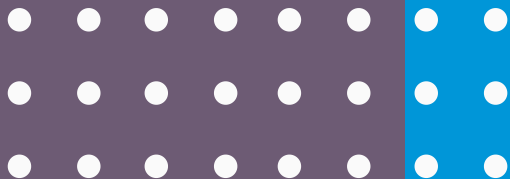




ZOOM IMPROV GAMES

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PASS THE FACE

WHY

Build high energy quickly. Great for all ages and backgrounds. Words not needed..

HOW

Players should establish an order that they will go in. (If it's hard to remember, you can rename yourself in Zoom to have your number in your name!).

The first person makes a facial expression and a sound. Maybe they frown and say "Bahhh." The next person repeats the face and sound. Then the next person and so on down the line. As the face and sound move from person to person, they will naturally morph.

Players should pay attention to the person that goes right before them, and exaggerate anything they did that was a little different.

The face and emotion might change dramatically! Go around a couple times and then someone calls "And scene!" when you've reached a natural conclusion.



FIVE THINGS

WHY

Get out your head. Great to practice being present, accepting, and taking risks.

HOW

One player calls on another player and ask them to name Five Things of any category. The responder can name real things, but it's way more fun to name made-up things! In fact, if you feel like you are being too literal, decide that everyone can only "wrong answers."

As the player names each Thing, everyone else counts along with great enthusiasm because all their answers are right and perfect. When the player is done, they call on someone else and have them name Five (new) Things.

Player A: Player B! Five things you find in a supermarket on the moon!

Player B: Moon cheese! All: One!

Player B: Starfruit! All: Two!

Player B: Dad looking for the deli! All: Three!

Player B: Neil Armstrong's boot! All: Four!

Player B: Uh, milk? All: Five!

Player B: Player C! Five titles of a fictional rom-com! (Et cetera so forth and so on).



FEELING WORDS

WHY

Get silly and practice embodying and emoting feelings. Great for kids or anyone who has trouble thinking up words.

HOW

Someone picks a word, any word at all. Player A picks an emotion. The more specific and silly, the better. Each person goes around and says the word while demonstrating the emotion.

For a wintery Zoom, it could be “snowflake.”
Player A: Say it like you smell something funky.
Player B!”

Player B: SNOWFLAKE (as if they were smelling funky). Person C! (and so on)

Keep going until everyone has gone, and then another person says a new word and emotion.



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ONE-SENTENCE STORY

WHY

Get creative. Great for team building, active listening, and validating.

HOW

As a group, you will tell a story, but each player will only write a line at a time. It’s pretty simple.

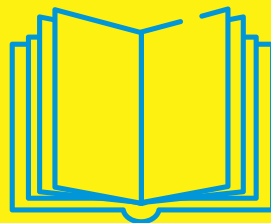
Listen to each other and see if you can stay on track, or if your story goes wildly off the rails!

Player A: Once upon a time there was a boy named Billy.

Player B: Billy liked to eat frogs.

Player C: One day Billy met a frog who liked to eat humans.

Player A: Billy and the frog were both in a moon supermarket looking for the deli section.
(and so on).



MELANCHOLY GIRAFFE

WHY

Learn to lead and follow. Great for getting silly, getting in sync with other, and wrapping up with fun and high energy.

HOW

Ask for an animal prompt (e.g., “giraffe!”). Then ask for an emotional state (e.g., “melancholy!”)

Put everyone into gallery view and put on a little music from one person. Everyone else mutes themselves. At once, everyone starts doing a dance based on the prompt (e.g., melancholy giraffe, hungry platypus).

Each player watches someone else and starts copying them. See if the entire group can end up all doing the same dance or have a wave of dance moves - or if the group breaks off into different dance factions! Just have fun!