

The following cards can be used for a role play/improvisation game in the classroom. The setting for the improvisation is a party. Pupils work in groups of 4/5 with one pupil acting as the party Host. The "Host" leaves the group while the other pupils randomly select a guest card from the pack. Each of the other pupils then takes on that role at the party.

The rest of the class, acting as the audience, should also be unaware of the characteristics of the party guests so that, they too, should be engaged in trying to work out who each character is.

Once the guests have been established, the Host returns and the improvisation game can begin.

First, the Host pantomimes getting ready for the party, then the first guest "knocks" on the door. The Host lets him/her inside and they begin to interact. A new guest will arrive in about sixty seconds, so that in a very quick amount of time the Host will be interacting with three/four different "guest characters". The guests can also interact with each other.

The Host has to try to figure out the identity/characteristic of each guest. However, this isn't just a guessing game. The guests should offer discreet clues that become more and more obvious as the improvisation game continues. The main point of the activity is to generate humour and to develop quirky, unusual characters.

The improvisations don't really need any special equipment or props — you just need a space in the classroom.

The emphasis should be on the party being as close to reality as possible (despite there being quirky characters present!) Pupils need to be reminded that you want to hear them speak as they act out the scenario at the party, so it will not work if they just laugh their way through the improvisation.

The aim of the improvisation should be on getting a conversation going and the ability of both the Host and the guests to "think on their feet" in reacting to each other.

Most of all, this improvisation game should be fun!





You don't like making eye contact when speaking to someone else.

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Party Guests 02

2



You speak in a foreign accent. (the country is your choice)

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You are claustrophobic (you don't like enclosed spaces).

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Party Guests 02



You love using lots of gestures when you are speaking.

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You are really a wizard/witch.

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Party Guests 02





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You repeat everything you say twice.



You think you are a cowboy/cowgirl from the Wild West.

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Party Guests 02



You only say "yes" or "no" to everything.

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You think you are a comedian.

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Party Guests 02



You always agree with everything.

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You pause a lot in the middle of sentences.

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Party Guests 02

12



You're itchy for some unknown reason.

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You think that you are a cat.

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Party Guests 02

14

You are afraid of everybody.

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You break into tears very easily.

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Party Guests 02

16

You need to feel that you are the centre of attention.

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You always interrupt whoever is speaking.

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Party Guests 02

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You use the word "like" a lot when you are speaking.



You are a busybody who loves sharing gossip with everyone.

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Party Guests 02



You are terrified of catching germs from everything you touch.

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