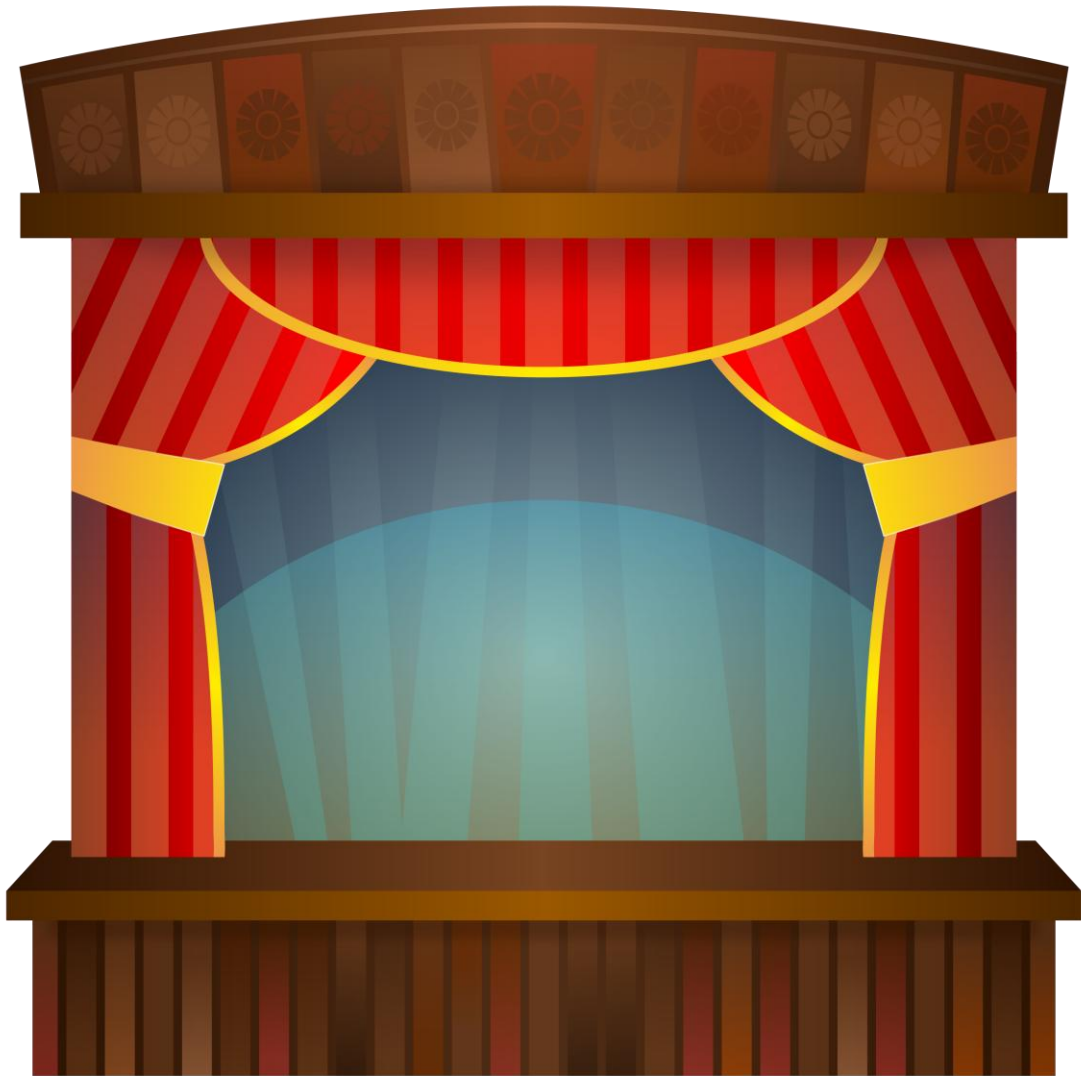


OLLI IMPROV-101

Showcase

Winter '26



Rev 2 3/26/2026

CW4SP.com

Hello OLLI Improv Class!

Class Showcase:

A showcase is an Improv tradition. When a group as wonderful as you finishes a set of classes, they perform in front of a live audience to show off what they have learned. THIS WILL BE FUN!

