

Improvisations are short scenes that are played unprepared. The context of the scenes is always the W-questions:
Who (Who are the characters) ?
Where (What is the place of the scene)?
What (what is the event)?
Scenes can also be played without any arrangements. An example of this can be found in section e).

b) Finding a place in the scene

One person leaves the room. The others choose a place and play a scene. The person standing outside has to guess where the scene is and find their own place in it.

Variation: Play the whole scene without speaking, using only sounds and movements.

(You can adapt this variation to all improvisations)

a) Poop under the shoe

A maximum of five players play this scene. The scene takes place in a doctor's waiting room. There is a nurse who takes care of the patients. The patients enter the stage one by one and play their aches. When all the patients are on stage, they suddenly notice that it smells like poop. Someone has poop under his or her shoe, but no one knows who and suspects one of them. The game leader ends the game with the 'Freeze' signal.

c) Improvisation scene

Two to three participants enter the stage. The rest of the participants are audience. The game master asks the audience the W-questions: Where does the scene take place, Who are the characters and what is the event? The game master gives the 'go' signal and the scene begins. The players begin to play without agreement. When the game master says 'freeze', the scene is over. A new round with new players begins.

d) Conflict

Two people play a scene. The scene contains a conflict. For example, player 1 sells water at his stand. Player 2 wants to buy water but has no money with him. Player 3 enter the scene and gives the solution to the conflict (for example paying for the water). Player 1 leaves the stage, and players 2 and 3 create a new conflict.

Circle improvisation (advanced)

All participants stand in a circle. One person poses as a role (animal/mother/helper/...) in the circle and freezes. Another person takes a matching role and stands with it and freezes. When the game leader says 'go', the improvisation begins. Undiscussed, the participants begin to play a short scene until the game leader says 'freeze'. Then two new participants enter the circle.