



ArtIST

INTEGRATED INTERDISCIPLINARY EDUCATION MODULE ON ART,
ENTREPRENEURSHIP, INNOVATION AND SCIENCE



Erasmus+

Action PI-FORWARD – Support for policy reform — Forward-Looking Cooperation Projects
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Artist Tool: DRAMA IMPROVISATION EXERCISE: Yes, and Story

Artisttb24/ DRAMA IMPROVISATION EXERCISE: Yes And Story/ KTU

Title	DRAMA IMPROVISATION EXERCISE: Yes And Story
Purpose	The Drama Improvisation Exercise workshop is designed to enhance STEAM skills and competencies by harnessing the creative power of storytelling and improvisation. Participants work collaboratively in groups to envision the future of a Steampreneur, exploring their skills, characteristics, activities, and environment. This exercise encourages imaginative thinking, effective communication, and positive collaboration.
Description	During this 30-minute workshop, participants work in groups and embark on a storytelling journey centered around the theme of a future Steampreneur. They develop a narrative one sentence at a time, with each sentence beginning with "Yes, And..." and building upon the previous statement. The exercise promotes creativity, adaptability, and the ability to appreciate and expand upon others' ideas constructively. This Drama Improvisation Exercise empowers participants to embrace creativity, effective communication, and collaborative problem-solving— the essential skills within the transformative potential of STEAM education.
STEM topics covered	This exercise fosters critical thinking and problem-solving skills, key components of STEAM education
Arts topics	Storytelling and improvisational theater techniques are at the heart of this workshop, blending the arts with STEM disciplines.
STEAM approach explained	The workshop showcases how the integration of the arts into STEM subjects can enhance creativity, communication, and collaboration.
Setting	This exercise can be conducted in a classroom, workshop, or group learning environment.
Time frame	The activity is designed to be completed in 30 minutes.
Group size	Participants can work in small groups, ideally consisting of 4-6 members.
Schedule and activities	1. Introduction to the theme of a future Steampreneur. 2. Group formation and sentence initiation: 3. Collaborative storytelling using "Yes, And..." statements: • Participants in groups; • Prepare to develop a story; • The main theme – Steampreneur in future (think of his skills, competencies, personal characteristics, occupation, activities, environment and etc. what he does and hoe he functions in future, what interactions he has). Game rules: - Story begins with a sentence - Youngest member of the group starts with moderators sentence; - Every group member develops one sentence at a time; - Each sentence must begin with "Yes, And..." - Each sentence must refer to one statement from the previous sentence; - If someone forgets to say "Yes, and..." al team goes bzzzzzz; - Must appreciate each other ideas and build up on that positively, no negatives allowed. - Keep going around until the story finds a natural end.

	4. Reflection and discussion on the experience: What you noticed? What was hard? What was easy? What worked? What didn't?
Age group / level of study	Suitable for participants of various ages and educational levels, fostering creativity and teamwork.
Preparation needed / pre-requirements	No specific preparation is required
Instructions for students	Participants are instructed to collaboratively create a story, using "Yes, And..." to build upon each other's contributions while maintaining a positive and supportive atmosphere.
Instructions for facilitators	Facilitators should introduce the theme, explain the rules, and ensure a constructive and inclusive atmosphere throughout the exercise.
Lessons learned	-
Additional materials	No additional materials are needed for this exercise, making it easy to implement.
Inspiration if any, sources	This exercise draws inspiration from improvisational theater techniques and collaborative storytelling games
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