Our OLLI Improv Showcase will be part of the '26 CarnivOLLI - Tuesday, April 14th 6:00PM - 8:00PM. The event will be held at Oakley Greens which is located at 3065 Vandercar Way, Cincinnati, Ohio 45209. Check out [Oakley Greens Cincinnati | Drinks, Food & Fun in Oakley.](#)

CarnivOLLI is a fundraiser and a function where OLLI can show off its variety of classes offered . In keeping with the spirit of CarnivOLLI, we are going to give the audience a taste of what our IMPROV class is like.

NOTE: Know the mechanics of each game in your showcase!

Showcase Intro:

MC = emcee, me.

To begin our showcase, while you are off in the wings, I will tell the audience what they are going to be seeing. **WARM AUDIENCE UP, each game teaches an essential improv skill.**

Fuzzy Improv!

Objective:

Of **Fuzzy Improv!** is to bring the fun of performing Improv to seniors.

What is Improv?

“Improv is a type of group comedy that involves making things up on the spot in a way that makes it easy for the other members of your group to do the same.”

Why Fuzzy?

Searching for a descriptive name for my approach to Improv, **Fuzzy** popped to mind. Akin to fuzzy logic, fuzzy math, Fuzzy Wuzzy bears, and warm fuzzy feelings there is now **Fuzzy Improv**. I coach people to be kind, accepting, gentle, that is **Fuzzy**, in their classes and performances.

Why Improv for Adults/Seniors?

When I was taking classes and performing with the general Improv population, I found that the younger crowd and the senior crowd had different idioms, cultural references and concepts of what is acceptable in a performance. There was a tint of agism in classes and performances. So, fellow Seniors, let's do our own thing and have our own fun!

ON WITH THE SHOW!

MC:

- **BUILD A MACHINE. Imagination, collaboration, object work.**
- **GET SUGGESTION** of a machine to build. (You do not need to pay any attention to the suggestion.)
- **ANNOUNCE “BUILD A _____ MACHINE”- the game:**

TM's Entrance/Machine/OLLI cheer:

MC: I present the members of the Winter '26 OLLI IMPROV CLASS!

Put energy into this

1.

TM1 enters down stage and **prances across the stage and loudly gives their name** and **then heads center stage to start building a machine**. Ideas: arm/leg motions, bending, spinning. Whirling limbs, machine sounds., etc.

- In turn TM2 – X does the same; after giving name they each join the machine.

2.

- When all TMs are parts of the machine all **maintain their action but move to form a semi-circle open to stage front**.

3.

- Once the semi-circle is formed all TMs **break pose and pile on hands to center**.

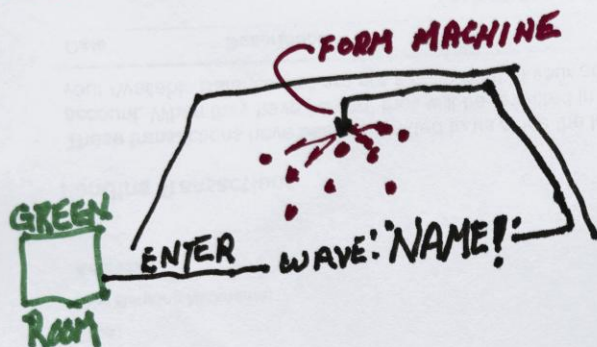
- With all hands in, TMs **cheer "OLLI!"**

4.

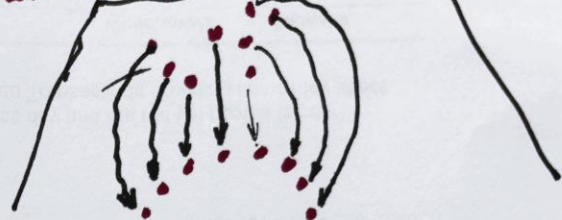
- All TMs then **disassemble to form a back line**.

Stage Traffic Flow:

1. ENTER



2. SHIFT TO SEMI-CIRCLE



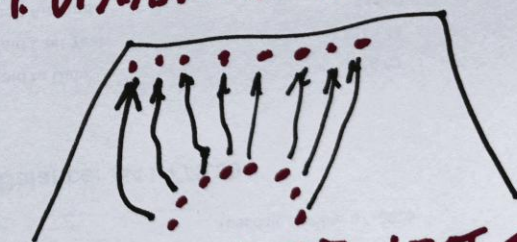
3.

