



Kiva Improvisations

Purpose

To encourage creativity by playing an improvisation game.

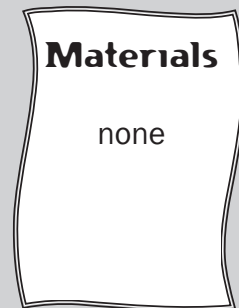
Steps

1. Divide the class into thirds. Have one third of the class stand at the front of the room, lined up side by side. The remaining two groups will be the audience.
2. Give the group onstage a subject to discuss. It can be as broad or as specific as you like. Tell them that each player must speak when a designated “pointer” points at them (likely the teacher for ease of play).
3. When you pull away your finger, the player must stop talking, even if they are mid-word. Then point to another player, who must pick up exactly where the last player left off.
4. If a player doesn’t speak up quickly enough, or stumbles over her words, the audience has the right to yell “die!”
4. Now that player has to “die” onstage, acting out the last noun or phrase that was said as the cause of death. For example, if a player stumbled over the word “computer”, she would have to act out a death caused by a computer—let’s say a computer virus. The player then stays “dead” onstage for the rest of the skit.
5. After a few minutes, giving each actor a chance to act or “die”, let the next group go onstage and try their hand at this game.



GR•U
PING

COMPL
EXITY



Helpful Hints

Encourage students to be ready to act at any moment so that they practice listening and being in the moment. It’s not about analyzing every word before speaking it.

Magic

Opening

