

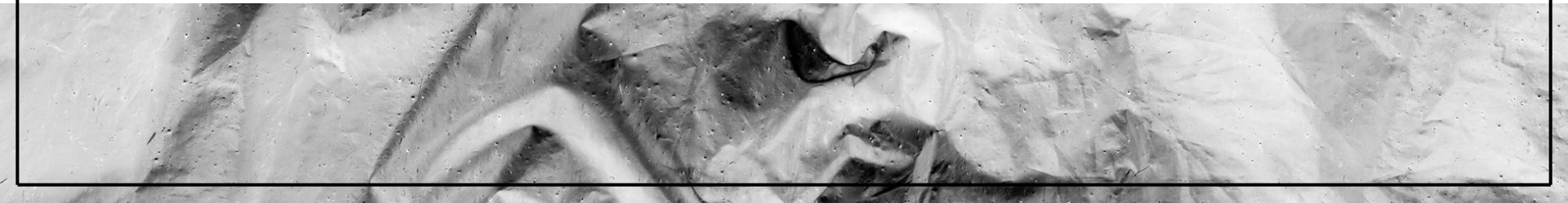
# **EMBRACING THE CHAOS**

**IMPROVISATION AND MOVEMENT IN INFORMATION  
LITERACY INSTRUCTION**

May 31, 2024 | California Conference on Library Instruction | <https://bit.ly/CCLlchaos>

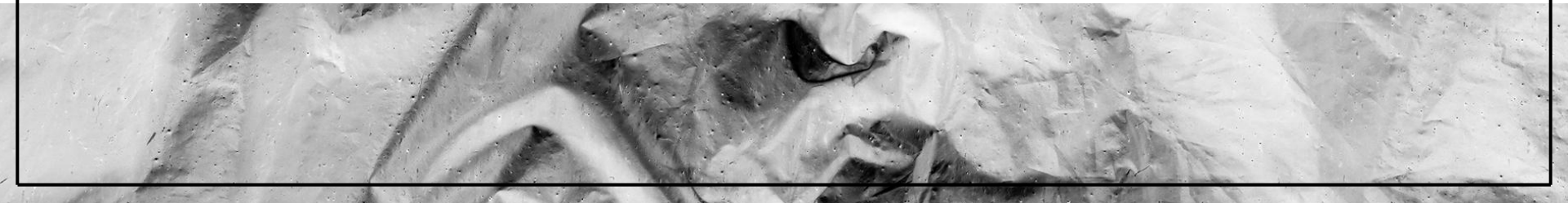
**WALK-POINT-NAME**

**EVERYBODY WANDER**



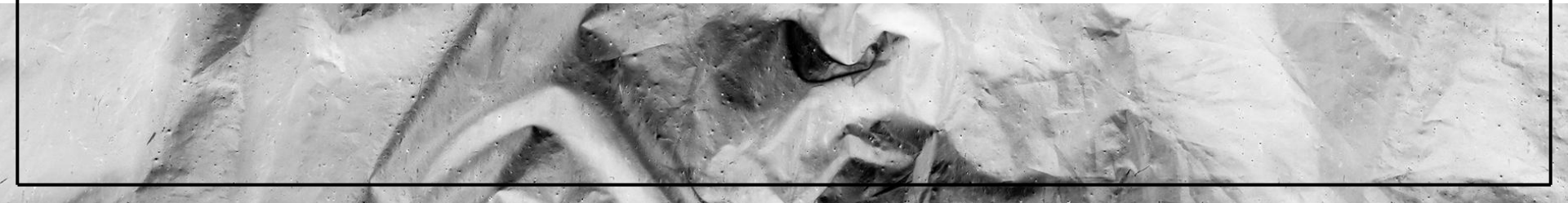
**PASS THE SOUND**

**CIRCLE UP**



# **LAST WORD, FIRST WORD**

**GROUPS OF 3-4**



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# **WORKSHOP AGENDA**

- BACKGROUND**
- PEDAGOGICAL APPROACHES**
- EXAMPLES**
- THE GAME**
- WRAP UP, Q&A**

# **01 BACKGROUND**

How we got here

- **INSTRUCTION LIBRARIANS**
- **SIMILAR TEACHING STYLES / SIMILAR HUMOR  
PREFERENCES**
- **WE'RE NOT THEATER PEOPLE, BUT...**
- **ATTENDED A PD EVENT ABOUT IMPROV IN TEACHING**
- **CREATED AN ACTIVITY**



**02**

**PEDAGOGICAL APPROACHES**

Our framing

- **CRITICAL PEDAGOGY**
- **BUILDING TRUST IN THE CLASSROOM**
- **STUDENT CENTERED LEARNING**
- **ACTIVE LEARNING**
- **RESEARCH CONFIDENCE**
- **“FUN”**
- **UNPREDICTABILITY**
- **LETTING GO, EMBRACING FAILURE**

# **IMPROV AS WE UNDERSTAND IT**

## **YES, AND**

No improv without it

## **LISTEN & BUILD**

How we communicate

## **OPEN TO CHAOS**

Letting go of how a class  
“should” be

**03**

**EXAMPLES**

What we've done



# ACTIVITIES

**RESEARCH  
ROULETTE**

**PASS A SOUND  
PASS AN IDEA**

**QUESTIONS  
QUESTIONS  
QUESTIONS**

**04**

# **THE GAME**

Time for the fun stuff

- **SELECT ONE CARD FROM EACH BAG**
- **THE COLOR CARD IS YOUR LIBRARY SKILL**
- **WHITE CARD IS YOUR IMPROV ACTIVITY**



# ROUND 1

1. You each have a **SKILL CARD** and an **IMPROV CARD**
2. How can you put them together?
3. Brainstorm on your own
4. Feel free to write on your cards!
5. This does not need to be perfect

# ROUND 2

1. Get into groups of 3-4, matching with your **SKILL CARDS**
2. Share what you did
3. Offer feedback
4. Ok to test out an improv activity
5. What worked? What didn't?

