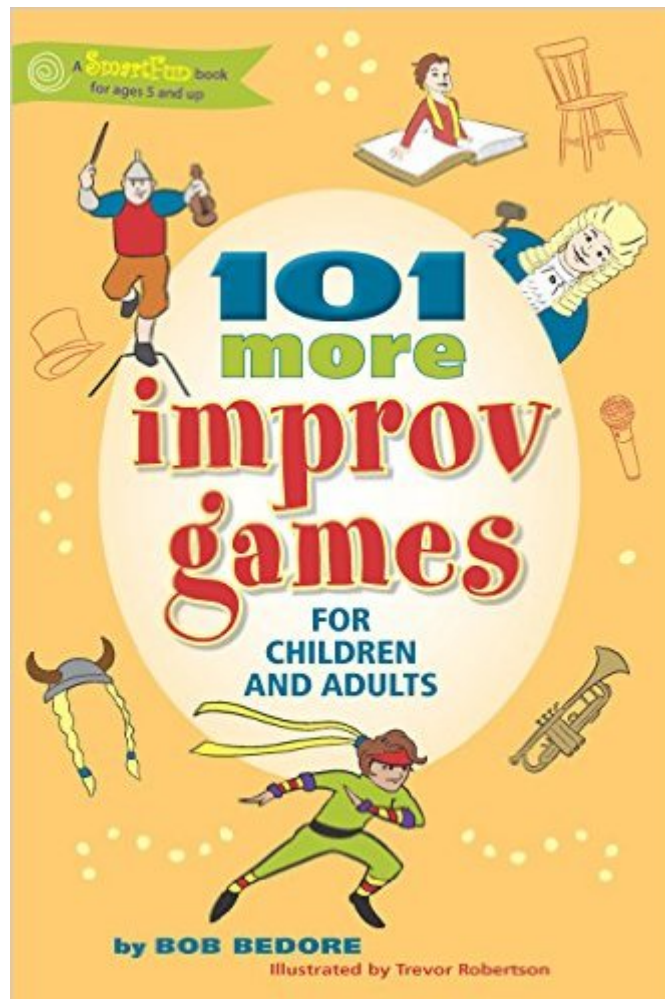


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101 More Improv Games For Children And Adults (SmartFun Activity Books)



Synopsis

101 More Improv Games for Children and Adults: A Smart Fun Book for Ages 5 and Up is the follow-up to Bob Bedore's popular 101 Improv Games for Children and Adults. This sequel takes us even deeper into the craft of improv – the magical art of creating something out of nothing – with all new games! Author Bob Bedore emphasizes how you can use improvisation, creativity, and teamwork any time, any place, to get your imagination flowing, win over a crowd, or be a wittier conversationalist. Actors and improv students will appreciate the author's fun, down-to-earth approach to developing theater craft. And improv isn't only for serious thespians. Used as a classroom activity, it teaches kids how to have fun, relax, and work together without seeming like an educational tool at all. Great on its own or as a companion to Bedore's first book, 101 More Improv Games for Children and Adults is centered around entertaining an audience and creating memorable scenes. This sequel includes information on how to produce your own improv show. 101 More Improv Games for Children and Adults is full of wacky and brilliant activities for kids, teachers, actors, comedians, improv groups, or anyone else.

Book Information

Series: SmartFun Activity Books

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Product Dimensions: 0.2 x 6 x 9 inches

Shipping Weight: 8 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars – See all reviews (7 customer reviews)

Best Sellers Rank: #416,270 in Books (See Top 100 in Books) #65 in Books > Children's Books > Arts, Music & Photography > Performing Arts > Drama & Theater #157 in Books > Literature & Fiction > Dramas & Plays > Comedy #394 in Books > Parenting & Relationships > Family Activities

Age Range: 5 and up

Grade Level: Kindergarten and up

Customer Reviews

Most of these games are really for adults or teens, not kids. But as a children's writer who works

with students, often on poetry and creative writing, I'm definitely going to be using a few of these as ice-breakers at young authors conferences and such. I'm always telling kids that creative writing isn't about being right, it's about expressing yourself and having fun. That's what these warm-ups and games emphasize. I took several improv classes, so some of these games were familiar, but there were tons of new ones, too. Each one is clearly explained and modeled.

