

Alphabet Improv Game

Version 1

The first version of the alphabet game requires two people and can be played in any space. The two players will engage in short conversation in which they can only speak one sentence at a time. The catch is that each new sentence must begin with the next letter of the alphabet. For example:

A: **A**wesome day today!

B: **B**et it might rain later.

A: **C**ould be.

B: **D**on't forget to bring your umbrella

A: **E**xcellent idea!

B: **F**orecast could be wrong, though...

The conversation ends when the actors get all the way through the entire alphabet or one person messes up. If one of the actors takes too long to come up with the next sentence or starts their sentence with the wrong letter, he or she loses. If you are playing with more than two people, the person who loses is out and the next person gets a chance to play. The winner plays until they lose.

This is a great game to play if you get bored at home or if you've been stuck in the car for a long time. It's great for all ages, especially little ones as it reinforces their grasp on the order of the alphabet. For more advanced levels, you can try starting with a random letter like R, or M and proceed in order from there.

Version 2

In this version of the game, you will need at least two players but can play with as many people as you want. If you have three or more, everyone can participate at the same time. This game can be played anywhere in the house, even in the car.

To begin, the first player must start with the letter A and state who they are, where they are from and what they do for a living. Each answer must start with their assigned letter. For example:

A: My name is Abby. I'm from Alabama. And I'm an Alchemist.

The second player will have the letter B:

B: My name is Bob. I'm from Bolivia. And I'm a Boxer.

The next person has C, and so on and so forth. If you only have two people, you just go back and forth until you get to the end of the alphabet. The game ends once you get to Z.

The Ultimate Storyteller

This activity requires at least 4-6 people, but can be played anywhere in the house. It is very similar to the game Two Truths and a Lie, and is a great way for people to get to know each other a little bit better.

To start, divide all participants into groups. The number of groups depends on the number of participants. Each group should have the same amount of people if possible. Once you are in your groups, each person, within their own group, is going to share a true, short story of a time they got injured or experienced something embarrassing. The stories should be short and light-hearted so that they can be repeated multiple times with ease. Make sure none of the other groups can hear what you are talking about.

After everyone has shared their stories with the members of their group, the group must decide on one person's story for everyone to learn. For example, if Carlos, Emily and Andrew are in a group, and the group decides that Emily's story of the time she broke her leg is the best story, Emily must then teach Carlos and Andrew how to tell her story as if it happened to them. Once Carlos and Andrew feel confident that they have memorized Emily's story and the other groups have finished the same process with their own members, everyone can come back together and get ready to present.

When presenting, each group will come up the front of the room and each member will repeat their chosen story. It is the exact same story, so if there are three people in the group, the same story will be repeated three times. For Carlos, Emily and Andrew's group, Carlos and Andrew will tell Emily's in the first person as if it happened to them, and Emily will simply repeat her own story. The object of the game is fool all the other groups into thinking the story happened to either Carlos or Andrew. In order to do this, each person must tell the story confidently and with as little hesitation as possible.

After each person has shared the story, the other groups must vote on who they think the story actually belongs to. If most people are fooled, your group has been successful. There is no winner or loser in this game. You are playing simply for fun and to learn something new about each other.

Contagious Taxi

This is another fun improv game that can include everyone in the family. In order to play you are going to need at least 4-6 people and setup an open space somewhere in the house. Once you have identified your space, set up four chairs to mimic the inside of a car—two chairs in the front and two chairs in the back.

After your room is set up, the group then needs to brainstorm and create a list of simple, repeatable, contagious behaviors. To get you started, please see the list below:

- sneezing
- twitching
- itching/scratching
- blowing your nose
- coughing
- yawning
- throwing up
- having a headache
- shaking
- blinking
- having stomach pain
- falling asleep and waking up
- clearing your throat
- rubbing your neck
- crying

Try to think of as many options as you can in order to make the game as dynamic as possible. Participants are also encouraged to think on their feet and use ideas that are not on the list. Once your list is complete, you are ready to begin.

The first person sits on the front, left chair (the driver's side). Once they are seated, they briefly mime driving the car, acting completely normal, until a second player stands to the side of the car and motions to be picked up. Player 1 pretends to stop the car let Player 2 in. Player 2 sits in the front, right chair (passenger side) and tells the driver where they would like to go. After the Player 1 resumes driving. Player 2 begins their contagious behavior. If Player 2 begins coughing, for example, Player 1 must also assume that same behavior. Any conversation they engage in must be accompanied by the contagious behavior. After a short time, the third person can stand next to the car and motion to be picked up. The driver stops the car, lets in Player 3 and the process continues with a new contagious behavior. Player 3 must sit in one of the back seats and Player 4 will sit in the remaining seat once Player 3 has had their turn.

When the car is full and Player 5 is ready to jump in, all actors must rotate their positions. Player 1 exits the car, Player 2 slides into the driver's seat, Player 3 moves to the front passenger's seat, and Player 4

scoots over and makes room for Player 5. This rotation continues with each new player until the end of the game. The game ends when the group has gone through as many contagious behaviors as they can think of. No behavior can be repeated.