# ROUND 3

1. Get into new groups of 3-4 matching with **DIFFERENT SKILL CARDS**
2. Share what you did
3. Offer feedback
4. Ok to test out an improv activity
5. What worked? What didn't?

**05**

# **WRAP UP**

What did you think?

# SHARE OUT

1. What's something that worked?
2. What's something you struggled with?
3. Is there something you talked about that you can turn into something implementable?
4. What would be fun, but impossible to do, at your institution?
  - a. How could you make it work?
5. Any questions for us?

# THANKS!

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# IMPROV ACTIVITIES:

## → 5 Things

- ◆ person 1 names a category and person 2 names 5 things in that category as fast as possible. Every time they name something, the group shouts the number. So if you tell me to name 5 cars quickly, I'd say, "Cadillac!" and the group would shout, "ONE!" When the person gets to 5, the group says, "FIVE! FIVE THINGS!" Person 2 now names a category for person 3

## → Panel of Experts

- ◆ Get 3 to 6 people up (depending on the size of the class) sitting together in chairs in front of the class. Tell them they are all experts in a subject that they don't know what that is yet (Nuclear energy, History of Tube socks, etc.) and their job is to be experts with full confidence in that subject (even if they don't know anything about it in real life), to say 'Yes' to what the other experts bring and add to their expertise. Take questions from the audience for a few minutes. Swap out new people and give a new topic for them to be experts in.

## → Yeah, I Know...

- ◆ Two people up, 1st person makes a statement, 2nd person responds with "Yeah, I know..." and then adds to it. 1st person responds to that with "Yeah, I know...", and adds to it, and so on. Keep the back and forth going for a minute or so and call scene

## → Once Upon a Time

- ◆ Leader points at one person, who starts telling a story that starts "Once upon a time..." and is to keep telling the story as long as they are being pointed at. At any time the leader can pivot and point to someone else. The person who was talking stops immediately and the new person picks up the story, including finishing the sentence if they were in the middle of talking. Alternate lengths of point at someone—some for several seconds, giving them a paragraph, some for just a word or two. At the end, emphasize that it took everyone together to tell the story and no one could individually predict or control where it went.

# IMPROV ACTIVITIES:

## → Fortunately, Unfortunately

- ◆ The structure of this game is simple: One player makes a statement starting with “fortunately” (e.g., “Fortunately, I got the accounting job I applied for”), and then the next improviser continues the narrative with an “unfortunately” statement (e.g., “Unfortunately, the job is in Antarctica”). This cycle of fortunately-unfortunately continues until the “story” reaches some kind of resolution.

## → Three-Headed Expert

- ◆ This game requires three improvisers who will all act as one, three-headed expert. The audience will ask this expert a question (anything from “how do I get my dog to stop snoring?” to “what is the meaning of life?”), and the expert will answer—with each person speaking one word at a time. When the expert’s answer is finished, the three “heads” will all wave their hands to signify that they’ve finished answering. Swap out new people and have the audience ask a new question.

## → Yes, Let’s

- ◆ To start, everyone begins walking around the room, mingling without following any particular path. Then, someone yells out a suggestion for what the group should do, typically involving physical movement, such as “let’s hop like bunny rabbits” or “let’s go scuba diving.” Everyone else enthusiastically yells “yes, let’s!” and the group proceeds to do (or pretend to do) that action until a new person calls out a suggestion (e.g., “let’s bake chocolate chip cookies”).

## → Questions Only

- ◆ First, the group is given a scenario. Then, participants must act out the scene speaking only in questions. For example, if I was to ask you “What is the weather like on Mars?” you might answer, “Where did I leave my space umbrella?” The game continues for a set amount of time.



# IMPROV ACTIVITIES:

## → Same Circle

- ◆ Everyone stands in a circle. Person A makes a small gesture. The person beside them repeats the gesture and so on around the circle. The point of the exercise is to keep the gesture exactly the same. Everyone has to concentrate and pay attention to the gesture. It's not supposed to get bigger, or change hands, or twist. It must be repeated exactly. Harder to do than you think. You can do the same exercise with sounds.

## → Wise Wise Wise

- ◆ The group stands in a circle trying to make up wise sayings and proverbs a word at a time-with each person contributing one word. When they think one has got to the end of a saying the group says "wise wise wise"

## → Hot Potato

- ◆ Players stand in a circle and toss an improvised hot potato. Play the reality of size, shape, and heat. It's not something you can hold onto for long, and catching it will cause a reaction.

## → Zip Zap Zop

- ◆ Players stand in a circle and pass "Zip, Zap, Zop" - one person says "Zip" and points to another, who says "Zap" who points to another who says "Zop." The game becomes more challenging as players go faster and change direction patterns.

## → What Are You Doing?

- ◆ Players work in pairs. Player 1 asks the other: "What are you doing?" Player 2 replies with any activity; for example, "I'm digging a hole." Player 1 plays that activity. Then Player 2 asks, "What are you doing?" Player 1 replies with a different activity to the one they're currently doing. Continue back and forth. You can also adapt this for a large group in a circle.

# SEE YA!

<https://bit.ly/CCLlchaos>

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