

## **IMPROV Vocabulary**

Improvisation – to make up a performance without rehearsing or thinking about the performance ahead of time.

Turning off Filters of the Mind – Unlock your creativity. Don't worry about what you are going to say or what you have said unless it is inappropriate. It also means not controlling the scene or your partner to keep the scene “on subject”.

Rationale : We present ourselves to others by filtering our thoughts and actions. We think about how we “should” respond to be liked and accepted. This is an obstacle to creativity because it pulls our thinking out of the moment and out of the scene.

Spontaneous Acting – responding in a game or scene without preplanning or rehearsing--the heart of improvisation.

Limitation(s) – Any rule to a game or exercise. These are important because they encourage creativity, just like poetry.

Offer or Making Offers – Anything an improviser does or says. An offer can be Accepted or blocked. Strong offers help the other actor see what they can do and frequently include “who, what, when, where, why and how” information.

Accepting offers – adding new information offered by your partner into the scene. You **MUST ACCEPT** your partner's offers or you can't build a story with your partner.

Block (blocking offers) – a denial of an offer. Could be a “no”, “that's not true” or an opposite offer (a contradiction). Blocks stop the story and energy.

Teamwork, Trust and Risk taking – to make and accept offers an actor must trust his or her partner to use an offer to tell and improve a story, not to embarrass, judge or shame. To be creative is to take a risk or put new or unlike ideas together. We must know that others will appreciate and honor our ideas to feel safe to use them.

Focusing (seeing and listening well) – focus on what you see and hear with great attention to find out what is possible in the scene. Body language, tone of voice, and pantomime can all be strong offers **if you see them**.

Physicality – Using your body. Energetic, motivated movement always makes the scene more interesting. Great scenes use the whole stage space and engage the body and the imaginary environment. Boring scenes have people just talking.