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### Clown Skit Structure

Below, you are to structure your clown performance with specific details and specific actions that each group member will perform during the course of the skit.

**You are to incorporate findings from your research into your skit. This is to include make up style, performance style, pantomime, etc.**

**Remember, your performance will rely heavily on over exaggerated body language, facial expression, and character voice. All group members are to complete this sheet and put it in their process journal.**

Your clown's name: Boingo

Premise (a **premise** is the basic context or "hook" of your scene) of the skit (Skits are to be 5-7 minutes long): (magic show, lip sync, retelling simple story in a new way, etc. Your skit dialogue should be rehearsed, but should have an improvised feel to it. Have fun!!!)

Premise: A clown gets a piece of rope for a birthday present.

List/describe how your research will be implemented into your scene:

1. A clown will talk in small soft sad squeaks.
2. 2 clowns will use it to stage a rodeo.
3. In unloading the rope, another clown will grab the rope up.
4. One clown will be tied up and left that way.
5. A stock horse will be used to rope other clowns.
- 6.
- 7.
- 8.

What is the **problem in the scene that will not be solved quickly or simply** to make the performance unique, entertaining, and different? (Conflict)

The clown and their friends fight over what to do with the rope.

**Group member's name-clown name**

(ex: Joe Smith-Appleseed)

**Role in the scene**

(Mama Bear-I will be confused the entire time.)

- |             |   |  |
|-------------|---|--|
| 1. Boingo   | → | Top clown - gets rope  |
| 2. Zippy    | → | Trick rider and jealous.                                       |
| 3. Droopy   | → | Sad clown - keeps trying to clean                              |
| 4. Chuckles | → | Rodeo clown - loud and boisterous                              |
| 5. Zerbert  | → | Boingo's sidekick - receives most of the back lash from events |
| 6.          |   |  |

How will the skit introduce the conflict (the problem to be solved) for the group in the scene? (Inciting incident)

Inciting incident: A clown receives the golden rope award for being the clown at the top of their class at clown college

Conflict:

List 10 or more items **in order** that will progress the action of your scene. (Events of Rising Action)

1. All clown ooo + ahhh at the rope.
2. Boingo, excited, starts to unravel the rope.
3. Droopy sees the unraveled rope as a mess and wraps it up.
4. This leads to a 3 on 2 tug of war.
5. Boingo's (3 side) wins and Zippy grabs rope.
6. Zippy lassos Zerbert - then Zippy gets everyone to
7. Zerbert gets free. Chuckles rides Zerbert like a jump rope.
8. Zerbert collapses and Boingo gets rope back
9. Droopy helps Zerbert up while Boingo, Zippy, + Chuckles plan.
10. Boingo, Zippy, + Chuckles approach Zerbert + Droopy.

What is the most exciting part of your scene? (Climax)

Zerbert is tied up like cowboys and indians.

Develop at least 2 items of action that will take place after the climax. (Falling Action)

1. Boingo tries to spray Zerbert with water.
2. Zerbert ducks and other clowns get wet.

How will your scene end? (Resolution)

Clowns leave complaining they clean now leaving Zerbert behind still tied up.

→ 11. Droopy is told there is a big mess to clean up + they leave.

repeat each + forward 2 times.