

The Connect Improv Curriculum

Frequently Asked Questions

What is the Connect Improv Curriculum?

An online set of resources designed for two main audiences:

1. Helping professionals (e.g. educators, therapists, etc.) who want to integrate improv into their work, and
2. Improv teachers who want to support the social-emotional development of their students, including neurodivergent individuals and people with disabilities.

Why improv?

Improv is an excellent tool for strengthening communication and social skills, increasing flexibility and spontaneity, and integrating sensory information—all while having fun! The curriculum includes instructions for playing over three hundred improv games, along with objectives, game variations, and facilitation tips.

How is the curriculum organized?

The games are organized as modules that progressively build improv skills, including:

- Building Improv Basics
- Yes And Basics
- Generating Offers
- Co-Creation
- Character Work
- Ensemble & Group Mind
- Jump & Justify
- Commitment
- Becoming What is Needed
- Status
- Story
- Spacework, and
- Specificity.

Each module consists of 20-35 games that focus on a particular set of improv skills. The games also are indexed by social communication challenges, including:

- Social Reciprocity
- Non-Verbal Communication
- Sharing Control
- Exploring Eye Contact
- Narrative/Sequencing
- Spontaneity/ Staying in the Moment
- Spatial Awareness/Physicality
- Building Sentences, and
- Initiating Conversation & Follow-up Questions.

Lastly, the games are indexed by game type, including:

- Warm-up Games
- Name Games
- Circle Games
- Performance Games, and
- Exercises for Two.



What is the cost for the curriculum?

Individuals may purchase access to the curriculum on a yearly basis. Each year, new games will be added, along with resources (e.g. treatment plans) and training videos. Individuals may license the curriculum for either commercial or non-commercial use.

- The cost for commercial use of the curriculum is \$700 per year.
- The cost for non-commercial use of the curriculum is \$150 per year.

What if multiple people in my organization would like to use the curriculum?

Each individual must purchase their own subscription to the curriculum. If you work for a large organization and would like to purchase multiple subscriptions, discounted rates may be available. Contact us for more information!

Why is the curriculum licensed?

In short, to protect the work that went into creating this curriculum. While there are other places that you can find write-ups for improv games, this curriculum provides a sequential learning pathway with significantly more information that can immediately launch whatever you're doing, even if you have little to no experience.

How are Commercial and Non-Commercial Use determined?

Commercial use refers to using the curriculum for any purpose that is marketed, promoted, or sold and incorporates a financial transaction. For example, if an individual who runs a consulting business purchased the curriculum to begin offering paid workshops, that use would be considered commercial because the workshops are marketed, and there is a financial transaction involved.

Non-commercial use refers to using the curriculum for a variety of artistic, clinical, educational, scholarly, and personal projects that will not be marketed, promoted, or sold and don't incorporate a financial transaction. For example, if a general or special education teacher purchases the curriculum to integrate improv into their instruction, that use would be considered non-commercial because there is no financial transaction involved.

See the table below for additional examples.

Examples of commercial use	Examples of non-commercial use
A speech-language pathologist who works in private practice uses the curriculum in an improv-based group for which clients pay them a fee	A speech-language pathologist who works in a school uses the curriculum when they push into classrooms
A therapist who works in private practice uses the curriculum to run an improv group for which community members pay a fee	A therapist who works for a clinic uses the curriculum to integrate improv activities and exercises into their group, family, or individual therapy sessions
An individual uses the curriculum as the foundation for an improv class they're teaching to community members, who pay for membership in the class	An individual works for an improv school or theatre and uses the curriculum to inform their own self-education
A theatre uses the curriculum to offer improv classes for youth with disabilities, and they or their parents/guardians pay for the classes	A theatre receives a grant and uses the curriculum to offer improv classes for youth with disabilities without a charge

When you submit the license agreement, and before paying for the curriculum, you'll be asked to describe your intended use of the curriculum. Doing so will enable us to ensure that you're submitting the appropriate license. If you aren't sure which license applies to you, please feel free to contact us, and we can clarify for you!

What is the process for accessing the curriculum?

1. Determine whether your use of the curriculum is commercial or non-commercial
2. Read and submit either the [commercial license agreement](#) or [non-commercial license agreement](#), as appropriate to your intended use
3. We'll either approve the license or request more information
4. Once the license is approved, you'll receive a EULA ID code and instructions for making payment. Be sure to keep the email with the EULA ID code.
5. Once you've made payment, you'll receive a Payment ID code and instructions for accessing the curriculum. Be sure to keep the email with the Payment ID code.
6. Once you've logged into the online curriculum site, you'll need to enter both your EULA ID and Payment ID codes in order to access the content.

Again, feel free to contact us with any questions!

