

"Like I said..."
A MULTI-ACTOR
IMPROVISATION GAME

SETTING:

CHARACTERS:

PLOT:

SAMPLE
DIALOGUE CARD

Hey, those are my shoes!

Directions:

Cut out all the boxes into small 'cards' and distribute them evenly among the 'actors'. In the space provided on the cards, each actor writes down one simple line of *dialogue* (words that characters speak). Make the dialogue random and don't show any other actor what you've written. Gather all the cards, shuffle them into one pile. Two actors are chosen. The other actors chose a *Setting*, two *Characters*, and a *Plot* (conflict/problem). The chosen actors start the scene with *Improvisation* about the plot and when one actor can't think of what to say next, that actor (Actor A) says "Like I Said...", reaches for the first card in the pile and reads it out loud. The other actor (B) responds with improvisation. If Actor B can't think of what to say, he/she chooses the next card from the pile, repeats the words "Like I Said...", reads the card out loud, and the activity continues. Other actors may join after one round, until all the cards have been read.

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I like to eat carrots too.

