

# 5

## CHANGING LOCATIONS

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Picture yourself standing in the middle of a crowded amusement park. Imagine the sights, the smells, the sounds, your feeling of exhilaration as you decide whether to take another ride on the roller coaster or meet your friends at the video arcade. Now imagine yourself sitting in a quiet library, so quiet that you can hear yourself breathe. Around you, others are in deep concentration or browsing through huge stacks of books. Suddenly, you break the silence with a loud sneeze and become embarrassed by the stares from those surrounding you.

Often when our surroundings change, so do our attitudes and feelings. Leaving the comfort of a home for a dentist appointment will certainly result in a mood shift for most people. Listed below are one hundred pairs of acting environments. Direct any number of players to take the stage or playing area, announce the two settings, and then tell them to improvise a scene that takes place in the first location and ends in the second. The players must come up with a reason to leave one place and go to the other. As soon as you give the signal to begin, the players are free to say and do anything they like, as long as what they say and do make sense within the two environments.

Two approaches may be taken when presenting these improvisations. The players may break the scene at the point when they're leaving the first location and then resume the action as they're entering the second, or they may include the action of traveling from one place to the other in the scene.

It might also be fun to have the players improvise the scene twice, with the beginning and ending locations reversed the second time. The second scene could be completely different from the first!

You may use the following questions to guide your discussion of the performances with your players and audience:

- How did the players use the two settings to develop the scene?
- How did the players' attitudes, moods, feelings, and expressions, change as they left the first location and entered the second?
- What conflicts developed as a direct result of the changing settings?
- What did the players see, hear, touch, taste, or smell in each of the two places? Which of their senses played significant roles in the improvisation?
- Do you think that you would have behaved the same way in each setting? If not, what might you have done differently?

**1. FIRST LOCATION:** a nightclub

**SECOND LOCATION:** an all-night diner

**2. FIRST LOCATION:** the basement of a five-story apartment building

**SECOND LOCATION:** the rooftop of the same building

**3. FIRST LOCATION:** a high school gymnasium

**SECOND LOCATION:** a high school principal's office

**4. FIRST LOCATION:** a shopping mall

**SECOND LOCATION:** a public swimming pool

**5. FIRST LOCATION:** a modern-art museum

**SECOND LOCATION:** a rock concert

**6. FIRST LOCATION:** a restaurant

**SECOND LOCATION:** a subway station

**7. FIRST LOCATION:** a private yacht

**SECOND LOCATION:** a children's playground