



Prop Improv

Purpose

To encourage creativity and thinking outside the box.

Steps

1. Arrange students in a circle with the props in the center of the circle.
2. You might start the game by picking up an object and pretending it's something you've just invented. For example, it's not a book, it's a mini roof!
3. Then pass the object to a student. Each student must come up with a new use for the object before she can pass it to the next person.
4. Explain to students that each new "use" doesn't have to be funny; it just has to be different. The point is for them to use their imaginations.



**GR•U
PING**

**COMPL
EXITY**

Materials

- a variety of objects, from books, to rulers, and some odd things too



Helpful Hints

Create special "nonsense" props for this game —objects with interesting shapes, but without any predetermined use. Players can use the same non-sense object over and over.

Magic

Opening

