

# Improv4Fun — Favorite Games Guide

*A collection of popular improv games from class and how to play them.*

## 1. Name and Gesture

### How to Play:

Each person says their name and adds a simple gesture or movement. The group repeats both the name and the gesture together.

### Example:

“Hi, I’m Mary!” (*waves both hands*)  
Group: “Mary!” (*copies the wave*)

### Why We Play:

- Helps everyone learn names
  - Breaks the ice
  - Gets the group comfortable participating
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## 2. Yes, And...

### How to Play:

One person starts a story or idea. The next person responds with “Yes, and...” and adds new information.

### Example:

Person 1: “We’re opening a bakery.”  
Person 2: “Yes, and all the bread is shaped like animals.”  
Person 3: “Yes, and the ducks are our best sellers.”

### Why We Play:

- Encourages listening
  - Builds creativity
  - Teaches teamwork and acceptance of ideas
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## 3. This Just In

### How to Play:

Each person announces a fake news headline that connects to the previous headline.

### Example:

“This just in: Hot dogs were voted the best picnic food!”

“This just in: Picnic baskets are now selling out nationwide!”

“This just in: Sandwiches are demanding equal representation!”

### Why We Play:

- Encourages quick thinking
  - Builds word association skills
  - Creates surprising and funny connections
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## 4. Story Circle

### How to Play:

The group sits in a circle and creates a story together.

Each person adds one sentence before passing the story to the next person.

### Example:

“There once was a giant squirrel...”

“...who lived inside a shopping mall...”

“...and only ate cinnamon pretzels.”

### Why We Play:

- Encourages imagination
  - Helps with listening and memory
  - Creates teamwork through storytelling
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## 5. One-Word Story

### How to Play:

The group creates a story one word at a time.

### Example:

“Once...”  
“...upon...”  
“...a...”  
“...very...”  
“...confused...”  
“...penguin...”

### Why We Play:

- Encourages concentration
  - Strengthens group timing
  - Creates unexpected humor
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## 6. Sentence-by-Sentence Story

### How to Play:

Instead of one word, each person adds one full sentence to continue the story.

### Why We Play:

- Easier pace than One-Word Story
  - Encourages fuller storytelling
  - Builds confidence speaking in front of the group
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## 7. Alphabet Game

### How to Play:

A person is given a letter and names as many words as possible starting with that letter. When they run out of words, they choose another person and give them a new letter.

### Example:

Letter: "B"

"Ball, banana, baseball, blanket, butter..."

### Why We Play:

- Encourages quick thinking
  - Exercises memory and vocabulary
  - Easy for everyone to join
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## 8. Zip Zap Zop

**How to Play:** Players pass energy around the circle using the words:

- Zip
- Zap
- Zop

Each word is said in order while pointing to another player.

### Extra Variations:

**Ka-Ching:** The energy reverses direction back to the person who sent it.

Players make an X shape with their arms.

**Lambda:** The energy is passed to the person directly next to you instead of across the circle.

### Why We Play:

- Builds focus
- Encourages eye contact and attention
- Gets the group energized

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## 9. Fortunately / Unfortunately

### How to Play:

The group tells a story by alternating:

- “Fortunately...”
- “Unfortunately...”

### Example:

“Fortunately, we found a treasure map.”

“Unfortunately, the map was upside down.”

“Fortunately, someone could read upside down.”

### Why We Play:

- Encourages creativity
  - Builds storytelling rhythm
  - Keeps everyone involved
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## 10. Imaginary Object

### How to Play:

A player pretends to hold an invisible object and describes it before passing it to the next person.

**Example:** “This is a tiny elephant that fits in your pocket.”

Next person adds details before passing it along.

### Why We Play:

- Encourages imagination
- Builds descriptive skills
- Helps players commit to creative ideas

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## 11. String of Pearls

### How to Play:

Players stand and create short connected scenes one after another, like pearls connected on a necklace.

### Why We Play:

- Encourages scene work
  - Gets players moving and interacting
  - Builds confidence standing in front of the group
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## 12. Hitchhiker

### How to Play:

Several players pretend to ride in a car.

A hitchhiker enters with a strong personality or behavior, and everyone in the car slowly adopts that personality.

### Example:

A nervous bank robber enters the car.

Soon everyone becomes nervous bank robbers.

### Why We Play:

- Encourages character work
  - Builds observation and imitation skills
  - Usually creates lots of laughter
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## 13. Party Quirks

### How to Play:

One player hosts a party.

The other players each secretly act like unusual characters or personalities.

The host must figure out who or what they are.

### Example:

- Someone thinks they're a superhero
- Someone believes they're a famous singer
- Someone acts like a cat

### Why We Play:

- Encourages creative character choices
  - Builds interaction skills
  - Helps with improvising conversations
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## 14. Press Conference

### How to Play:

One player is secretly assigned a character.

The rest of the group already knows who they are.

The “reporters” ask questions while the player tries to figure out their identity.

### Example Characters:

- A superhero
- A movie star
- A pirate
- A time traveler

### Why We Play:

- Encourages listening and deduction
- Creates funny discoveries
- Great group participation game

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## 15. Three-Headed Expert

### How to Play:

Three players stand together and answer questions as one “expert.” Each player can only say one word at a time before the next player continues the sentence.

### Example:

Question: “How do airplanes fly?”

“We...”

“...throw...”

“...them...”

### Why We Play:

- Encourages teamwork
  - Builds listening skills
  - Creates unexpected humor
- 

## 16. Living Portraits (Art Gallery)

### How to Play:

A group freezes into a posed scene like a painting or photograph. Another player acts as an art critic, explorer, or reporter and describes what they “see.”

### Example:

“This painting represents mankind’s struggle with soup.”

### Why We Play:

- Encourages physical creativity
- Builds group cooperation
- Helps players create scenes together

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## 17. QVC Selling Game

### How to Play:

Players choose a random object and try to sell it like a television shopping host.

### Example:

“This spoon can also open doors, stir soup, and improve your golf swing!”

### Why We Play:

- Encourages confidence speaking
  - Builds creativity and persuasion
  - Usually creates lots of laughter
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## 18. On Meatball Mountain

### How to Play:

The group creates an imaginary place together.  
Each player adds one new detail to the location.

### Example:

“There was a giant mountain...”  
“...made entirely of meatballs...”  
“...covered in rivers of melted cheese...”

### Why We Play:

- Encourages imagination
  - Builds collaborative storytelling
  - Easy and fun for everyone to join
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## 19. Award Ceremony

### How to Play:

Players receive surprise awards and give improvised acceptance speeches.

### Example Awards:

- “Best Sandwich Maker”
- “Fastest Person to Lose Their Glasses”
- “World’s Most Dramatic Grocery Shopper”

### Why We Play:

- Encourages confidence
- Celebrates creativity
- Makes for a fun final class activity