CHEER!

HAND TO CENTER

YUUUUUU UP
HANDS UP.

4. DISASSEMBLE TO BACK LINE.



BE READY FOR NEXT SCENE

SCENE 1: Yes, And

Source: Lesson 101-01 Confidence and Acceptance (Yes, And!)

MC:

- **Yes, And. ACCEPTING and BUILDING on ideas.**
- **Announce “Yes, And”- the game:**

TMs

Note: Don’t repeat all the details, just add your one more detail.

- The **whole back line steps forward** and starting stage left **TM1 makes a simple statement** (e.g., "I went to the store today").
- **TM2 responds with "Yes, and..." adding only their additional details** to the story.
- TM3-X continue down the line **“Yes adding” only their own details to the story.**
- The last TM finishes the 1st story line then starts a new story with a new simple statement which bounces back through the line in the opposite direction.
- Speed up as the turns bounce back and forth through the line.

MC: will be to the side, perhaps making comments.

- When MC see the machine humming along with all its parts in place, calls SCENE!

TMs All TMs step back.

MC: explains and announce the next game.

SCENE 2: Accusation!

Source: Lesson 101-01 Confidence and Acceptance

MC:

Accusation ACCEPTING and BUILDING on ideas.

Announce “**Accusations**”- the game: **Quick Responding.**

TMs

TMs 1 & 2 step out to center stage.

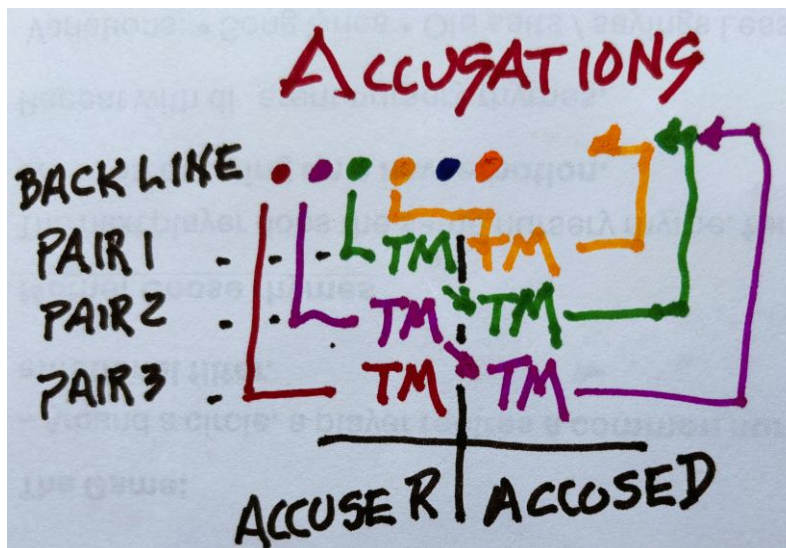
- TM1 **accuses** TM2 of X. “You took my...” etc.
 - TM2 **accepts** that they did X. “Yes, I did take your ...” etc.
 - TM2 **explains** why they did X. “I needed ...” etc.
 - TM1 **accepts** the explanation with “**Oh right, you are the type of person that...**”
 - TM1 exits
 - TM2 stays.
 - Any new TM Enters and a
- This sequence is repeated by each TM pair.
- TM2 accuses TM 3 etc.
 - Sequence repeats until all TMs have played.

MC will be to the side, perhaps making comments and will call **SCENE!**

TMs step back.

MC: explains and announce the next game.

Stage Traffic Flow:



SCENE 3: Yes, and it is ____

Source: Lesson 101-02 Attention and Memory

MC:

Yes and it is requires TM to listen and remember what has happened and been said.

TMs

TM1 set the **EMOTIONAL PERSPECTIVE**, and all TMs keep to that perspective.

Note: This is a growing accumulative statement. Good luck!

On your turn, point or gesture to the empty space at the center of the semi-circle.

