



Tools for Teaching Improvisation

Send and Receive

Note: This is a game that focuses on close listening and concentration. The object of this game is to keep the sounds circulating, and also to explore the directionality of sound.

Directions

Step 1: Have the participants arrange themselves in a circle and ask them to close their eyes.

Step 2: Each participant may choose to be either a sender or a receiver (and may change roles at any time during the game). To send a sound, make a repeating sound and direct it towards a specific part of the circle (e.g. 'beep beep beep beep beep beep'). To receive a sound, simply listen.

Step 3: If you feel like a sound is being 'sent' to you, then repeat it immediately and direct it to a different part of the circle.

Step 4: If you are sending a sound, stop as soon as you hear that it has been received. You can direct a sound by turning your head or taking a step out into the circle.

Step 5: Anyone can decide to become a 'sender' at any time and introduce a new sound into the game.

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