Tuesday Tidbit: Coaching Storytelling Skills

I came across the following activity in one of the Affiliate Training sessions that I attended a few years back. If your team needs to get “unstuck” in developing a story and script, this may help. It is most useful when you don’t end it after one round with the students, but make them really stretch to remember all that has gone before and to keep adding. It can get truly hilarious!

Also, your team might want to read “The 22 Rules of Storytelling According to Pixar”, which is easily found on the internet (or download the list [here](http://www.gfwdi.org/tuesday-tidbit-archive)) . It contains lots of great ideas on how to improve upon a story.

(PS: this is the last week to order pins and t-shirts and get them before the holidays…go to [gfwdi.org/store](http://www.gfwdi.org/store))

**Activity 1: Funeral (Team Building, Listening, Story Development, Improv)**

One player lies ‘dead’ in a coffin downstage. (Tip: for a more peaceful game, pick your most energetic student to play the dead guy.) One at a time, players must approach the coffin and say their final goodbyes. Offstage players must listen carefully to onstage players because every character builds on the story of the dead guy’s life. EXAMPLE: Player One approaches dead guy and says, “Uncle Vernon, I will miss going fishing with you and hanging out on the back porch with you while you got drunk, but I won’t miss the way you always stole money from my daddy. Goodbye.” The next player must go along with the fact that the dead guy is named Vernon, is middle-aged and is somewhat of a scoundrel. But they can add anything that adds to the story, such as: “Vernon, I wish you hadn’t died so suddenly. It’s terrible that someone murdered you. I only wish they could catch the person so that you could rest in peace.”