

Alliance Theatre

institute

Improv Games for High School

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Small Groups

The strategies below are great for in-person small groups. Try them at home!

Word At A Time Story

Tell a story one word at a time with your group. Challenge yourselves to have a beginning, middle and end, a protagonist and antagonist, and rising action leading to a climax of the story.

ABC Game

Do a scene with your partner doing dialogue back and forth. Each line of dialogue must start with the next letter of the alphabet. Challenge yourself to set your scene in a specific location and pantomime action during the scene.

Half-Life

Do a two-minute-long scene. Do the same exact scene in one minute. Do the same scene in thirty seconds. Do the same scene in 15 seconds. Do the same scene in 7 seconds! Notice what parts of the scene are most important and stick around as the scenes get shorter. Challenge yourself to make strong physical choices in the first iteration of the scene to make is even sillier as the time cuts in half.

Digital

The strategies below are great for virtual hangouts. Try them in your favorite video meeting space!

Press Conference (guessing game)

One person leaves the room (or chat) and while they are gone the group decides 1. Who are they? (famous person or character) 2. Why are they holding a press conference? (good or bad, maybe they saved a whale or stole candy from a baby. Be creative!) 3. Who helped them do the action (famous person or character)?

The person returns to the room and holds a press conference. The other group members act as reporters asking leading questions while the main person tries to figure out the three items.

Sound Effects

Two improvisers play this game. One provides the physicality and the other provides the voice for sound effects. The improviser who physicalizes will be given a simple, physical task to do. The vocal performer will provide sound effects for the physical performer. Be creative with what physical task you choose. The physical improviser can work with the vocal improviser and prompt certain sounds.

Orchestrated Story

One person is the conductor and the rest of the group plays this game. The conductor will get the name of a fairy tale that does not exist (have fun with titles!). Once you have a title for the story, the conductor will select different people to tell the story. Use your digital platform to pick the improviser. Maybe everyone is muted and you unmute a performer to indicate it is their turn to talk. The story continues as you bounce from person to person. When the storyteller switches, whoever was telling the story must stop talking and the new storyteller picks up exactly where the last person left off.