

THE PERSEVERANCE IMPROV GAME!



TARGET PEOPLE

- High School
- College
- University

MATERIAL

- **3 long benches** or **hockey rink boards**
- **Two colors of bibs** (one per team)
- **Whistle**
- **Referee costume** (optional)
- **Hockey puck**
- **Small cards in two colors** (enough for the whole public)
- **Themes and improv restrictions** (pages 4 and 5)

PREPARATION

Place the benches or the rink boards to form a square that is open on the side facing the public. The minimum room to improvise should be 4 meters by 4 meters.

Players split into 2 teams, each with a maximum of 6 players. Each team names a captain; they will represent the team when speaking to the referee, whether it is to contest a penalty or to choose which team starts before compared improvs.

The referee is the game master. They will announce the themes and restrictions of the skits that the teams will perform.

Players must perform inside the play area (rink), and cannot leave it.

HOW IT WORKS

Before each improv, the referee announces the theme, one step at a time:

1- Nature of the improv (mixed or compared)

2- Theme of the improv

3- Number of players

4- Category

5- Duration

Players gather for a short huddle (30 seconds), then take place in the rink. The referee whistles to mark the start of the skit. (When the improv is compared, the puck will be used (for heads or tails) after the huddle, to determine which team gets to decide who starts.)

When the time is up, the referee whistles to mark the end of the skit.

After both teams (either together or one after the other) have performed, it's time to vote! Spectators must vote for what they liked best, whether with open hand and fist, or with small cards of different colors. The team with the most votes gets one (1) point.

The usual duration of a match is 12 improvs. But there can be more or less, to your preference.

NATURE OF THE IMPROV

Compared: The teams take turns to improvise on the same theme. The team that wins the heads or tails (with a puck or a coin), chooses to go first or not. No communication is allowed within the team during the other team's improv.

Mixed: One or two players from each team improvise together on the given theme.

CATEGORIES

Most improv games are freestyle. However, it can be fun to include precise categories, to push players to use their imaginations and their knowledge to respect a given theme.

As examples of most played categories, let's note "Singing", "Rhyming", "In the style of..." (going from pop culture phenomena like "In the style of the series Friends", to less popular items like "In the style of a Greek tragedy"), and Dramatic.

PENALTIES

Penalties are given by the referee when they judge that a game rule was broken by one team or the other. Each penalty gives the other team one (1) point.

Minor penalty: Penalty given when the referee judges that a rule was broken, but the impact on the game was minor.

Major penalty: Penalty given when the referee judges that a rule was broken, and the impact on the game was important. A major penalty counts as two penalties in the player's or team's stats.

Only the captain of a team has the right to ask the referee for explanations regarding a penalty. This discussion must take place in the center of the play area.

The dramaction.qc.ca website (in French) is full of information about improv, with ideas and explanations of dozens of categories, for example.

 **Remember that the most important thing is to have fun!**

THEMES AND RESTRICTIONS FOR THE SCHOOL PERSEVERANCE IMPROV GAME!

Nature: Compared
Theme: **My dreams make me...**
Number of players per team: 1
Category: Freestyle
Duration: 30 seconds

Nature: Compared
Theme: **When I think I can do it!**
Number of players per team: 2
Category: Singing
Duration: 2 minutes

Nature: Mixed
Theme: **Very particular help...**
Number of players per team: 2
Category: In the style of a Francophone
Duration: 2 minutes

Nature: Compared
Theme: **Your school, my school, our school!**
Number of players per team: 1
Category: Theatrical
Duration: 1 minute 30 seconds

Nature: Compared
Theme: **Recipe for happiness**
Number of players per team: Unlimited
Category: Musical
Duration: 1 minute 30 seconds

Nature: Mixed
Theme: **Reading, my secret pleasure...**
Number of players per team: 2
Category: Rhyming
Duration: 1 minute 30 seconds

Nature: Mixed
Theme: **Perseverance is contagious: spread it!**
Number of players per team: Unlimited
Category: Science-fiction
Duration: 3 minutes

Nature: Mixed
Theme: **A teacher that makes a difference**
Number of players per team: 3
Category: Freestyle
Duration: 3 minutes

Nature: Mixed
Theme: **Even when it's hard, I keep going!**
Number of players per team: 3
Category: Western
Duration: 2 minutes

Nature: Compared
Theme: **I'm switching schools, but...**
Number of players per team: 4
Category: Advertisement
Duration: 1 minute

THEMES AND RESTRICTIONS FOR THE SCHOOL PERSEVERANCE IMPROV GAME!

Nature: Compared

Theme: **Fun now, or great things later?**

Number of players per team: Unlimited

Category: Freestyle

Duration: 1 minute

Nature: Compared

Theme: **Training my persevering dragon**

Number of players per team: Unlimited

Category: In the style of a Viking

Duration: 2 minutes

Nature: Mixed

Theme: **Making efforts is making you strong!**

Number of players per team: Unlimited

Category: Singing

Duration: 2 minutes

Nature: Compared

Theme: **School is more than just classes!**

Number of players per team: 3

Category: Freestyle

Duration: 1 minute 30 seconds

Nature: Mixed

Theme: **When I grow up...**

Number of players per team: Unlimited

Category: In the style of a young child

Duration: 2 minutes

Nature: Mixed

Theme: **What if Bill Gates had dropped out?**

Number of players per team: Unlimited

Category: Dramatic

Duration: 2 minutes

Nature: Compared

Theme: **The perfect school**

Number of players per team: 2

Category: In the style of a documentary

Duration: 2 minutes

Nature: Compared

Theme: **How to prepare for exams**

Number of players per team: 2

Category: Advertisement

Duration: 1 minute