MC: announce

“Yes it is”- the game:

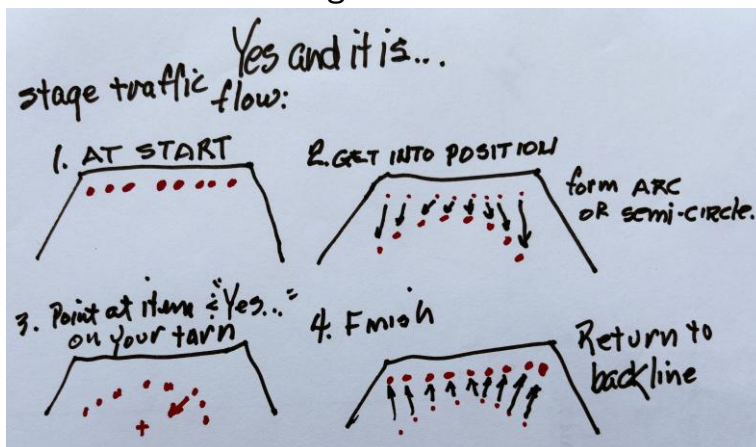
TMs who have not been called keep hands up and “Oh-me” . Do a “Me, Me!”, as if you are excited to be called on next!

- TMs form a backline semi-circle.
- **MC points** to a TM who investigates the empty space inside the circle and says, “I see a ____.”
- **MC points** to another TM who adds , “Yes, I see the ___ and it is ____.”
- **MC points** to a TM who repeats TM2’s statement and adds “and it is ____.”
- **MC points** to TMs they continue building in turn on top of *all that came before*.
- **MC points** to TM1, they repeat their 1st statement. “Yes, and it is ____” (their first description).
- The next TM **MC points** to then begins a new “I see a ____.”

MC: At some point I will call SCENE!

All TMs step back.

MC: explains and announce the next game.



SCENE 4: What are you doing?

Source: Lesson 101-03 Playing in Space

MC: What are you doing? Mime doing one thing but answer that they are doing anything but what their actions indicate.

Announce “What area you doing?” - the game:

TMs

- TMs form a back line. 2 TMs enter stage.

MC: get an audience suggestion of an action/activity for each TM pair.
 (“Milking a cow.” ,etc.)

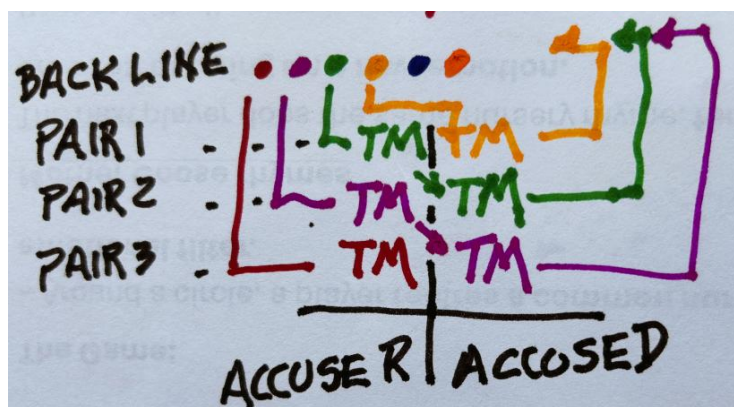
- TM1 mimes that action.
- TM2 , going against the general Improv rule of not asking questions, asks, “What are you doing?”
- TM1 say something that is **not** what they are doing and **not** what the action could also be construed as doing (“Flying two kites.”)
Anything different works: “I’m rinsing rutabagas”; “I’m wrestling sea monkeys.”
- TM1 exits and TM 3 enters,
- TM2 mimes that action. TM3 asks, “What are you doing?”
- TM2 exits and TM 4 enter, and so on until all have played.

MC: At some point will call SCENE! This sequence is repeated by each TM pair.

TMs: All TMs step back.

MC: explains and announce the next game.

Stage Traffic Flow:



SCENE 5: “Good, Bad, Indifferent, AWESOME-

MC: invite the audience to join in with “Awesome”.

- I announce “**Good, Bad, Indifferent, AWESOME-** the game!

TMs: In a back line.

Each announces what “**Good, Bad, Indifferent, AWESOME-** thing happened to them recently.

All TM’s and audience give a hearty “**Awsome!**” in response.

TMs: After AWESOME,

MC: “**And tonight’s players were...**” then

TMs: each TM will **give their name**. When all have done so **we bow as a team and then exit the stage**.