**Improv Night**

**Chanichim:** We will split up into four groups, two in the BAA, two on the mirpeset.

**Madrichim:** Some will be with a group: keep them focused and into the games.

 Others will be rotating from group to group, leading the games.

**THE GROUPS STAY WHERE THEY ARE… THE MADRICHIM LEADING GAMES ROTATE.**

Games

1. Bus stop **(Paz)** - Two chairs are placed. One person has to sit as a bus passenger. Another passenger arrives, they have to do everything they can in order to make the other get up from their seat (things they say that disgust / scare the other person). \*No physical contact, keep appropriate
2. Clock **(Nate)** - Four volunteers are given a known situation. They have to act it out in one minute, then 30 seconds, then 15 seconds, then 6 seconds, then one second.
3. Freeze **(Hani)** - Two volunteers are given a situation. They have to act it out until a counselor calls freeze - they have to freeze where they are and two new volunteers have to continue from the same position the last two were in.
4. Cup **(Reut)** - Two volunteers are given a situation. They have to act it out, and every once in a while they have to take a piece of paper from a cup that has a phrase / sentence on it. They have to say it, fit it into the situation and keep going with the scene.
5. Don't stop talking **(Eli)**- two volunteers have to talk for as long as possible, one after the other, without stuttering, stopping or saying ‘like.’ The person who does it for the longest wins.

After each group have played 4-5 of the games, everyone will come together in the BAA. Each group will send some representatives up on the stage to present their funniest game. Madrichim with the groups should help them decide who should be sent up.

When they go up on stage, each group can choose a walk-up song they want to enter the stage with. Madrichim should tell Eli that song.