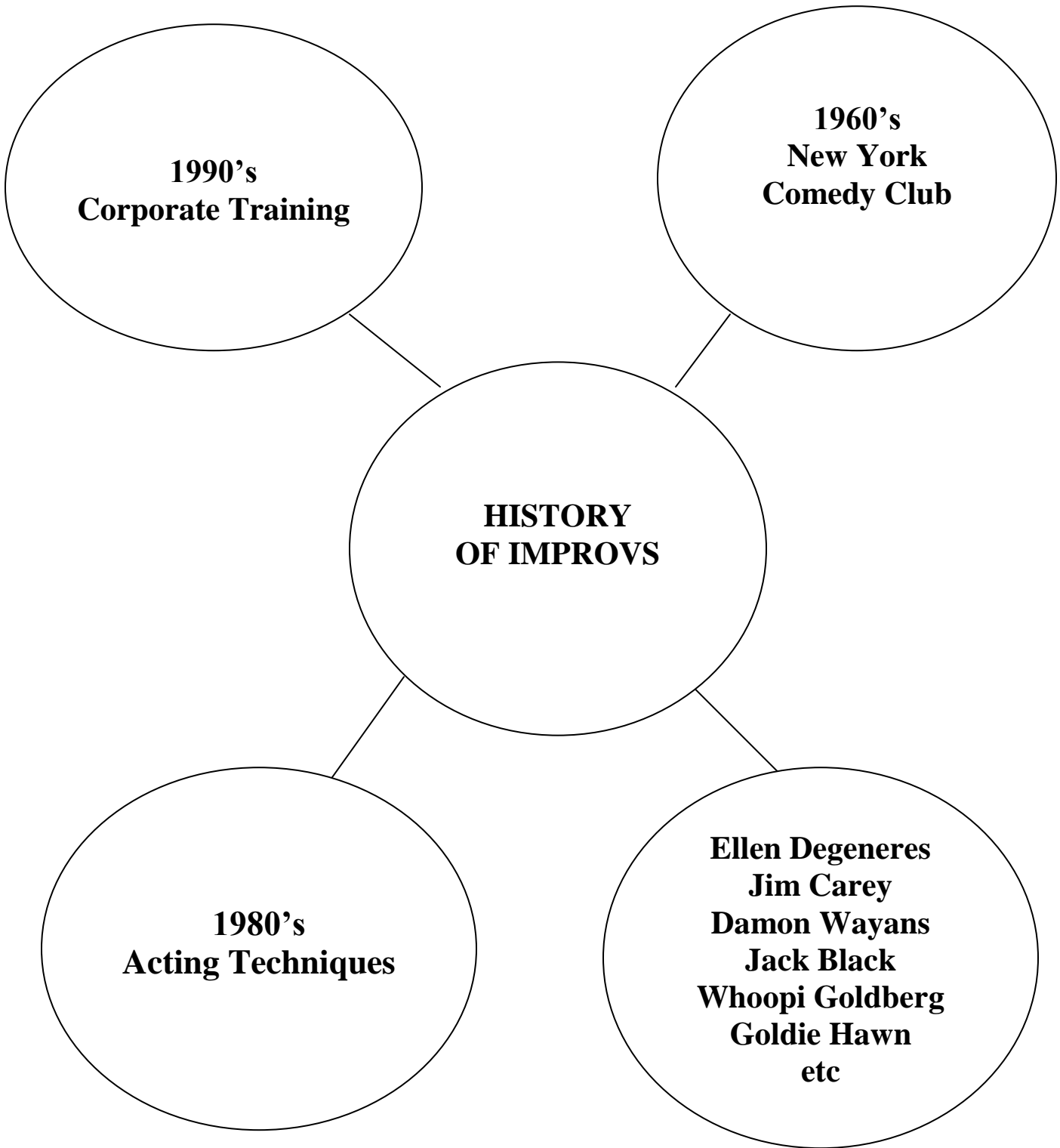
