

late for lineup beginner standard improv

before you begin	
objective:	participants will practice pantomime and use expression without voice
values:	creativity, character
number of participants:	10-20
materials:	an open space

how to play

- 1. The participants are split into two teams and stand on opposite sides of the space.
- 2. The scene is set as follows: "You're late for lineup and you have to explain why without talking, moving your lips, or making sounds. You are using only your body, like charades."
- 3. The facilitator then stands in the middle of the space, equidistant to both teams.
- 4. One participant from each team comes to the facilitator and facilitator whispers the same "excuse" to both participants.
- 5. Those participants run back to their respective teams and begin to perform the excuse <u>without talking</u>.
- 6. Once someone on a team guesses the excuse correctly, the participant miming must run back to the judge and slap his/her hand to get a point.
- 7. If no one guesses correctly after some time, the two participants miming move over to the side and new participants play using the same excuse.
- 8. Game can be played until one team reaches a certain amount of points.

$\stackrel{\bigstar}{\bowtie}$ sidecoaching:

sample excuses:

- o Animal attack
- Overslept
- o Fell and broke body part
- Lost my watch
- o Helped a friend up the hill
- o Went to nurse
- o Picked up a project from A & C
- o Thought they had breakfast in bed
- o Hit by a golf car