

Name: _____

Hour: _____

Improvisation!

Watch the scene from *Whose Line is it Anyways?* Write down any “rules” you think the actors follow when improving their scene(s).

Two types of improv: Short & Long (Game & Scene)

Improv is an **art**. However, it is also a **craft**. A craft is something that is learned through practice, repetition, trial, error, and oh, yes, hard work. Much like any other art, skill in improv is acquired over time. The more time spent improv-ing the greater the improvement!

In improv, there are “rules” which can, in general, make a scene better. As with any art form, you can break all of the rules and still have quality scenes. However, those best able to break the “rules” are those who first learn and understand them. Beginners (like us!) should try to follow these “rules”:

“Rules” for Improvisation:

1. Say **YES** !

For a story to be built, the players have to agree to the basic situation and set-up. The who, what, and where have to be developed for a scene to work.

By saying **YES** we accept the reality created by our partners.

2. Say **YES** **AND** ...

An improvised scene can’t move forward or advance unless we add new information.

3. Always make your **PARTNER** **look good!**

- Don’t **BLOCK**

The opposite of saying **YES** **AND** is denial or **BLOCKING** . Each stops or destroys the addition of new information or worse yet, destroys what has already been established.

- Avoid **QUESTIONS**

These force our partners to fill in the information or do the work. It is a way of avoiding making a choice or adding detail to a scene.