

MadCAP Improvisation

Syllabus



Contact Information

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Class Schedule: <i>See Calendar Below</i>	Phone: 515-967-7950
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Overview

MadCAP Improv is a wild, fast-paced improvisation games workshop for young adults in grades 6-12! Join us monthly for a two-hour workshop where students will learn to trust themselves and others while embracing spontaneity and exploring the essential elements of telling the greatest unknown story. Students will explore the basic tenets of improvisation from “Yes, And” to “giving gifts” to “Name/Location/Action.” This foundational knowledge will prepare students for future forays into the world of improvisation and help them develop confidence in the power of their voice and imagination. We also focus on laughter, fun, and genuine social connection. As we often tell the students, a key element of improvisation is making soul-connecting eye contact. We do that and more, all while playing ridiculous games and exercises that create amazing stories. If your student is interested, the only thing they must do is say “Yes, And!”

Class Goals

Students will know...

- Improvisation Concepts:
 - Yes, And
 - Accept & Build
 - Spatial Orientation & Reasoning (SO&R)
 - OODA Loop (Observe Orient Decide Act)
- Basic 5 Act Story Structure (Exposition, Rising Action, Climax, Falling Action, Resolution)
- Critical Story Performance Elements:
 - Name
 - Location
 - Action
- Relationship Building:
 - Value of eye contact
 - Making personal connections
 - Teamwork & Collaboration
- Listening Strategies
 - Active Listening
 - Honest Listening
 - Listen for Tag Lines
 - Listening for Story Climax

Students will be able to...

... take risks.

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- ... engage confidently in social settings.
- ... listen and accept other's ideas.
- ... explore and imagine through creative play, drama processes, and theatre experiences to discover diverse creative ideas.
- ... initiate improvised scenes with appropriate 5 act story structure and critical story performance elements (name, location, action).
- ... explain how an improvisation exercise/game relates to theatre and real life.
- ... critically analyze improvised performances.
- ... give constructive feedback to other performers.
- ... use great audience etiquette when watching others perform.

Class Expectations

Class Conduct: MadCAP Improvisation is an environment that asks students to create characters and scenarios that exist only in their imaginations. This act of creation is fragile, requiring a significant level of praise, feedback, and support to be successful. MadCAP improvisers must be kind, respectful, and supportive of their fellow improvisers. Students must practice active listening skills, accept other's ideas, and actively participate in exercises and games with one another to create the level of trust that improvisation requires.

Class Requirements:

- Students must be going into grades 6 – 12 to attend MadCAP Improvisation.
- Students and volunteers will wear proper footwear while in the theatre at all times, such as: tennis shoes, dance shoes, or dress shoes. All footwear must have a sole, cover the toes and heel. No flip flops, bare toe or heel sandals, crocs, or bare feet. Snow boots and galoshes are not allowed outside of the entry area - bring appropriate footwear to change into.

Resources

References:

- Halpern, C., Close, D., & Johnson, K. (1994). *Truth in comedy: The manual of improvisation*. Colorado Springs, CO: Meriwether Publishing Ltd.
- Johnstone, K. (1999). *Impro for storytellers*. New York, NY: Routledge/Theatre Arts Books.
- Masters, E.L. (1992). *Spoon river anthology*. New York, NY: Signet Classic.
- McKnight, K.S., & Scruggs, M. (2008). *The Second City guide to improv in the classroom: Using improvisation to teach skills and boost learning*. San Francisco, CA: Jossey-Bass.
- Napier, M. (2004). *Improvise: Scene from the inside out*. Portsmouth, NH: Heinemann.
- National Coalition for Core Arts Standards. (2014). *National Core Arts Standards*. Dover, DE: State Education Agency Directors of Arts Education. Retrieved from <https://www.nationalartsstandards.org/>
- National Governors Association Center for Best Practices, Council of Chief State School Officers. (2010). *Common Core State Standards*. Washington, D.C.: National Governors Association Center for Best Practices, Council of Chief State School. Retrieved from <https://iowacore.gov/>
- Pollock, M. (2003). *Musical improv comedy: Creating songs in the moment*. Hollywood, CA: Mastereyear Publishing.

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Spolin, V. (1999). *Improvisation for the theater: A handbook of teaching and directing techniques*. Evanston, IL: Northwestern University Press.

Calendar

Class Schedule	First Half	Welcome	1 – 5 minutes
		Activating Knowledge Exercises	15 – 30 minutes
		Skill Development Exercises	15 – 30 minutes
	Break (<i>approximately halfway through class</i>)		10 minutes
	Second Half	Performance Games	45 – 60 minutes
Closing Announcements		1 – 5 minutes	
Annual Schedule	<ul style="list-style-type: none"> • MadCAP classes run for two hours and are held one evening per month throughout the calendar year. • All classes are scheduled on Saturday or Sunday evenings, per the availability of the theatre. <ul style="list-style-type: none"> • Saturday classes are generally scheduled from 7:00 – 9:00pm • Sunday classes are generally scheduled from 6:00 – 8:00pm • In case of inclement weather, a virtual MadCAP may be scheduled as an alternative class session. 		