

IMPROV

in the classroom

Yes, and..

Players build on each other's ideas by responding with "Yes, and..." Encourages collaboration, creativity, active listening, and teamwork.

Three Things

One person gives a category or prompt, and another has 3–5 seconds to name three things that fit. The game encourages quick thinking and can be adapted to review any subject.

Word Detective

A student leaves while the class picks a secret word. Classmates give clues without saying it, and the student guesses. Strengthens vocabulary and critical thinking.

Turn content into play. No stage required.