This book is filled with all kinds of fun activities for most ages. I would recommend it for elementary and beyond, though some could be scaled back for kindergartners, as well. The first quarter of the book provides some examples as to how an improv situation works, via descriptions known as "Magic Moments." It provides rules on how to "stay in the game" and provides a general outline that fits all of the different types of activities. It doesn't get very in depth with the methodology involved with doing improv. In fact, author Bob Bedore recommends you read his first book to get more of that information. I don't know much about doing improv, but still felt that there was adequate explanation in this book. Bob does provide his contact information, should you have questions. These activities would be great for building community within a group, forging relationships and bonding experiences. It gives children a chance to practice speech and language skills, as well as helping them to build confidence. They also have to pay attention to what is going on, so that they can effectively participate. My favorites are the ones where the audience calls out different characters or emotions, music is played to dictate movement, or the one-word debate. While kids would benefit from having an adult supervise or guide the activities, once the concept is introduced to them, they could page through this book for ideas on their own. I received a complimentary copy of this book in exchange for my honest review.

A lot of great, fun games for different levels and ages. Including a few games that are more for audience laughter and entertainment than any real improvisational art. It also gives a lot of great pointers that don't usually come with games to help the reader/user be successful.

As the title says, I'm the author of the book and you can take the star rating for what it's worth. Much like I did with the first book, I wanted to give you an idea of what you'll find here. First, there is a review here that talks about this book being more for adults and they are correct. There are many games that kids can play, but you'll find more advanced games this time around and games that are more for a high school and up age range. If you're looking more for children and beginners, I'd suggest you read the first book and then move on to this one if you like how things are going. In this

book I pick up where the first left off. I move on from the "how to teach beginners" attitude and on to "now what do you do". I add more on scene and character building this time around because I fully believe that improv isn't just about getting laughs, it's about creating a full theatrical scene (that can often get laughs). There are actually many more games than the 101 you would expect from the title. I've tried to show how you can make subtle changes to games and have alternate versions of games you'd like. This will also give you ideas on how you can create game that you can play. Creating new games is one of my favorite parts and often we do it on the fly and in the middle of a show. Like the first book there are different sections of games. You'll find guessing games, singing games, step out games, character building games, and many more. And you'll find bizarre games like "Spit Take" and "Mousetrap" mentioned in another review here. Oddly, the bizarre games are hugely popular with the audience when done right and I try to give you all the tips on how to do it. I give full instructions for all the games because I know that there are lists of games all over the internet. I wanted to give you more than just a sentence or two on a game. I want you to be able to understand as many nuances as possible before you actually try it out. I talk about Long Form Improv in this book and have put in a section on how to approach this form for new players. I explain the differences and similarities between long and short form. There are some great long form games included in the book to try out. One of the parts of the book I really enjoyed writing is the section on how to put together a completely improvised play and musical. After 20 years of performing almost every weekend, I'm finding that my favorite shows are when we do an entire play or musical. There is something magical about keep a character alive through an entire show and build a full story out of thin air. Try this and you'll be hooked. So is this book for you? If you've been playing for a while and want some new tips and games, I'd say this is a great book. And like the first book, I won't say it's the be all, end all, improv book. It's full of my thoughts on the art form. If you love improv read my stuff and then read other books. Find what works for you. If you are looking for something for very young kids or ideas on how to teach beginners, I'd say go for the first book and then maybe more on to this one. Either way I'd say that if you're looking for a way to pick up some new games and thoughts on improv, both books are great. And if you have any questions about either book, or improv in general, please send me an email - bob@quickwitscomedy.com

Marriage Counselor? Singles Bar? Hijacker? Caruso (ala CSI: Miami)? these are not improv games for children. Maybe 25% of these games could be used with children, as is. Another 25% could possibly be adapted for use with young ones, but the majority of these are only suitable for adults. A couple of them -- Spit Take, where one player takes a sip of water and spits it on another, and

Mouse Traps, where one is blindfolded and has to walk through 30 spread out, set mouse traps -- don't seem suitable for anybody. If you're looking for adult improv games, you will find a wealth of creative ideas here. I was expecting 101 improv games for children and found it lacking.

Bedore, once again, does not disappoint. I'm a theater teacher who uses his games/activities constantly to supplement my lessons.

Good ideas!

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