



Improv Art

LANGUAGE and LAUGHTER



CONNECT several improvisation art forms. For example, explore the similarities between collaborative verbal improv (storytelling and drama) and collaborative visual art improv. Verbal improv involves two or more storytellers or actors building a plot by responding to what is said. It does not follow a set script; instead, new lines are improvised based on what was just said or done. Similarly, collaborative visual art improv means the artists modify what they are creating in response to what each other adds to the drawing, painting, or sculpture.

Comedian James “Murr” Murray specializes in improv drama. He emphasizes that each contribution must be something relevant to the situation or theme, yet add an element of surprise since improv builds upon the unexpected. In this activity, you will connect with a partner to create improv art. Start with a theme or main idea. Change the flow as you and your colleague work together to move the visual story forward.



CREATE collaborative improvisational visual art. Work with a partner to design innovative gadgets that could help kids solve problems. In the book *Area 51 Interns Alien Summer* the kids used innovative gadgets to explore the biomes and protect themselves and their parents. Some of the gadgets they used were the *Duplicator Gauntlets*, *Growth Ray*, and special *Flight Suit*. You could redesign the tools from the book. Or come up with your own innovative gadgets to deal with real or imaginary challenges. Design and name these new gadgets!

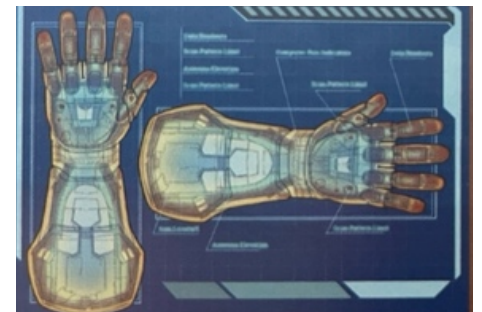


While you and your partner are working, let flexible thinking guide your path forward. Start by asking each other a few questions such as:

What is the problem we are trying to solve?

How could new gadgets transform the situation or enhance our abilities?

What special features could the gadgets have to keep us safe and make our plan successful?



The Duplicator Gauntlets allow users to multiply themselves and anything they touch.



The Growth Ray gadget can expand any target's size by 10 times and has a shrink feature, too.



The Flight Suit is outfitted with dual rocket boosters and extendable mechanical wings that can transport a user 250 miles per hour.

WHAT OTHER QUESTIONS SHOULD YOU AND YOUR PARTNER DISCUSS BEFORE DRAWING?



Area 51 Interns Alien Summer
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Education

Turning Today's Interests
into Tomorrow's Careers
Thinking Sheet

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Delany and Fiona

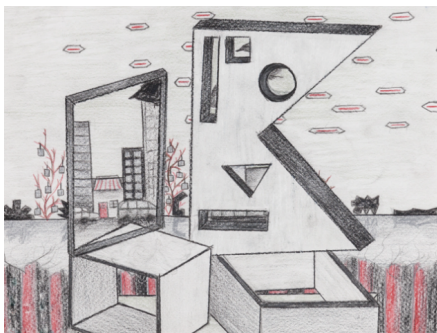


Parker and Liam



RESPOND to your partner as you create collaborative Improv Art. Take turns drawing. Pause to research the problem you selected. Doodle funny and improbable ideas. Turn impossible into *I'm possible*.

If you get stuck, go back to your list of questions and find a different problem or solution.

