

# IMPROV STORYTELLING ROLECARD

## A.

Your partner B thinks that you are going to create a story, but they are wrong, they will be the ones creating the story without realizing.

Partner B is going to ask you questions to understand the story. For example, “Is it about a house?” which you will have to answer.

However, the rules are that if the question ends with a consonant, the answer is going to be no. If the question ends with a vowel, the answer will be yes, and if the question ends in *y*, the answer is maybe.

Is the story about a fairy?—*Maybe*

Is she sad?—*No*

Does she live in a small house?—*Yes*

## B.

Your partner has a story in their mind—but they are not going to tell you the story. Instead, you have to ask them yes-or-no questions to extract the story.

Try to understand and learn as much as you can about the story, as later you will be sharing it with the class.

Is the story about a cat?

Does it live near here?

Have you ever met it?