

Great Escape Theater games and Improv workshop 2014

Warm up games, sound and movement

Zip zap zop

Mother pheasant plucker

Milling and Seething

Walk around the space in different ways (normally, in pudding, in snow, in outer space, in wind).

Pretend you're wearing different kinds of shoes (roller skates, tap shoes, heavy boots, high heels)

Mirroring in pairs.

Have all players line up in two face-to-face rows, about three feet apart, holding hands – one person leads, the other mirrors movements

sculptors switch on the voice chip at the end of their explanation.

Directing Game

Make up a scene with lots of action. Director calls out "places," then "action," and the scene begins. Continue until "cut." Then try same scene in different ways (slow motion, on one foot, opera style, backwards)

Telephone Charades

First person acts out a scene with a series of motions, with no words or sounds. Everyone else will have their backs turned to her, except for one person at the front who watches. The watcher then acts out the scene for the next person in line. The scene is then acted out by the watcher for the next person in line and so on. When last person in the line is eventually reached, she has to guess what the scene was.

Ideas for actions: 1. Go fishing in a boat, catch a fish, and fry it 2. Walk to the refrigerator, get bread, ham, and mayo, and make a sandwich 3. Drive through a fast food restaurant, order a large burger, fries and soda, get your food and drive away. 4. Turn on a television, watch a football game, eat popcorn, and cheer for a team's touchdown 5. Jump out of a ski lift, ski down a mountain, go into a lodge and drink hot chocolate

Props

Divide into two teams. Each team gets an object. Alternate back and forth using the object in unusual ways. No pausing, no repeating. In this game the players need to come up with an original/funny use of a prop. They cannot use the prop the way it is supposed to be used for, obviously.

One Word Story

Sit in a circle. One person holds a ball and begins a story. After a few sentences, tosses the ball to someone else, who then builds on the story. In One Word story, go around the circle, each person adding one word. In Conductor, one person is the conductor. She points to one person, who starts a story, then points to another person who must build on it.

Word at a Time Scene

2 players, speaking one word at a time, alternating between the players. The scene is starting by stating who they are, or where they are. Example: "We-are-on-a-sunny-beach". The players then

actually play that, and build a story, word at a time, and actually playing the story at the same time. For example: "We-see-a-dead-whale"; the players should actually see the whale, and do something with it. There is no need to `say` everything before doing it (use our motto: Play it, don't say it).

Human Props

Ask one player to start doing an activity that somehow defines (broadly) a location; e.g. when someone starts typing she might be in a (home) office. The other players then become the other objects in the environment.

Tell the first player she can start using the props built by other players in the environment (if she recognizes them). Tell players to go for the obvious: in just about any room you could be a plant, a door or a table, after all.

When done, ask the first player to name any `object` built in the environment.

Superheroes

First player gets from the audience a silly problem, like My Shoelaces are Untied.

First player starts a scene in which the Problem arises, and her character is unable to fix the problem. Hence she calls in the help of (Whatever) Hero. This is a Superhero, like Superman, Spiderman, a kind of cartoon-character hero types.

Our Superhero comes in with lots of brou-haha only to make the problem worse. So our hero calls in the help of yet another Superhero. Use whatever you can think of first. Say Toothpaste Man. Again this hero comes in, screws up even more, and calls in yet another hero, who finally fixes the problem.

Alphabet Game

Think of a scene (characters, where, what's happening). The first line must begin with the letter A, the second line with the letter B, and so on. Players that hesitate, or use the wrong letter `Die`, and are replaced by another player. The replacement needs to take over the character of the player she replaces. Urge players not to `stick` to the game - if you can't think of a good sentence to advance the story, it's better to just `die` than to screw up the story

World's Worst

A topic is given in the form of "the world's worst [something]." The four performers step forward one-at-a-time with examples that fit the topic. Topics could include characters (e.g. the world's worst doctor), but also other topics (e.g. the worst game show). One topic is chosen per playing, and the performers can step forward in any order, and as often as they want.