

Introduction to Improv. Lesson

Start with a brief description of Improv.

Share Tina Fey's Rules of Improv

- Rule 1 - Agree.
- Rule 2 - Not only say yes, say "yes, and..."
- Rule 3 - Make statements.
- Rule 4 - There are no mistakes, only opportunities.

<https://docs.google.com/document/d/1LBIWME7F35597dghFB0lnG17tN3e7C-20CwBBs7Kzpk/edit?usp=sharing>

Demonstration of Importance of "Yes, and..."

- Two students (or instructor and student) demo what happens when you don't say yes to your partner. Partner A starts the scene and Partner B shuts it down with a "no."
- Two students demo what happens when you use "yes, and..." to keep the scene going.

Activity - "Fortunately, Unfortunately"

Whole Class:

1. Explain activity and have students volunteer to demonstrate.
2. Complete several practice rounds of activity.
3. After each practice round, reflect on rules, what worked, etc.

Small Groups (Breakout Rooms, if Zoom):

1. Break students into pairs. If there are odd numbers, make a group of 3 and have them switch out.
2. In their pairs, make sure each partner has the opportunity to do both sides (fortunately and unfortunately).
3. If students can't think of a response, breaks one of the four rules, or repeats themselves, then that round ends and they switch sides.
4. Students work in pairs for 5 minutes.

Return to Whole Class:

1. When students return from groups, discuss what they liked or disliked about the activity in their individual pairs.
2. Take volunteers to play the game for the whole class.
3. After each volunteer pair, allow classmates to provide feedback - keep it positive!

Exit Ticket:

How could improv help you in real life? Or how do you use improv in your daily life?

**If digital, remember to have students who are not performing mute and turn off video. Make sure everyone has their video settings set to "Hide non-video participants."