



➡ A selection of props is available on tables at the edge of the stage

ROUND 1 - THE TEAMS CHOOSE FROM A HAT (One Minute Game)



OSCAR TRAILER

A fictional movie title is given to the team members. The team must come up with a one minute movie trailer that is Oscar worthy. The team has 30 seconds to discuss the story. All team members must participate. Remember even the simplest of titles may represent the most bizarre movies.

SKILL FOCUS: STORYTELLING, TEAMWORK

Note: Use any means to sell that movie. You can include such effects as a blockbuster like voice over, singing, sound effects and props. Use the skills of all your teammates.



A STORY FOR THE ASKING

The team is given 4 suggestions from the audience to be put into a story. These suggestions are location, character, object, and a non human living thing. The story must be at least a minute in length. The team has 30 seconds to discuss the story. The story can only be told by one member of the team. The others can support the storyteller by miming to the narration.

SKILL FOCUS: STORYTELLING

Note: It is important to ensure that the story has a beginning, middle and an end. Players have been known to start really well and have no idea where the story is going. All suggestions must be included in the story. Points will be lost if a suggestion is missing. Fellow players can only mime and cannot interact with the storyteller.

ROUND 2 - THE TEAMS CHOOSE FROM A HAT (Two Minute Game)



PANDORA'S BOX

A scene with characters is sourced from the audience. Preset in a box are notes with generic twists to the story. At 30 second intervals, the bell rings and the MC selects a player to take out a note with the information on it. These twists or changes to the scene are generic and can affect any scene. For example: “A baby has just been left under a tree for you”; “Santa has just crashed his sleigh and all the reindeer are in the need of medical assistance”, or “one of the other characters is your lifelong sibling”. It is then the player’s responsibility to integrate and evolve this twist. All players must be open to every change and incorporate it within the scene. Scene is finished when all players play out their instructions to a satisfactory ending.

SKILL FOCUS: CHARACTERS

Notes: The scene cannot stop when each player takes a card out of “Pandora’s Box”. No matter how ridiculous or bizarre the instructions, the players are required to follow the instructions to the best of their ability. All instructions need to be carried out throughout the scene and cannot be stopped when another player is instructed to go to “Pandora’s Box”. There is a danger to “Split Focus” in this game, so work with each other and keep it together.



COMMENTATING FAMOUS EVENTS

A moment in history or an event of fiction is suggested. The team must be on the spot to relay to the audience all the events as they unfold. This can include reporters on location and special comments. Even if the players don’t know the details of the event, they can make it up.

SKILL FOCUS: STORYTELLING

Note: Do not leave all the work to the commentators/reporters. If you are a central player in the event move the story along. Characters that are part of the event do not necessarily have to be people. E.G. “Phar Lap winning the Melbourne Cup” (the character interviewed could be the horse). “The Opening of the Sydney Harbour Bridge”, (the player could be the bridge).

YOUTH IMPRO GAMES



INFOMERICAL

A product name is given to the team. They must create a two minute exciting infomercial as seen on morning shows and lifestyle programmes. These products could be exercise equipment, food processors, makeup or skincare items. They could be even more bizarre items such as new inventions. The infomercial should include information, catch phrase, demonstration, price and contact details for the consumer. All teams must participate.

SKILL FOCUS: PERFORMANCE, TEAMWORK

Note: All teams must participate. Roles can be shared such as the interviewer, the sale person, the demonstrator. A vox pop section can also be included.

ROUND 3 - TEAM CHOICE OF GAME (Two Minute Game)



THE GENRE

From our experience some teams have strength in regards to playing out different genres. For example; musicals, soap opera, sport commentary, a Hitchcock style horror movie. This gives them the opportunity to strut their stuff. A situation and location is suggested from the audience. The team must then play out the scene in the genre of their choice.

SKILL FOCUS: PERFORMANCE

Notes: Practice many different scenarios with your choice of genre. This round really highlights the strength and weaknesses of each team. Do not depend on one player's skill in an area, for example "a singer" and choose "Musical", if the rest of the team have no rhythm or concept of what a musical is. Discuss the format of different genres and what is distinctive about each of them. Decide upon your choice of genre or genres before the day and stick to it.



THE SEQUEL

A famous play/story/film is suggested. The players must create a sequel or prequel using characters from the original story. New characters can be introduced. Players can play more than one character.

SKILL FOCUS: CHARACTERS

Note: Characters must be easily defined and well rounded. Take chances, trust your team mates and go where others may fear to tread. This game separates a “Well Oiled Machine” from a “Fly by Night” team. Create a good story. Sometimes the sequel can be as good as the original. An example is “Shrek 2” as a sequel or “Wicked” as a Prequel.



THE PITCH

The Team is tendering for a large contract. They must present to the audience, a convincing and original plan of their vision. All must contribute to the presentation. Some examples that may be given are tendering for the Melbourne’s new train system or The Opening Ceremony of the Camel Festival.

SKILL FOCUS: Problem Solving/Characterisation

Note: Work together to make the presentation as creative and exciting as you can. Remember in this scenario your team is desperate for this contract. Bring out individual characters within the team. There may be the whiz kid who has stage fright or the leader who tries to control the entire presentation. Consider relationships within the “team”.

FINAL SCORE CHECK AND WINNERS ANNOUNCED

Brief comments are provided by a judge at the end of each performance with more detailed feedback on conclusion.