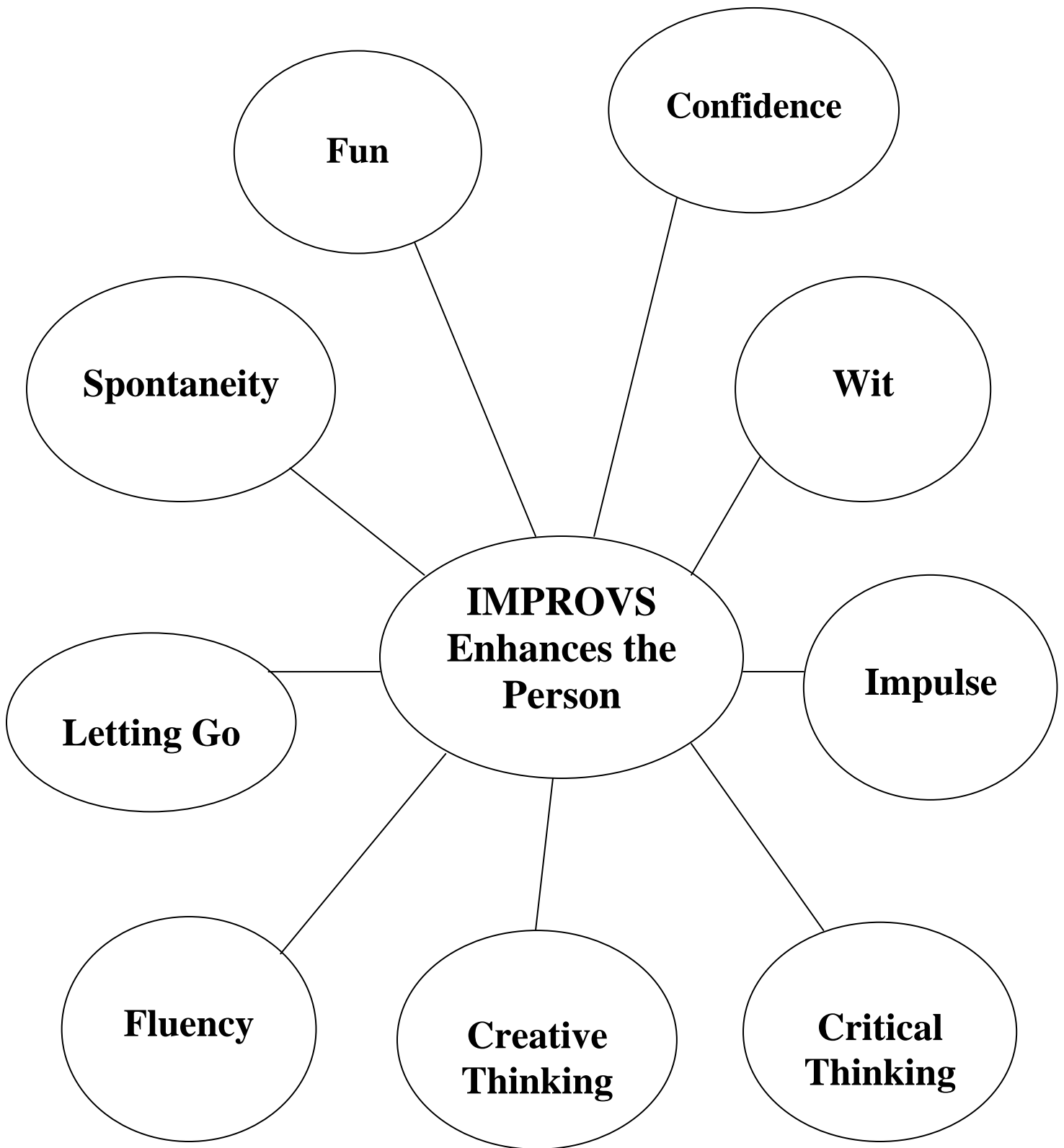


IMPROVS TRAINING GAMES

**PSTD Tipanan
November 12, 2105
AIM Conference Center**





IMPROVS Games: QRI

- Quick
- Repeatable
- Introspective

Three IMPROVS Rules

- Accept
- Don't Think
- Allow The Iceberg

IMPROVS Games For Your Training Components:

Introduction

Analysis

Ice Breakers

Discussion

Presentation

Evaluation

Assimilation

Theory

Practice

Concept

Application

Behavioral

Group Work

Values

Review

Processes

Synthesis

FGD's

Others

PLAYING IMPROVS GAMES WHILE TRAINING

By Mr. Pido K. Aguilar, Jr.

1. UP, DOWN, HIT

Participants group into pairs or triads.

They arrange their fists alternately into a pile, one on top of the other.

UP means the lowest fist goes on top of the pile.

DOWN means the topmost fist goes to the bottom of the pile.

HIT means the topmost fist “hits” the fist below it.

2. ONE, TWO, THREE

- Participants form pairs.
They count off 1,2,3,1,2,3...
 - **First round:**
They recite the three numbers alternately, i.e. 1,2,3,1,2,3...
 - **Second round:**
1- clap; 2 and 3: recited
 - **Third round:**
1- clap; 2-jump up a little; 3-recited
 - **Fourth round:**
1-clap; 2-jump up a little; 3-gentle pat on partner’s head
- Variation:** Change the numbers and movements

3. SA PULA, SA PUTI

- Participants form pairs, almost shaking hands.
- One is Pula, one is Puti.
- Barker says Pula, Puti repeatedly, alternately then stops randomly.
- The last color mentioned tries to grab the hand of his partner.
- The partner avoids being grabbed, without running away.

PLAYING IMPROVS GAMES WHILE TRAINING

By Mr. Pido K. Aguilar, Jr.

4. COUNT OFF

No. of players: 6 – 8

Players form a tight circle, either standing, or lying with heads at center.

Players take turns counting off 1-20.

If two players utter the **same** number, repeat from number ONE.

Variation:

Do the alphabet.

5. HEADS DOWN

No. of player: 8 – 10

- Participants form a tight, shoulder-to-shoulder circle.
- They bow their heads. At a signal, each looks directly at someone's eyes.
- If any two do establish eye contact, they are OUT.

6. THIS or THAT

Given a pair of words, the participants blurt their choice.

Example: red or blue? blue

Materials: Prepare a list of paired words.

Variation: Fellow participants shout out the paired words.

PLAYING IMPROVS GAMES WHILE TRAINING

By Mr. Pido K. Aguilar, Jr.

7. IT'S TUESDAY!

No. of players: 2 to begin

Players deliver a three-line scene:

Player 1: "It's Tuesday!"

Player 2: (offers a situation)

Player 1: (ends the scene)

In the next round, Player 2 begins the scene.

Variation:

Change the situation (i.e. "It's Christmas". "It's summer". "It's raining")

8. SHOPPING LIST

No. of players: 2

(Before the game: prepare a list of totally unrelated words.)

Players discuss a topic or create a scene.

As a **new** word is read aloud, they weave in that word into their discussion.

9. POSTCARDS

No. of players: 2

(Before the game: prepare 8-10 unrelated sentences on strips)

Players discuss a topic or create a scene.

They randomly pull out a sentence strip and integrate that sentence into their scene.

PLAYING IMPROVS GAMES WHILE TRAINING

By Mr. Pido K. Aguilar, Jr.

10. SCARF, SCARF!

Players form a line of six.
Each takes turns using a scarf *differently in 10 seconds*.
A player may not repeat a previous use.

Variation:
Chair, Walk

11. ADVERTISEMENT

No. of players: 3

Three players present an ad about an original product or service.
The ad presents a problem, a solution, a tag line.

12. THE BOOK

No. of players: 2 to begin

Player One interviews Player Two about an imaginary book in one's hand.
Player Two responds with credible answers.

Variation:
The book can be in a dialect or language.

13. ALL IN A MINUTE

Participants deliver a meaningful impromptu monologue in one minute (with only thirty seconds preparation).
