

COURSE OUTCOMES
<p>General Learning Outcome: The students will maintain concentration during exercises, tell a story spontaneously, and initiate a dramatic situation in response to a given stimulus.</p> <p>Specific Learning Outcome: The students will participate in various improv games that will demonstrate skills that include staying in character, creating a scene, and responding positively to suggestions by fellow actors.</p>
LEARNING OBJECTIVES
<p>The students will: participate in various improv exercises that will conclude with a game of party quirks. The students will demonstrate when to enter/exit, use storytelling and staying in character.</p>
ASSESSMENTS
<p>Written/Performance Assessments: Formal assessment by the instructor.</p>
LEARNING RESOURCES CONSULTED
<p>Alberta Drama Curriculum</p>
MATERIALS AND EQUIPMENT
<p>None.</p>
PRIOR TO LESSON
<p>Explain to the students that they are going to be doing improv today: review the rules- No=blocking, I don't know=wimpy, Yes and?=perfect. Then explain to the students that they are going to learn and participate in a game of Party Quirks.</p>
SPECIAL CONSIDERATIONS
<p>Gifted/Talented: Have the talented students decide the settings and conflicts for some of the games.</p> <p>Disabilities: Have the students help the instructor come up with characters to give to actors in the various improv games.</p>
PROCEDURE
<p>—Intro: (3-5 minutes) Have the students get up on their feet and walk around to warm up. Have the students act out various herds of animals that the teacher calls out ex: Elephants, ostriches, sloths etc.</p>
<p>—Body: Activity #1: Have the students continue to walk around and begin a game called where. The purpose of this game is to get the students to understand atmosphere. When the instructor is ready, they will call out a location and the students must change their bodies to represent where that location is. Ex: a tunnel, an elevator, Jupiter etc. The game can be played in a large group or break the students down into smaller groups. (7 Minutes)</p>

Activity #2: Park Bench: Have the students go off to the side and set up two chairs in the centre. The purpose of this game is two have students understand clear entrances/exits. One student will start the scene with another student coming on with a specific purpose being a specific character. After some brief interaction one student must have a reason to leave and exit the scene (either student can leave but one actor must be onstage at all times until the game ends). (7 Minutes)

Activity #3: Space Jump: This game requires four to five actors. When the students are in place the instructor or one of the students can say a place and the students must start out the scene acting in that place. However, when one of the actors gets an idea they can yell out Freeze. Then all the actors will freeze and listen to the new location that the actors are in by the actor who yelled out freeze. An example of this would be for an actor to yell freeze and say Bowling Alley! The motivation for the actor yelling out freeze is to look at the other actors body positions and come up with a location based on that. Example: All the students are squatting down=an elf's house in Santa's village. The purpose of this game is for the students to being open to suggestions, thinking spontaneously and telling a story with no preparation. (10 Minutes)

Activity #4: Party Quirks: This game begins by choosing a student (party host) and having them go out into the hall. While they are in the hallway three students (or more depending on how good the party host is at guessing) are selected to be at the party and each are given a unique character. Examples: a dog jumping in and out of water, iron man, a robotic self cleaning vacuum etc. When they are choosing the party host is called back into the room and can begin their party by themselves alone onstage. Then the actors with their specific characters will enter one at a time. I usually like to give about a minute in between each character entrant. When the characters enter the room it is the party hosts job to go along with the character (yes and?) and try to guess what they are portraying. When the party host is successful at guessing what character, the student must leave the party. The goal of the game is for the party host to guess all of the characters. The purpose of this exercise is to combine all of the skills the students have learned up to this point and for them to combine all of the elements into one. Yes and, proper entrances/exits, staying in character, clear acting choices etc. (10 Minutes)

—**Closure:** Have the students walk around and shout of something they learned about improv or characterization that they didn't know before, what game did they enjoy the most, which role would they like to play, party host or party guest etc. (3 minutes)

SPONGE ACTIVITIES

Rotate other students into the party quirks game so that everything has a chance to be a party guest etc.

Reflection: