

Storytelling improv games:

- Fortunately, Unfortunately

- **Set up:** Have all of the kids sit around a circle facing each other. Invite the children to come up with basic details of a story before starting the “fortunately, unfortunately” cycle: the protagonist, what they want, what is preventing them from getting what they want.
- Once they’ve established the basics of the story, the instructor can point at one of the kids and prompt them by saying “fortunately...” and the kid should continue the story with something good happening to the character. After that kid is done contributing, the instructor can now prompt the next kid with “unfortunately....” and that kid will continue the story with something bad happening to the character.
- Together the group will create a roller coaster of a story!

- Alien

- **Step up:** Choose three kids to sit up in the front facing the “audience,” and have all the other kids sit in the “audience.” Assign each of the three kids a role: Alien, Translator, Host.
- The premise of this game is that an alien has landed from an unknown planet. The alien doesn’t speak English and only one person, the translator, speaks the alien’s language. The host can call on people from the audience to ask questions of the alien. The translator will then translate these questions into the “alien language,” the alien will respond in alien language, and the translator will “translate” the alien’s response and answer the question for the audience.
- NOTE: please make sure no one feels like their native language or another person’s language is being mocked here. If this occurs, suggest a simple “blah blah blah,” instead.

- One word motto

- **Set up:** Have all of the kids sit around a circle facing each other.
- The premise is simple. Each person in the circle will contribute one word. The words will eventually combine to create a larger motto.

These can get very silly! (My favorite one I've encountered was "Never watch television without eating honey cookies at the same time.")

- The teacher decides when to cut off the series of one-word contributions (i.e., when the motto is "finished")