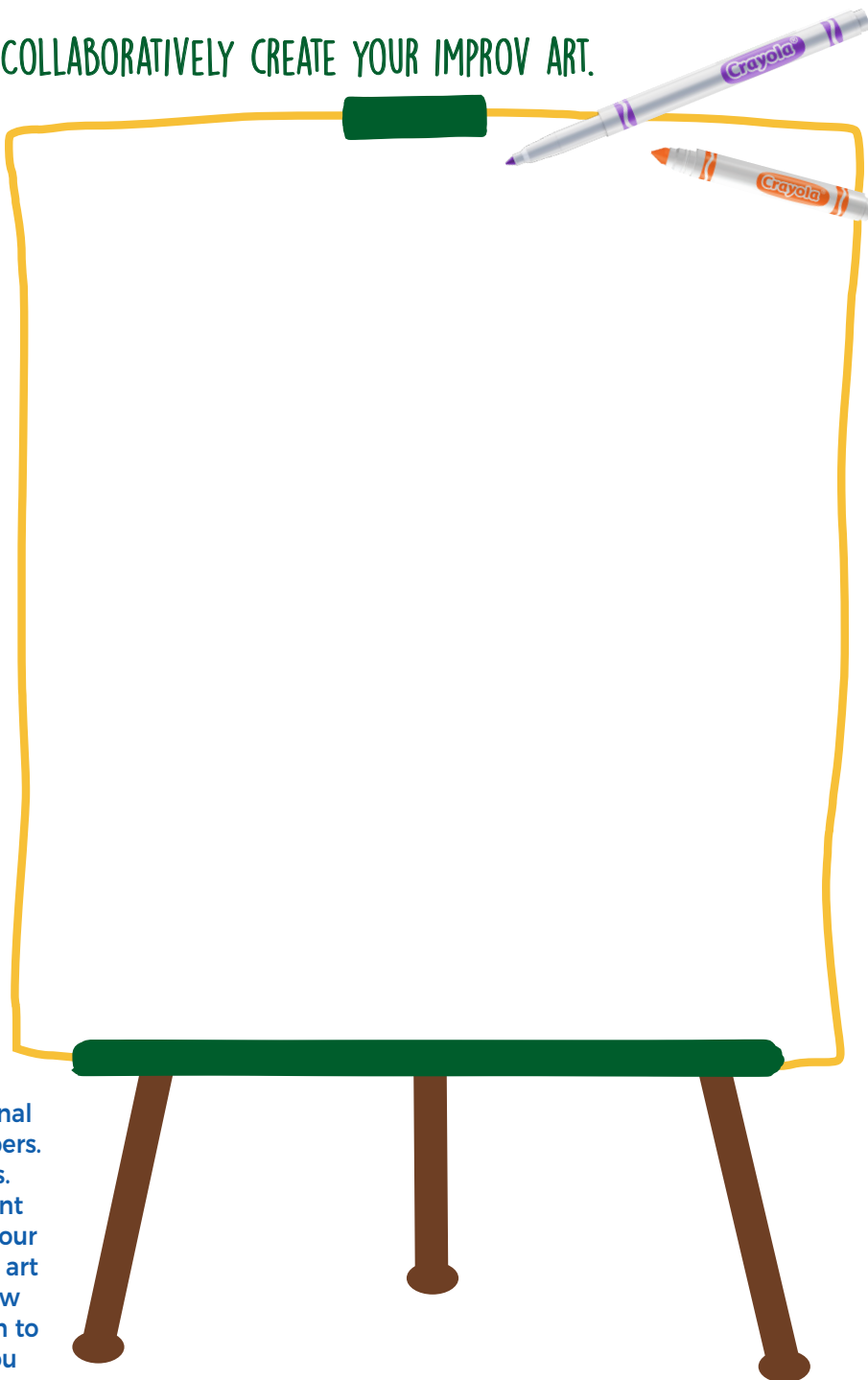


Nastia and Huey



PRESENT your collaborative improvisational visual art to classmates or family members. Describe the improv art-making process. Explain why collaboration is so important for innovation. Display the sketches of your gadget prototypes and discuss how the art evolved. Ask for their suggestions on how to improve these ideas. Encourage them to add to your collaborative sketches so you can see what they are thinking.

COLLABORATIVELY CREATE YOUR IMPROV ART.



Note for teachers and parents:

For more creative inspiration and hands-on explorations go to [Crayola.com/CreativityWeek](https://www.crayola.com/CreativityWeek)
To share student artwork on social media please post using [#CrayolaCreativityWeek](https://twitter.com/CrayolaCreativityWeek)
We can't wait to see what they create.



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