

BUS RIDE

Category: Improv Exercise

Age Group: 6+

Duration: 10-20 mins
depending on the size of the class

OBJECTIVE:

In this exercise, students practice quick character development, adaptability, and interaction with others while embodying different emotions or character traits in a dynamic and fast-changing environment.

MATERIALS:

- As many chairs as there are students and one for the bus driver.
- Enough space to create the “bus” and a “bus stop”.

STEP BY STEP GUIDE

THE SETUP:

a) Space Preparation:

- Arrange the classroom or space to mimic the interior of a bus. Ensure there is enough room for the participants to move around comfortably.

b) Roles:

- Bus Driver: The teacher or a student will take on this role (if it's their first time it's better for a teacher to be the bus driver).
- Passengers: The remaining students will be passengers boarding the bus.

1. INTRODUCTION:

- Brief the class on the exercise: each passenger will take on a specific character trait, quirk or an emotion chosen by themselves or assigned by the teacher.

2. CHARACTER ASSIGNMENT:

- As passengers board the bus, each should adopt a unique characteristic. These can be emotions (happy, sad, angry) or quirky traits/quirks (thinking they are a superhero, behaving like a celebrity).

Examples:

- *A passenger who thinks they are a cowboy.*
- *A passenger who is extremely sad.*
- *A passenger who acts like they are a famous movie star.*

What is important here is for each student to have a reason as to where they are going and how that emphasises their chosen emotion, trait or quirk.

- Encourage bold and imaginative choices.

3. BOARDING THE BUS:

- Explain to them that every time a new character enters the bus, everyone who is already on the bus must take on the same character trait or emotion as the person who just entered the bus, and they must keep that trait until a new person has come on.
- The bus driver must also take on each and every new trait or emotion a new character brings on.
- Call out for the first passenger to enter the bus. This student should fully embody their characteristic/emotion as they board.
- Continue this process until all passengers have entered the bus.

4. EXITING THE BUS:

- Once everyone has boarded the bus, instruct passengers to leave the bus in the order of their boarding, as they leave they must take on the emotion or trait they entered with.
- As each passenger exits, they should remain in character until they are off the bus and everyone should imitate their emotion or trait.

TOP TIPS!

Allow Space for Entry:

Give students enough time for to enter and establish themselves before moving on to the next.

Driver Interaction:

The new character should always have a brief exchange with the bus driver before sitting down. This is the moment where the other passengers can identify the chosen emotion/trait.

Take Turns Speaking:

Encourage students to wait their turn and avoid talking over each other when a new character enters.

Driver Prompts:

The bus driver can keep the momentum going by asking questions or announcing new destinations (e.g., "Next stop, the jungle!").

ACTING ACHIEVEMENTS

Quick Character Development:

Create distinct characters instantly with physical and emotional traits.

Adaptability:

Adjust performance to reflect new traits or emotions introduced by others.

Collaboration:

Work as a team to build and sustain engaging interactions.

Improvisational Skills:

Think on your feet and stay in character in dynamic situations.

Empathy:

Observe and embody diverse perspectives by mimicking traits and emotions.

Confidence:

Experiment boldly in a fun, low-pressure setting.

Have fun with it!

