

2021 Team Improv Game Descriptions and Prompts

****All games will be given approx. 2 minutes per game.**

Hitchhiker

- Judge announces the game will be Hitchhiker and selects the initial performers.
- They set four chairs in a “car” formation.
- Three students take their seats in the chairs, leaving the “passenger seat” of the car open.
- The judge now tells the performers where the family is headed (destinations will be provided by the IESA)
- The fourth participant now thumbs a ride, and the family picks him up.
- This fourth participant has some sort of strange quirk, and gradually each family member in the car is infected with this “quirk”.
- After some time, the judge shouts, “Hitchhiker!” and one member of the family jumps out of the car. The other three switch positions to become the new family and another hitchhiker presents himself with another quirk. This new family is heading to the same destination.
- After some time, the judge shouts, “Hitchhiker!” and one member of the family jumps out of the car, the other three switch positions to become the new family and another hitchhiker presents himself with another quirk. This new family is heading to the same destination.
- All team members participate—each time a new hitchhiker is “picked up” a new member will join and other members will sit out.
- Judge should continue approximately 2 minutes.

What to look for: complete commitment of all team members to each quirk, a focus of the action by all group members, creativity in inventing the quirks. Judges should look for each hitchhiker to enter the car quickly and move the scene forward. Coaches should encourage their performers to pick up the hitchhiker early in the scene so that the quirk has time to spread before the participants are changed.

Line Talk

- Judge announces that the game will be Line Talk.
- All members of the group stand before the judge in a line from front to back facing the audience. Each student stands behind another with the first student facing the audience.
- The judge will give the opening line and the first student in line repeats this line and continues speaking until the judge says "Switch!" at which time the speaking student will go to the back of the line and the next student continues speaking, picking up where the preceding student left off.
- The effect should be that of a single speaker.
- The judge will end the game with "Stop!"

What to look for: No hesitation as the story is continued, fresh ideas, the ability to move the scene along without being repetitive.

Movie Critics

- The judge announces that the game will be Movie Critics and selects the initial performers.
- Two actors are given the title of an imaginary movie. This is the only title they are given for this game.
- The two actors become “movie critics.” They talk about the film in a “Siskel and Ebert” kind of way.
- At various points, they “play” a clip from the movie by saying something like, “Let’s see that scene now.”
- At that point, all other team members act out the clip the critics have described.
- At the end of the “clip,” the critics take over and begin describing another scene, which is once again acted out.
- This is repeated until the judge says, “Stop!” The judge should let this go for 2 or 3 minutes.
- The movie title will be provided by the IESA.

What to look for: the ability of the two critics to take charge of the game, the spontaneity of the other actors who are portraying the movie scenes.

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Freeze/Switch

- Judge announces the game will be Freeze/Switch and selects the initial performers.
- Two students stand in front of the judge.
- The judge gives them an opening line and they begin acting, similar to duet improv.
- After some time, the judge says, “Freeze!” (Only say, “Stop!” to totally stop the game.)
- Upon hearing the word “Freeze” the acting students freeze their position.
- Two other students then tap the frozen students and assume the body positions of those first students.
- These 2 new students now begin a totally new Improv based on the physical positions.
- Each time “Freeze” is said, new actors should take over.
- This procedure can be repeated several times at the discretion of the judge but should go long enough to allow all team members to participate.
- When the game is totally over, the judge says, “Stop!”

What to look for: Creativity in taking the scene to a whole new place by adopting the previous body positions.

Changing Channels

- The judge will divide the team in to two groups.
- The judge will announce the “topic” from a list provided by the IESA. The topic will remain the same for each channel.
- The judge will point to one group of students and name a television network from a list provided by the IESA.
- That group immediately begins improvising that network with the given topic.
- After some time has elapsed, the judge will point to the other group and announce the next choice of network using the same topic.
- When the second group starts, the topic will remain the same, but the storyline may or may not change.
- The judge may continue to switch networks between groups within the approximate two-minute time period.

Channels that will be used: The Animal Channel, The History Channel, The Soap Opera Network, The Weather Channel, Sports channel.

What to look for: A quick response to each new network with no hesitation, teamwork in moving each scene forward. The story may change from channel to channel; but the topic must be incorporated into each network change.