

Play!

Yes! AND...

HELP YOUR
PARTNER
LOOK G😊😊D!

In The
moment

Impr😊vocate!

Craig Harrison DTM, PDG

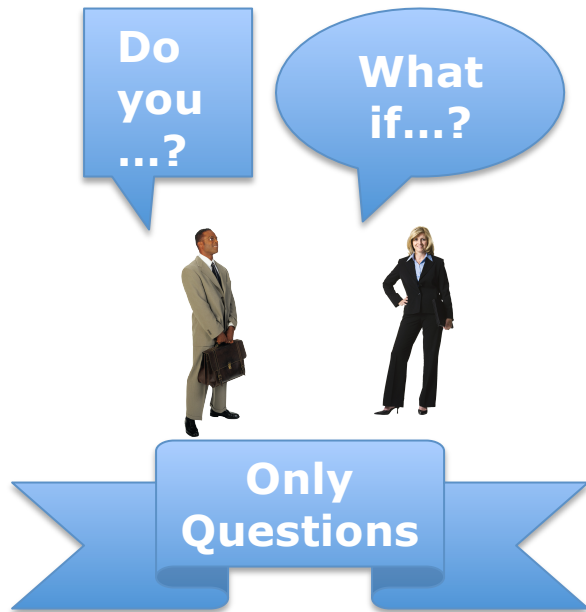
Build...
Don't Block!

ACCEPT
THE
OFFER

Expand
Your
Comfort
Zone

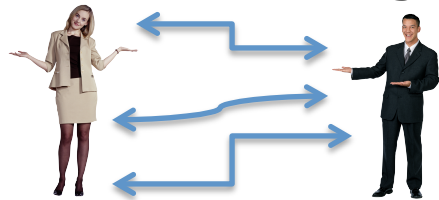
A-D-V-A-N-C-E the Action!

Improv defined: An act of spontaneous invention; That which is improvised. Impromptu.

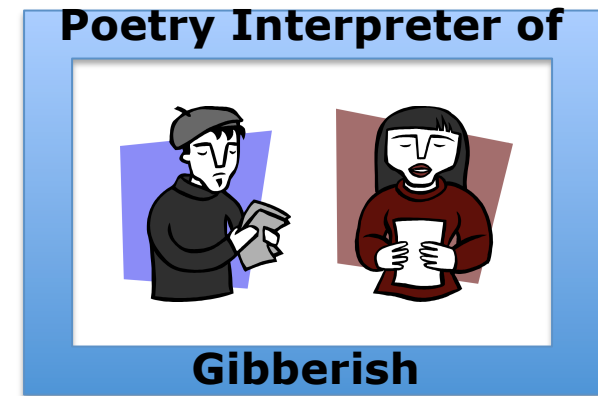


Improves listening skills,
creative thinking, inquiry skills.
p.94 Improv Encyclopedia

DING: The Change Game



Emphasizes flexibility,
listening skills,
thinking on one's feet
p.50 Improv Encyclopedia



Sharpens powers of observation,
ability to read/interpret body language
p.97 Improv Encyclopedia



Object Characterization

Exercise creative thinking, collaborative skills,
flexibility, use of props.
p.92 Improv Encyclopedia

An Assortment of Improv Games for Toastmasters...

Compiled by Craig Harrison DTM

DESPITE THE BEST LAID PLANS...The Road's closed. Forget your briefcase. LCD projector breaks. Flight's cancelled. Drycleaners loses your best interview suit. Computer crashes. Co-workers caught in traffic. Power outage. Missing pages from instruction manual. Ran out of gas. Spoiled mayonnaise. Freeway flooded. Picnic rained out. Cel service disrupted. Lost car keys. THUS, WE MUST IMPROVISE.

The Collective Story (AKA The Progressive Story): Each participant contributes a bit to the story. There's no right or wrong. Listen and add to it! Listen carefully to build it as a team.

Conversation from A to Z: Pairs of people converse on a topic, alternating sentences. The first person's sentence begins with A. Their partner's sentence begins with B. The originator's next sentence begins with C. Try to get to Z!

Accepting the Offer: Converse with a partner on a topic of your choice. Whatever your partner says, you accept, by saying "Yes, and..." before appending your own idea. To which they respond "Yes, and..." See how well you develop an idea, story or concept. (The alternative is to have the same conversation but each response begins "Yes, BUT..." Notice the difference when one's offer is blocked instead of accepted!

Tell a Story...A Word At A Time. Pairs of people attempt to tell a story a word at a time. Try to set your partner up, not stymie them!

