



Olio

- Grizzly and Gazelle
 - A chase tag game where one person is a grizzly (chaser) and another is a gazelle (chasee). The goal is to get away from the grizzly, but if one person gets tired they can link arms with a tree (two humans linked by elbows), and the person on the other side of the linked pair will become the gazelle.
 - PURPOSE: Fun tag game to get energy out while also being aware of different senses of urgency within a scene
- Prop Bag:
 - Investigate the ways that props can be used in different ways after pulling them out of a bag:
 - EX: A watering can could be binoculars, or a shield could be a frisbee
 - PURPOSE: A game that shows that there can be more than one purpose for different objects
- Genre Switch:
 - Ask campers to try their skit in different styles (ex. romantic, horror, musical)
 - PURPOSE: Shows how the purpose and intention can change within a scene when lines are delivered in different ways
- Catch and Clap
 - Toss a bean bag or easy-to-catch ball back and forth around the circle. Let players know that it is the thrower's responsibility to allow the catcher to catch it! Once a rhythm is established, introduce a "clap" every time the ball is in the air. All other players must clap in unison while the ball is in the air.
 - PURPOSE: Focus game
- Yes, Lets!
 - Campers will spread out in space, and one by one, kids will start yelling out actions- the group responding with "Yes, Lets!". Simple game to follow the action!
 - EX: Let's jog in place. Yes, let's!
 - PURPOSE: Helps introduce the idea of being open to different ideas within improv.



Parlando

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- Genres Game:
 - Ask campers to try their skit in different styles (ex. romantic, horror, musical)
 - PURPOSE: Shows how the purpose and intention can change within a scene when lines are delivered in different ways
- Park Bench:
 - Campers must do whatever they can to get a certain character off of a bench
 - EX: How would you try to get Spiderman to get off of a bench? Maybe to go save the world?
 - PURPOSE: Gets inside their characters minds and the differences within their mindset vs. their characters
- Catch and Clap
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 - PURPOSE: Focus game

Bombershay

- Grizzly and Gazelle
 - A chase tag game where one person is a grizzly (chaser) and another is a gazelle (chasee). The goal is to get away from the grizzly, but if one person gets tired they can link arms with a tree (two humans linked by elbows), and the person on the other side of the linked pair will become the gazelle.
 - PURPOSE: Fun tag game to get energy out while also being aware of different senses of urgency within a script
- Prop Bag:
 - Investigate the ways that props can be used in different ways after pulling them out of a bag:
 - EX: A watering can could be binoculars, or a shield could be a frisbee
 - PURPOSE: A game that shows that there can be more than one purpose for different objects
- Yes And:
 - A theatre game that encourages open minded thinking when it comes to improv scenes. Give a scenario, and ask actors to raise the stakes by offering proposals to conflicts, and be open to saying yes
 - PURPOSE: Shows the importance of being open within improv, and how they can lead to some pretty crazy discoveries
- ABC's:
 - Campers must act out a scene by saying lines in the order of the alphabet. If you start your sentence with the wrong letter- you're out!
 - Purpose: Focus game
- Park Bench:
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 - EX: How would you try to get Spiderman to get off of a bench? Maybe to go save the world?
 - PURPOSE: Gets inside their characters minds and the differences within their mindset vs. their characters