

Movement-based improv games:

- What Are You Doing?

- **Set up:** Have all of the kids stand up in a circle around a clear space. Have one kid stand in the middle. Make sure that all of the kids know what “miming” is. If not, this is a great opportunity to teach core theatre vocabulary!
- The kid in the middle will mime an ordinary action (e.g. brushing your teeth). A kid on the outside will ask “what are you doing?” The kid in the middle will respond by saying an action that they are *not* doing (e.g. if they were brushing their teeth, they could say “making cookies” while continuing to mime brushing their teeth).
- The kid who asked the question would then execute the action just said (in the case of the provided example, “making cookies”). The next child will ask “what are you doing?” and so on.
- The game gets silliest when kids think of the most random responses!

- This Is a Fork!

- **Set up:** Have all the kids sit facing each other in a circle. Pick an object (in the original game it is a fork, but it can be any object). Explain the phenomenon of “tone” to change the meaning of a word (you can even ask kids to go around and say “Good morning!” in angry, sad, happy, surprised, disgusted tones).
- The script for this game is:
 - A: This is a fork.
 - B: A what?
 - A: A fork.
 - B: A what?
 - A: A fork.
 - B: Oh! A fork
- Each kid has to pass the object along to the next person using the script above (no deviation!), with a special tone. The person receiving the object (person B in the script), will match the tone of the person giving (person A in the script). After going through the script in that

same tone, it is their turn to choose a different tone and start the dialogue with the person on the other side of them. Any intonation used for an iteration of the script must never be repeated. For example, if someone has already done a sad rendition of this script, the next person must do something happy or angry! Essentially, everyone will pass the object around to the next person using the same words, but different intonations!