The Conversation within the conversation. Two people engage in a conversation. Two other people, standing behind the people in conversation, represent what each person is thinking! They verbalize the fears and dreams of the conversational partners, for all to hear.

Gibberish: A great way to warm up. Instead of responding to a Table Topic in English or French or Swahili or Spanish, respond entirely in Gibberish — a nonsensical language. Emphasize vocal variety, facial expressions and gestures to get your point across.

The Change Game. Begin to tell a story. At some point, your partner or leader will say "Change" and whatever you just said, you must now change. For example, if you were describing going on a vacation to Alaska, when you hear "Change" you must alter the location from Alaska to a new place of your choice. Each time "change" is called out, whatever you just said (person, place, thing, action, feeling, etc.) must be changed, and then you continue the story with a new variable inserted.

The Gift! A variation on the concept of accepting the offer, pairs of people present each other invisible gifts. As the recipient opens his or hers, the recipient (not the gift-giver) declares what was received, something always wanted! Gifts can be tangible, esoteric, symbolic or silly. No use complaining since YOU declare what it is you always wanted!

VOGUE! (AKA The Physical Offer and Accept Game). Form a circle. One person leaps into the circle and strikes a big pose. Immediately, another player jumps out and makes the first player look good by striking a pose that somehow complements the first player's pose. The first player says, "Thank you" and exits the circle, leaving the second player holding her pose. Immediately, another player leaps out and makes the second player look good by striking a new pose that complements the second player's pose. Continue until all players have posed in the circle.

Your Learning Points

Benefits of being able to Improvise?

1. _____
2. _____
3. _____

How will improv help me as a speaker?

1. _____
2. _____
3. _____

How will I improve my ability to improvise?

1. _____
2. _____
3. _____



What did I learn about myself in this session?

1. _____
2. _____
3. _____

How will Improv help me as a leader?

1. _____
2. _____
3. _____

Where else can I use improv skills?

1. _____
2. _____
3. _____



Related Links for Further Study



FREE DOWNLOAD:

Improv Encyclopedia: <http://improvencyclopedia.org/download/book.pdf>

BOOKS:

- ❖ Keith Johnstone's *Impro: Improvisation and the Theatre*; Also *Theatre Sports*
- ❖ Viola Spolin: *Improvisation for the Theatre*
- ❖ Karen Hough: *The Improvisation Edge*
- ❖ Kat Koppett: *Training to Imagine*
- ❖ Izzy Gesell: *Playing Along (37 Group Learning Activities)*



TWO OF MANY LOCAL VENUES FOR CLASSES:

- ❖ Bay Area Theater Sports: www.improv.org
- ❖ Big City Improv: www.bigcityimprov.com



LOCAL FESTIVALS include:

- ❖ SF Improv Festival: <http://sfimprovfestival.com>
- ❖ SF Theater Festival: <http://sftheaterfestival.org>

Search for "improv" and "fringe festivals"

ARTICLES:

Download Craig's Table Topics Article from *Toastmaster*, Feb. 2010:

www.expressionsofexcellence.com/ARTICLES/Turning_Tables_on_Topics_Article.pdf

Download Craig's article Becoming An Improv-Master: www.expressionsofexcellence.com/ARTICLES/improv-master.pdf

Read Craig's Brainstorming article: www.expressionsofexcellence.com/ARTICLES/brainstorm.html

Read Izzy Gisell's article on Innovation as Improvisation: <http://www.izzyg.com/Articles/Innovation.pdf>

Receive Craig's free e-zine *Expressions of Excellence*: Subscribe@ExpressionsOfExcellence.com

What Improv Can Teach You About Yourself and Others...

What've you learned about other family members?

What have you learned about other co-workers?

What have you learned about your boss's style?

Which Improv game can you adapt and resuse?

About



Since the age of 11 when he went door-to-door in his neighborhood selling Recycled Jokes, **CRAIG HARRISON** has been using improv in sales and service situations, as a leader in corporate settings and as a keynote speaker and trainer to Fortune 500 companies onsite, and at conferences, conventions, sales rallies and retreats.

The author of five books, Craig has been profiled in the *Wall Street Journal*, interviewed by 60 MINUTES, BBC RADIO, quoted by *Business Week* and *The Financial Times of London*, and his articles have run in publications around the world.

Craig founded EXPRESSIONS OF EXCELLENCE!™ to help professionals sell and serve with distinction and communicate and lead with confidence.

As a 20-year veteran of Toastmasters he has started clubs and rebuilt clubs, authored over 60 articles in *Toastmaster* magazine, spoken to thousands at their International Conventions, conferences and clubs around the world, and mentored and coached hundreds to success. Among his books:

