



IMPROVISATION

IN PRIMARY SCHOOL





Improvisation in elementary school

Guide to implementing an improvisation project in a school setting

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WORKSHOP 7

Game phase: Writing.

Skills developed: Quick thinking, mastery of speech and words. Space required:

Sufficient space for a queue, with two meters of distance between the ends of the queue.

line and the main participant, the goalkeeper.

Materials: None

Duration: 20 minutes

1. The Goalkeeper [1]

This is another classic exercise. In turn, each player is called upon to deliver a short reply to

The person designated as goalkeeper must respond immediately with a short reply.

To give you an idea of the dynamics, think of a penalty shootout in hockey.

Step 1

Choose a volunteer and post them as a guardian.

Step 2

Facing the attendant, place the other participants in a queue, approximately two meters apart. of the guardian.

Step 3

The first player goes to the goalkeeper to make a reply. This last reply is only one once and must say the first thing that comes to mind. The guardian faces all the participants of this way.

Step 4

Once the guardian has received the replies from everyone else, the guardian changes and the process is repeated. a carousel so that everyone can have a go.

Step 5

Once the game is over, go around the table with the participants to gather their impressions.

[1]Improvisation II; Exercises and analyses, Robert Gravel and Jan-Marc Laverne, Leméac Publisher, Ottawa, 1989



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The challenges...

For the goalkeeper, it's essential to react within a second of the response. This is fundamental to effectiveness of the exercise;

Guardians may encounter three obstacles: white space, confusion, and self-censorship.

- The blank: it's possible that no idea will emerge. At this point, make the guardian understand that Silence can be a response in itself. He/She can also just shout. It's better than nothing!
- Confusion reigns: instead, there is a profusion of ideas, all jostling for position. Emphasize to du.de la gardien.ne so that he/she chooses one and takes responsibility for it.
- Self-censorship: it's the worst obstacle. Often, the guardian will pretend to have no idea, which is often wrong. Rather, in their eyes, they don't have any GOOD ideas. The ideas are there, but they aren't ready. the height of their expectations. It is essential to encourage young people to have confidence in themselves and to take responsibility for their ideas. Because a strong idea is always convincing.

Redundancy is a pitfall in this exercise. Often, the guardians can end up always giving the same answer. pretty much the same thing. Even though what matters most is the speed of the response, at this stage we can start talking about diversity in the proposals. This also applies to the people who initiate them.

Participants can quickly fall into banalities; Hello, how are you? etc. Insist on avoiding them.

Goaltenders will often protect themselves by refusing pitchers' offers. Insist on that they accept everything that is offered to them.

This exercise requires patience from the participants, as they must wait their turn before... Launch. Queue management becomes important, and that's why the emphasis must be on pacing. exercise and make sure it runs smoothly.

Let the game begin!

2. Mixed improvisation

Unlike comparative improvisation, mixed improvisation requires teams to improvise TOGETHER. Next, review the concepts from the caucus workshop (page 29) and have the participants act out some scenarios. Mixed improvisations of two minutes.



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In a mixed improvisation, each team sends a player to start. Obviously, the player going on stage has no idea what the other has in mind. The two ideas may seem completely incompatible at first glance. But it's important to emphasize that everything can be connected; you just have to find the solution.

Pay close attention in the very first seconds. Be wary of aggressiveness. Eager to take the lead, some participants impose their ideas without regard for their fellow performers. It's important to strive for a balance among the players to encourage the exchange of ideas. These ideas can be much more nuanced than one might expect.

