

## Improv Lesson #2

### General Learning Outcome:

- *Students will* acquire knowledge of self and others through participation in and reflection on dramatic experience.

### Specific Learning Outcome:

- **Grade Eight:**
  - Create and tell a story spontaneously.
  - Understand and apply the essential elements of a story: character, setting, conflict, climax and plot. Generate imaginative and creative solutions to problems.
  - Recognize the techniques of offering, accepting, advancing and blocking.
  - Use varied stimuli for character development.

### Learning Objectives:

- **Students will:**
  - Be able to play Party Quirks.

### Materials and Equipment:

- The Drama Room!

### Learning Activity:

- Get students to walk safely around the room.
  - Add in Nod, Handshakes and High Fives
  - Make sure that students are using each other's names throughout the handshakes and high fives.
  - Students walk in different animals and characters.
- Review: Blocking, Accepting and Wimping.
  - Class discussion.
- Waiting for Charlie
  - Students pretend to be looking for Charlie at a bus station.
  - Students give hints by describing him.
- Where
  - Students have to create a location with their bodies.
- Bus Stop
  - Students pretend to be waiting at a bus stop.
  - 2/3/4/5 People.
- Ding
  - Student's improv a scene if the dinger does not like what they said they say ding and the student has to say something different.

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- Blind Freeze
  - Students act out the scene starting with two people and the caller switches people out and adding people in until the last person wraps up the scene in one sentence.
- PARTY QUIRKS
  - The party host goes out of the room the other three people are given characters to be. Party host comes back in and has to guess who the guests are as they come in one by one.
- Stretch and Walk

**Assessment Techniques:** I will assess the students formatively on how well they can listen to directions and participate with the other students. As well how well they can get a grasp on character, setting, improv, entrances/exits.

**Key Questions:**

- Describe Blocking, Accepting, Wimping.
- How can you make your character more interesting?
- How can we build this scene?

**Reflection:**

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