

## Improv. Games

Source(s): <http://www.humanpingpong.com> (The Improv Encyclopedia)  
Shared by an unknown, wonderful middle school teacher in the ASD

### ***Name 6 Circle***

You will need a tennis ball or a towel tied in a knot for this one. Everyone sitting or standing in a circle. You give one person the ball, and ask him to name at least 6 (or any other number, depending on the size of the circle), in the time it takes for the ball to get passed along the circle. Things to ask for might be

- \* sour tasting fruit
- \* foreign makes of cars
- \* names of classmates
- \* B-movies
- \* Italian foods

### Variations

Have one person in the middle of the circle. This person provides the category, and indicates how many replies are expected from a player in the circle. If that player does not live up to the challenge, he takes the place in the middle of the circle.

### Notes

- \* Tell players not to watch the ball go round when they're 'it' - they'll just panic and freeze. Try this with closed eyes.
- \* Don't ask for 1940's Nobel Prize winners, or simply 'emotions'.

### ***Name Volley***

Divide the class into 2 groups, maximum 6 players per group. We are going to play a mimed game of volleyball, in which every player, as they pass a ball, shouts the name of another player, who then needs to catch and pass the ball.

We want to be able to 'see' the ball at any point in time.

### ***Letter Number Game***

Warm-up game that's also good to get to know each other's names.

Everyone in a big circle. You start by 'giving' your neighbor your name. Just lift your right arm and call your name to your neighbor. He does the same to his neighbor, and names run around the circle.

Then do the same with the letters of the alphabet. Give an 'a' to your neighbor, making a 'giving' gesture with your right hand. Your neighbor continues by passing a 'b' to his neighbor, and so on.

Ditto with the numbers 1 to 9. Use another gesture, e.g. pass the number by tipping your right foot in the direction of your neighbor.

When everyone's got this, try all of this at the same time. Start by passing your name, and as soon as the name thing has advanced 2 or 3 players across the circle, set a letter thing in motion, and then a number thing. If you have enough players, just mix and match.

### Notes

Pay attention to how much gets lost - does everything you set in motion eventually get back to you or not? You can coach players by saying they only need to pay attention to what their neighbor does, not what's going on elsewhere in the circle.

### Variations

Feel free to pass other things, each with it's own gesture. Possibilities are:

- \* months of the year;
- \* notes (like 'do', 're', 'mi', ....)

### ***Group Order***

Nice warm-up exercise to help the group function/agree as a whole.

Everybody starts milling about the room. You then ask them to line up , according to various criteria. Examples are:

- \* order by age
- \* order by weight
- \* order by shoe size
- \* order by mental health
- \* order by personal hygiene
- \* order by number of ex-lovers
- \* order by blue

### Notes

Keep the silly criteria (order by blue) till the end. Usually, the players will start realizing that it doesn't really matter what the order is, as long as the group agrees on the order.

### ***Cross Circle***

Perfect game to learn each other's names.

Everyone in a circle. One person (A) starts by calling another person's name (B). At that point, A starts walking towards B. Before A gets to B, B needs to call another name (C), so B frees her spot in the circle, for A to take. C then needs to call yet another name and start walking, so B can take C's spot.

#### **Variations**

Instead of calling names, players can pick another player by making eye contact (and nodding to acknowledge that eye contact has been made). This demands a lot of concentration.

### ***Alliteration Introduction***

Excellent game for players to get to know each other's names. Everyone in a circle. A player starts the game by introducing himself by making a gesture, and alliterating to his name, e.g. "I'm Wonderful Wendy" or "I'm Smart Steve". The next player point to the first, repeats the previous player's name, attribute and gesture, and does something similar about himself. And so on. Game ends with the first player having to do each other player's gesture, repeating their names and attributes.