*Instructors:* Russell Stoll Adam Kalma

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*Location:* Da Vinci Design *-* Rm: 104

*Course Goals:*

To gain an understanding of fundamental skills of performance and speech through the practice of Improvisational Comedy. Improv requires fast-paced collaboration and thinking skills as actors build scenes in real time, often based off of suggestions made from the audience.

Practicing improv means increasing our capacity for listening and responding, critical thinking, public speaking and stage presence.

*Skills we’ll learn:*

 - Listening and responding

 - Stage orientation, space work and stage presence

 - Fundamentals of improvisational acting

* + Improv and Theatersports games

*Driving Questions:*

1) How does improvisational comedy express and utilize the fundamental skills of stage performance?

2) How do we know something is funny? How does comedy make an impact?

1. Why is participating in performance art important, and how are the skills we learn in performance art useful in our general studies?

*Standards and Expectations*

In this course, you are not expected to master the art of acting or comedy. You are expected to participate fully in every exercise, every game, every competition either as an on-stage actor or as an active audience member. Whether you are on the stage or in the audience, you are expected to be respectful, supportive, attentive, and having as much fun as humanly possible! The basic requirements of this class are that you must be willing to get on stage and take part in the exercises and games.

Students are expected to be responsible and sensitive to the comedic freedom with which they are being entrusted. Students should feel empowered to explore their personal boundaries and limits in terms of content, suggestions, actions, and scene topics. They must open and receptive to critique or redirection when provided by instructors.

*Assessment and Participation*

Assessment is based solely on participation and reflection. The key to success in this class is to participate as an active member of our comedy troupe and as an active member of the audience. Students will periodically reflect on skills learned, personal growth and potential sketch ideas in improv journals to be provided.

A good audience is defined by this class as:

 -Listening, Focused and Respectful

 -Laughing, Applauding, and Participating with Appropriate Timing

 -Positive and Engaged at All Times

*Lunchtime / C.D. Performances: Improv Expo*

Throughout the semester, you will be given opportunities to participate in public performances for your Da Vinci Design classmates and teachers. Everyone will be required to participate in at least one short Improv Expo. Students that are advanced or veteran improv performers will be required to perform in front of a live, public audience.

*Schedule*

Week 1: Introductions & Warm Up’s

Week 2: Listening and Responding & Good Habits of Improv

Week 3: Stage and Improv Essentials & Space Work

Week 4: Gibberish and Body Movement

Week 5: Emotion and Expression

Week 6: The Basics of Building a Scene

Week 7: Character

Week 8: Words/Sentences/Stories