

Improv-o-rama

Games

Standards:

1. Apply voice as an acting tool in a variety of performance situations
2. Apply movement as an acting tool in a variety of performance situations
3. Create and develop appropriate characters in a variety of performance situations
4. Communicate and sustain characters in improvisations and informal or formal productions
5. Respond quickly and creatively in performance situations
6. Perform confidently in front of an audience
11. Take performance risks

Task:

Improv games are plentiful in drama class. We will be performing many different games as the class progresses, but I am always looking for the same criteria in your performance: character development, movement, vocal quality, and that you follow the basic rules of improvisation.

This task will be repeated multiple times with different improvisational games

Rubric:

		Inadequate (0)	Developing(1)	Proficient (2)
Vocal				
	Articulation	Unclear	Somewhat clear	Clear
	Projection	None	Inconsistent	Consistent
	Variation	Not varied	Somewhat varied	Varied
Movement				
	Stage Business	None	Inconsistent	Consistent
	Gestures	None	Inconsistent	Consistent
	Body Position		Inconsistently appropriate or uninteresting	Appropriate and interesting
Characterization				
	Relationship	Not clear	Somewhat clear	Clear
	Names	Unnamed	Some names	All names
	Sustains	Inconsistent		Consistent
Rules				
	Don't say no	Always says no	Inconsistently	Consistently
	Risk taking – makes choices	Doesn't take risks or make choices	Inconsistently	Consistently
	Quick responses	Does not respond	Inconsistent	Consistent
	Listens to others	Doesn't hear or listen to others in the scene	Hears but doesn't listen or use information for the benefit of the scene	Listens and uses the information gained to add to the scene
	Confidence	Unwilling to participate; movement may be erratic or fidgety; vocal tone is unclear; volume is inappropriate	Hesitant to participate; movement is inconsistently purposeful; vocal tone may be unclear at times; vocal tone may be muddled at times; volume may be inconsistent	Willing to participate without hesitation; movement is purposeful; vocal tone is clear; volume is appropriate
	Game Structure	Does not follow game structure		Follows game structure