

Improv Theatre Game Suggestions

1. The Alphabet Game

Students improvise a story by going around a circle and saying one sentence each, with each sentence beginning with the next letter of the alphabet (starting with 'A').

2. Double Figures

Two players provide the arms for two actors. The two actors then act out a conversational scene set in their choice of the following scenarios – *a day at the beach*; *10 minutes before the exam*; *a learner driver's lesson*. The student working their hands has total freedom to move how they want. Whoever's speaking must fit in with whatever their hands do & the hands must try to follow everything that is said.

3. Scene without a Question

A group of students create a scene and improv dialogue in which characters cannot ask any questions. If they do, they have to immediately leave the scene whilst improvising a reason for their departure. You could have the scene end when there's only one player left.

4. New Definitions

Have everyone sit in a circle. The first student says a random word. The next student says an unrelated word. The following student has to give a definition as though the two words were the name of an object.

For e.g. imagine that Tom says "water-skis" and Steph says "spaghetti". Claire might say, "Water-ski spaghetti is a new kind of pasta that you eat underwater" – or "Water-ski spaghetti is when you get the lines from the boat tangled up and you fall off your skis" – or anything else she thinks of. Continue around the circle with another two words and a definition – and so on all the way round.

To keep players on their toes, pick people randomly from anywhere in the circle to give the two words and then the definition.