

How to Use This Book

This book is divided into two parts; **Part One** contains the 16 step-by-step lesson plans that provide a comprehensive introduction to short form improv. **Part Two** contains the appendixes, a plethora of supplemental material to support each lesson. These appendixes include helpful lists for games and scenes, trouble-shooting tips, student hand-outs, grading rubrics, and much more. The appendixes are clearly referenced throughout each lesson so you can easily access them when teaching the course.

PART ONE: LESSONS

The lessons in *Teaching Improv: The Essential Handbook* are organized into three segments that build upon each other:

Lessons 1-10	Lessons 11-14	Lessons 15-16
Developing specific skills based on my 9 rules of improv, starting with the basic and building into the more complex.	Using those skills to create compelling and entertaining scenes and games.	Preparing scenes and games for a culminating performance.

The lessons can be condensed into a one day workshop or stretched out into an entire semester (or even year). Here are some suggestions for adapting them based on your program's needs:

General Education Teachers

A great way to run this program is to focus on each skill for approximately one month. Introduce the rule with the warm-up game and schedule in time throughout the month to play the remaining games in the lesson that reinforce that skill. Use the debrief time to connect the skill to your content area.

Drama/Improv Teachers

Focus on one skill for each session. Choose the activities that you feel will best resonate with your students. If you are limited in time, think about your objectives and look to the lesson overviews.

Workshop Facilitators

For a whole day workshop, break down the day into the nine rules and spend 30-40 minutes per rule, playing the games you find most compelling. If you are running a half day or evening workshop, I recommend limiting yourself to three rules. Teamwork, Yes, and and Tell a Story are good ones for an "Intro to Improv" program.

If you are new to teaching improv you can run the lessons as is, following them like a script. For those who have been teaching for years, use the lessons as a guideline and adapt as needed. The game debriefs include sample questions I would ask to reinforce the purpose of each activity. Try and get your students to come to these conclusions on their own whenever possible. I purposefully filled this book with obscure games and ones that I created to give even experienced teachers new ideas!