

Concentration/Reflex-based improv games:

- Zip Zap Zop!

- **Set up:** Have all of the kids stand around a circle facing each other. Have kids practice pointing *with precision* to specific people across the circle from each other.
- For the first round, the only words spoken are “zip,” “zap,” and “zop.” These words must be spoken in that order.
- The way the game works is one kid will point at someone across the circle and say “zip” as they point. The pointed-to kid will then point at someone different and say “zap.” The game goes on with zip, zap and zop. Try and maintain a quick rhythm.
- [if playing with “outs”] If there is a long pause between “zip” and “zap” or “zap” and “zop,” or if a child says the wrong word, the child who paused or said the wrong thing is out.
- The second round adds “whoosh” which kids can use to pass the energy on to the person directly on either side of them (as opposed to across the circle). The kid receiving the “whoosh” can respond either by “whooshing” to the next person, or by reversing the “whoosh” by saying “whoa!” A “whoosh” pass can happen at any point in the “zip, zap, zop” sequence (i.e., after “zip,” after “zap,” or after “zop”). Again, maintain a quick pace.

- Bippity Bippity Bop!

- **Set up:** Have all of the kids stand around a circle facing each other. The instructor should stand in the center of the circle.
- The rules are simple: If the instructor says “bippity bippity bop” to a specific kid, the kid they’re speaking to has to try to say “bop” before the instructor finishes. The instructor can also say: “bop.” If they do, the kid cannot say anything.
- The instructor must go one kid at a time, in a random order. Feel free to surprise kids and catch them when they aren’t ready!