players can play a very physical scene, once the audience picks up on the gimmick of the game (cutting the scene in half and therefore having to speed everything up), they will get even greater enjoyment out of forecasting how harried the physicality is going to become.
- Don't be too wordy. It just gets in the way of the game.
- The prompt for the scene can be, "There is a box on the side of the road. What do they find in the box?" If it's something physical or something that will force physicality (i.e., a dragon, a tornado, an out-of-control locomotive), it will allow them to be physical more easily.

Variants: The scene could be played with more players; nothing sacred about two. However, more players might make it harder to incorporate everybody. If you play more players, perhaps start with two-minute scene.

OLD LIST OF IMPROV TOPICS FROM DRAMA CLASS AND SPEECH TOURNAMENTS

A TEACHER FACES A DISRUPTIVE STUDENT DURING CLASS.

A CAR SALESMAN AND A TEEN DEBATE OVER A JUNKED CAR.

TWO TEENS TALKING ABOUT THEIR LOVE INTEREST DISCOVER IT'S THE SAME PERSON.

TWO LITTLE KIDS ARE ABOUT TO SNEAK INTO AN ABANDONED HOUSE.

CHEERLEADERS COMPETE AGAINST EACH OTHER FOR THE CAPTAINCY OF THE SQUAD.

TWO OLDER PEOPLE ARE IN A CAKE-BAKING CONTEST.

A SHOPLIFTER AND THE STORE MANAGER ARE AT ODDS.

ONE TICKET IS LEFT FOR THE RICKY MARTIN CONCERT. TWO PEOPLE WANT IT.

A BASKETBALL COACH AND A REFEREE ARE LOCKED IN A ROOM TOGETHER BY ACCIDENT.

A SPEECH COACH AND A STUDENT TRY TO REHEARSE DESPITE A TERRIBLE PROBLEM IN THE ROOM.

TWO CARTOON CHARACTERS FIND THEMSELVES IN THIS ROOM.

TWO DOGS WANT THE SAME BONE, BUT NEITHER HAS TEETH.

A CONTESTANT AND THE HOST ON A GAME SHOW FALL IN LOVE.

TWO KIDS FIGHT OVER A BATHROOM EARLY IN THE A.M.

TWO CATS WANT TO SLEEP ON THE SAME PILLOW.

A WEDDING IS INTERRUPTED BY AN ARMED ROBBER.

A KID AND A PARENT DISAGREE ON WHICH TENNIS SHOES TO BUY.

A STORE CLERK AND A CUSTOMER DISAGREE OVER THE PRICE OF A PACK OF GUM.

A TURKEY AND A GOAT BOTH WANT THE SAME PATCH OF LAND AS THEIR OWN.

A PATIENT GOES TO SEE A DOCTOR ABOUT HIS/HER EXTRA EAR.

A CAT AND A MOUSE ARE OPPONENTS IN A GAME.

A BAD ACTOR IS HAUNTED BY THE PLAYWRIGHT.

AN ALIEN AND A FAMOUS CELEBRITY HAVE AN ENCOUNTER.

A BLONDE AND A REDHEAD ARGUE OVER WHO'S SMARTER.

TWO FLIGHT ATTENDANTS DISAGREE OVER WHETHER OR NOT SOMETHING IS WRONG WITH THE PLANE.

A CUSTOMER MEETS AN UNTALENTED BARBER/BEAUTICIAN.

A NERVOUS DENTIST HAS HIS/HER FIRST DAY ON THE JOB.

TWO TEACHERS DEBATE OVER THE LAST BOX OF CHALK.

AN ALIEN CREATURE AND A CHILD DISCUSS WHO'S REAL.

A RIGHT SOCK AND A LEFT SOCK DECIDE IT'S TIME TO BREAK UP.

SALT AND PEPPER DECIDE IT'S TIME TO BREAK UP.

A PRO-WRESTLER AND A MINISTER SIT NEXT TO EACH OTHER ON AN AIRPLANE.

TWO SUPERHEROES AUDITION FOR A MOVIE ROLE.

TWO PRESIDENTIAL CANDIDATES ARE LOST IN THE WOODS.

A GAME SHOW HOST TAKES ON A POPULAR SINGER IN A CELEBRITY WRESTLING EVENT.

A POLICEMAN INVESTIGATES AN UNUSUAL CRIME.

OREO AND CHIPS AHOY TRY TO CONVINCE A SHOPPER TO BUY THEM.

A PARENT AND A PRINCIPAL DISAGREE OVER A PUNISHMENT.

A CELEBRITY IMPERSONATOR MEETS HIS/HER LONG-LOST PARENT.

THE DEVIL TRIES TO CONVINCE THE CABLE GUY/GIRL TO GIVE HIM/HER FREE HBO.

A CELEBRITY MYSTERIOUSLY ARRIVES IN A YOUNG PERSON'S ROOM.

TWO CHILDREN'S TOYS FIND THEMSELVES ALONE IN A TOYBOX.

TWO OLDER FOLKS WANT THE LAST GRAPEFRUIT AT THE MARKET.

TWO FIGMENTS OF THE JUDGE'S/TEACHER'S IMAGINATION TRY TO CONVINCE THE JUDGE/TEACHER THAT THEY'RE REAL.

COKE AND PEPSI MATERIALIZE IN CAN FORM AND DEBATE.

TWO ISOLATED PEOPLE ARE CONVINCED THE OTHER IS A DERANGED KILLER.

1. Meteor shower interrupts a Forensics tournament.

0. Two kids get lost and end up in a different country.

0. A tidal wave in Kansas.

0. A math teacher and an English teacher fight over whose subject is better.

0. The "deceased" at a funeral isn't really dead.

0. The lead in a school play doesn't show up for the opening night performance.

0. A bus driver hits a deer on the way to a Forensics tournament.

0. (Extra) A student stays up late to do homework and begins to hallucinate.

1. Two soldiers stuck behind enemy lines.

0. Two siblings meet at a family reunion after not speaking for ten years.

0. A student talks to his/her school counselor about being bullied.

0. A child learns that his/her parents are going to get a divorce.

0. A man/woman is fired from his/her job for lying to the boss.

0. A train wreck leaves two injured passengers stranded in an unfamiliar place.

0. A child is faced with the news of a death in the family that he/she may have indirectly caused.

0. (Extra) A paranoid patient sees a psychologist about his/her condition.

Round 3 – Humorous or Dramatic (choice)

1. Things take a turn for the worse for two people on a fishing trip.

0. Two neighbors compete to see who has the best holiday decorations.

0. Pirates abduct the president and hold him/her for ransom.

0. Two improv partners venture into their room before the judge arrives and finds something unexpected.

0. A dance competition for the elderly comes to a nursing home.

0. Celebrity showdown with cartoon characters.

0. Someone meets their girlfriend/boyfriend's parents for the first time.

0. (Extra) Unlikely superheroes must save the day.

A famous duo takes the day off from work.

DRAMA IMPROV
EVALUATION SHEET

ACTORS: _____

and _____

_____ Teamwork

_____ Characterization

_____ Poise / Self-Control

_____ Complete Plot with Build

_____ Entertainment value

_____ Total Points (of 25)

COMMENTS: