

## Lesson Plan: Improv

**Name:** Megan Henze **Grade:** 10 **Subject:** Drama **Unit/ Topic:** Improv **Time:** 40 mins **Date:** January 21

### GLOs

*Students will:*

- Develop an appreciation of drama and theatre as a process and an art form.

### SLOs

*Students will:*

- Use warmup techniques for preparation of body, voice and mind.
- Tell a story spontaneously.
- Sustain a character throughout a scene or exercise.

### Learning Objectives

*Students will:*

- Play Ahab and the Whale

### Learning Resources Consulted

Alberta Learning Program of Studies

### Materials

Drama room

Chairs (class set)

Soccer ball

### Procedure

Introduction (5 minutes)

- Attention Grabber/ Hook: As the students sit in a circle, have them play a short round of Categories: Give the students a category of your choosing (Food, Countries, TV shows, etc. The students could also choose the category but in the interest of time, the teacher should pick it in this case). The person who starts, has the soccer ball, they say any letter of the alphabet out loud, then throw the soccer ball to someone else in the circle (after making eye contact!). The person who receives the soccer ball must come up with a word that starts with the letter that also falls under the proper category. They must do this within a specific time frame set out prior to beginning (3 second, for example) or that player is out. This player then selects a new letter of the alphabet and the game continues like this until everyone but one person is out, or until time has run out, if it's just a short warm up.
- Advance Organizer:
  - Walk like...

- Alphabet story
- Tableaus
- Party Quirks
- Discussion/ Closure
- Transition to Body: Inform the class that today we will be playing Party Quirks

### Body (30 minutes)

#### Activity #1 (5 minutes)

- Have the class walk around the room at a comfortable pace.
- Instruct them to walk in certain ways: SAY: *Walk like a gorilla or walk like you just stubbed your toe* etc.
- After a few minutes, have the students get into groups of three for the next activity.

#### Activity #2 (5minutes)

- SAY: *Now we will be playing a game called letters.*
- With the students standing in a circle, I will select a letter of the alphabet. The next person in the circle will say a sentence that starts with a word that starts with the letter I chose. The next person will say a sentence that starts with a word that starts with the next letter of the alphabet. This goes on until all 26 letters have been done. If a student hesitates then he or she is out. SAY: *The point of this exercise is to tell a story spontaneously, so it is more important to stick to the story and get "out" than it is to quickly and randomly come up with a sentence that doesn't fit.*

#### Activity #3 (10 minutes)

- In groups of three, give students five minutes to come up with a frozen scene, or tableau, that uses all three people, that other students will be able to guess what they are doing.
- After five minutes, go around the room and have each group of three show their tableau, while the other students offer suggestions of what the scene is of.

#### Activity #4 (10 minutes)

- Party Quirks: Have the students stand in a circle and number them 1-4. 1's will be the party hosts, or guessers, and 2-4's will be the party guests.
- The 1's will leave the room, while the 2-4's will come up with characters they can be.
- 1's will reenter and the party will begin with one group going at a time and the rest of the class being the audience. The 1's must try to guess what characters the 2-4's are portraying.
- Once the 1's have guessed, they will be rotated out and a new set of 1-4's will have their party. This will continue until everyone has gone.

### Closure (5 minutes)

- In their groups of 4, have students discuss the following questions that will be written on the whiteboard or SmartBoard:

- How did the activities we did today prepare us for playing Party Quirks?
- Why is it important to have a set character when performing improv?

### **Sponge Activity**

- Another round of Alphabet story.

### **Reflection**