



EduTrend Contents

G4C · IMAGINATIVE PLAY GAMES · MIDDLE SCHOOL

Yes, And Improvisation

Build scenes by accepting and adding to each other's ideas,
then compare with blocking

Ages 12–14

Level: Intermediate

45 minutes

Pairs and groups of 4 ·
up to 30

Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

Yes, And Improvisation

Pairs build a short improvised scene from a “what if” card, such as “What if your school bag could talk?” Each line must accept the partner’s idea and add something new: “Yes, and...”. Next, pairs try the same start using “No, but...” and notice what happens to the story. Groups then perform their best “Yes, and” scene and discuss how accepting ideas builds creativity.

Learning outcomes

By the end of the session students can:

- accept and build on ideas;
- improvise in role;
- compare accepting and blocking;
- perform a short scene.

KEY WORDS

improvise · accept · build · block · scene · what if

CURRICULUM LINKS

Drama: improvisation. English: speaking. PSHE: collaboration.

1**WARM UP**

Imaginations ready

2**EXPLAIN**

Set the scene

3**PLAY**

Pretend together

4**SHARE**

Show and tell

5**TALK**

What happened?

6**TIDY**

Clear up together

Materials (whole class)

- “What if” cards
- Timer
- Worksheets 1, 2 and 3

Before the session

- Write what-if cards.
- Model a “Yes, and” exchange.
- Agree a stop signal.
- Plan pairs.

SAFETY

Keep scenes invented and kind; no mocking real people.

ACTIVITY 04 · SESSION PLAN

Step by step

Accepting an idea is not agreeing with it; it is building on it.

Time	What happens	Say or ask
0–5 min Warm up	One-word story round.	<i>“Did the story keep going?”</i>
5–10 min Explain	“Yes, and” versus “No, but”.	<i>“What happens when you block?”</i>
10–35 min Play	Pairs improvise; groups rehearse.	<i>“What did you add?”</i>
35–45 min Share	Perform and discuss.	<i>“How did accepting help?”</i>

CHALLENGE CARD (print or copy onto the board)

Keep a scene going for two minutes by accepting and adding to every idea.

ACTIVITY 04 • FACILITATOR NOTES

The pretend play know-how in brief

Pretend play grows when players build on each other's ideas.

Blocking ideas tends to stop a story; accepting keeps it moving.

Common ideas to listen for

- “Yes, and means always agreeing in real life.” It is a creative tool.
- “Good improvisers are funny.” Good improvisers listen.
- “Planning is cheating.” Improv is about responding.

Adapting the activity

Support

Give each pair a line bank of “Yes, and...” starters.

Stretch

Add a rule: each line must include a feeling.

WORKSHEET 1

Scene log

Name: _____

Class: _____ Date: _____

Record your scene.

Scene

Line	Idea added
1	
2	
3	
4	

WORKSHEET 2

Compare

Compare the two versions.

Versions

Version	What happened
Yes, and	
No, but	

WORKSHEET 3

Reflection

Reflect.

Building on ideas helped because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Accepts ideas	Adds new ideas	Reflects on collaboration

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Yes, And Improvisation is a sample activity from the EduTrend Contents G4C Imaginative Play Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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