Intro to Scenic Improvisation
Advanced Drama

Educational Objective: The students will demonstrate their ability to understand the difference between scenic improv and short form improv by playing both.

Materials Needed: None


Step 1: Talk about short form vs. scenic improv. Have the players who have a hard time coming up with funny lines talk about it. Explain that in scenic improv you don’t need to be a naturally funny person as in short form. You just need to know how to do it.

Step 2: Play “Freeze Tag.” Explain that this is one of the greatest games to practice scenic improv skills. Have a back line of six. Have them play by two people doing a scene and someone in the line calls freeze and then tags one of the players out as they freeze and then takes their place (they don’t have to be in the same position) and then does a different scene that is inspired by but not necessarily related to the first. Now tell them not to call freeze when they get an idea. This is not the game where they take the exact position of a person that has frozen and make up a scene according to what position they are in. This is about seeing or feeling the end of a scene and being able to edit it. It should be edited when it is over not when they see a transformation! Scenes fail when they are edited too early or too late. Keep going with the back line tagging in and out. This can go on as long as you want.

Step 3: Play “Blind Freeze.” Same as Freeze tag but the far Right player in the back line is the one who says “freeze.” The player on the far left must turn his back during the scene then turns around and tags some one out. It isolates the elements of the game. The person tagged out goes to the far right of the line. Have everyone play.

Step 4: Play “Sounds Good To Me.” Two players will do a scene. Player one can say anything but Player 2 can only say one of three lines: “Sounds good to me!” or “I’ll go along with that” or “Okay, great.” Have everyone do a scene.