

Improvisation: How to Make and Accept Terumah Elective 1

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SUMMARY:	The key to Improv is learning and committing to saying "yes...and!" Improv is not only an important technique for performers, it can help everyone improv(e) their work, relationships, art-making practices, and lives. Using the fundamentals of comedic improvisation, participants will learn how to make and accept an offering with their onstage partners. – <i>Submitted by Melissa Shaw</i>
TOPIC(S):	Performance, communication skills
LEARNING OBJECTIVE:	To feel comfortable creating unscripted performance and learn how to take and receive "an offering" in collaboration with partners.
AUDIENCE:	Fellows 18-22, For camp ages 10+, Best for groups of 14-24 participants
TIMING:	90 minutes
APPENDICES:	
MATERIALS NEEDED:	One chair per person in the space, Chart Paper, 1 pack of markers,
SET-UP DETAILS:	A room with a half circle of chairs and an open playing space that can accommodate large movement and scene work

SESSION TIMELINE & OUTLINE:

Welcome!

5 minutes Overview of Improvisation and "Yes, and thinking..." How can we *agree* and *advance* scenes and avoid getting caught in "blocks" or "nos?"

5 Minutes - *Pass the Clap* - A quick warm up to create focus and connection. Standing in a circle, Fellows will connect and respond by passing a clap around the circle. Everyone will be asked to make

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10 Minutes - *Sound and Movement circle* - A group physical warm up. Everyone stands in a circle and one person initiates a sound and a movement. Everyone copies the person who has come before them. The movement organically changes as it moves from person to person. Participants will be encouraged to make big and bold choices with their voices and physical gestures!

10 minutes - *Word Association* - A mind/mouth warm up. Improv asks us to be full of ideas and totally present at the same time. In this warm up game, participants will stand in a circle and one by one respond to words previously spoken, building their “in the moment” muscles and coming up with authentic responses.

For example: If we start with the word ‘latke’ the next person might say ‘oil’ which might lead the next person to say ‘car’ which might lead us to ‘Tesla’ and then perhaps to ‘Space!’ All from starting with the word ‘latke.’ It is very important that fellows try to stay on the *last word* that they hear and not reach back to the previous words for their associations.

15 minutes, “Yes...and” *story circle*

In this game, we will throw out some names of important figures from Jewish History and culture and write new stories about them by simply saying “yes...and!” Someone will be asked to volunteer a name to start our story and then that person will become our lead character and as a group we will add on a sentence each to tell a new story.

Example: The first person might say the Baal Shem Tov was sitting and reading a book on a park bench. The next person will say “Yes, AND... and add the next line. They might say “Yes, and suddenly a young child came running up to him. The next person might say “Yes, AND the Child had an important secret....” and so on. We will repeat this a few times to get comfortable using our imaginations, accepting offers, agreeing and advancing!

20 minutes - *4 Lines Scenes* - Fellows will create two even rows. Two by two partners will step up and create scenes grounded in a Physical location decided upon by Partner A. They will begin demonstrating their physical location by taking an action. Partner B mirrors that action. They will then create a four-line scene. When four lines have been spoken, partner A departs to the back of their lines, Partner B becomes the new Partner A and a New Partner B steps up from the line. We will repeat the exercise until everyone has played both partner A and Partner B.

Ex: Partner A (pretending to chop wood): Hey there, Farmer Moshe, its nice to work together today.
Partner B joins (also pretending to chop wood): That’s right Farmer Isaac, it’s a beautiful day here on the Kibbutz!
Partner A: I am very excited to take all this wood and build the bonfire!
Partner B: Me, too. Let’s grab some of it and start bringing it over.

Each improv will be successful if 1. a relationship is built (e.g., two farmers), 2. physical location is established (chopping wood on the Kibbutz), 3. If in the 4 lines spoken each partner displays “agreement” and advances the scene.

20 Minutes *Freeze Tag* -Now that we have a handle on creating relationships and grounding in a physical location, participants will be able to start to play with longer form improv. Here two people will begin in a scene and establish physical location and relationship. The improv is allowed to go on as long as it needs to, however, at any time anyone from the audience may yell “Freeze!” stop the action exactly where it is and insert themselves in it and take over the scene. The objective is for the scenes to change as many times as we can and for everyone to have a turn.

5 Minutes

Close out. Last thoughts and “takeaways” from the session.