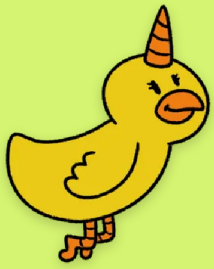
DRAMA · DRAMA GAMES AND IMPROV · GRADES 2–5

Yes, And Story Builder

Learn the improv rule “yes, and”. Add a yes-and line to each idea to build the story.

Name: _____ **Date:** _____



The yes-and rule

In improv, you accept your partner’s idea. That is the “yes.” Then you add something new. That is the “and.” Saying “no” stops the scene, but “yes, and” keeps the story growing.

Example. Partner: “Let’s build a boat.” You: “Yes, and let’s paint it purple so the pirates think it’s a grape!”

Write a yes-and line for each idea.

1. “Look, a giant egg in the backyard!” Yes, and _____

2. “Our teacher just turned into a cat!” Yes, and _____

3. “This map shows hidden treasure.” Yes, and _____

4. “The pizza is talking to me.” Yes, and _____

5. “Let’s go camping on Mars.” Yes, and _____

6. “My shoes can fly!” Yes, and _____

Now try it out loud

My partner and I made a story about: _____

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