

## **Improv Games**

**(Story words: actor, minute, saying, say)**

Students in Mr. Davis's sixth grade English class liked the fact that on Fridays the class often had time for improv games. Mr. Davis knew a lot about acting from his past life as an actor.

Mr. Davis had a good method for creating skits. Before students began, he reminded the class of the five things a good skit should establish. The five things were:

1. Who are the people?
2. How do the people relate or get along?
3. What problem do they have?
4. How can that problem become more extreme?
5. How can the people resolve their problem to end the skit?

On his desk Mr. Davis kept a box for improv prompts.  
Students put in notes with fun proposals.

Rachel wrote: “Two students are taking a make-up quiz.  
One student is popping gum and tapping a pen on the  
desk.”

Lucas wrote: “Two people are checking into a hotel. Their  
bags look the same and get mixed up, which is a problem  
because a cat is hidden in one of the bags.”

Mr. Davis told his students that in improv games there was  
only one rule that could not be broken: “There is no saying  
‘no’ in improv, and no stopping until time is up.”

In his improv games, two students take the floor for one  
full minute. If they get stuck and cannot think of what to  
say or do, Mr. Davis would begin yelling, “Move!  
Do something! Do not stop!”