

Drama Orientation Lesson Plan

Grade/Subject: K-12 Drama

Unit: Orientation

Lesson Duration: 40 minutes

OUTCOMES FROM ALBERTA PROGRAM OF STUDIES	LEARNING OBJECTIVES	ASSESSMENTS
Demonstrate willingness to challenge and extend oneself: physically, emotionally, intellectually and artistically	Students will demonstrate focus and teamwork to work as a single unit to reach group objectives.	Formative Assessment by observation will be used to determine if student's skills are being utilized to play the game 'Big Booty'.
LEARNING RESOURCES CONSULTED		
Resource #1: Alberta Education Drama Program of Study		
Key Skills		
<ul style="list-style-type: none"> • Memorization • Focus • Cooperation / Teamwork • Names / Sense of Community 		
Lesson Plan		
Introduction (5 min.):		
<p>Hook/Attention Grabber: Students will be welcomed by the teacher as they enter the drama space. Their names will be asked to ensure that all students are present and so the students get a sense of welcome by the teacher.</p> <p>Expectations for Learning and Behaviour: The students will be told of the classroom rules of safely and respect to ensure that a welcoming community feeling is formed and all students feel comfortable to express themselves artistically.</p> <p>Advance Organizer/Agenda: A board with a list of the day's activities will be up on display for students to see exactly what they will be learning about in the class. They will be informed that the focus of the lesson will be on orientation, and name games and exercises that help everyone get to know one another will be played.</p> <p>Transition to Body: Students will be asked to walk around the space.</p>		
Body (30 min.):		
<p>Learning Activity #1: Walk and Introduce <i>Students will walk around the space to begin. After a sense of special awareness has been established, students will be asked to make eye contact with other students. From there, they will greet one another and offer their names to each other. After this step, students will continue to walk and refer to the other students by their names as they greet them to ensure that students are becoming aware of the other people in the class.</i></p> <p>Learning Activity #2: Alliteration Name Game <i>Students will stand in a circle and one by one enter the space in order and give an alliteration to describe their name with an action. For example, a boy named Peter may enter the space, refer to himself as Powerful Peter and flex his arms. After a student enters the circle, all the students must repeat the name and action. This repeats until all students have given their name and action.</i></p> <p>Learning Activity #3: Red Light Green Light <i>This game is used to help students work on their concentration. The instructor will stand with their back to the students and yell green light, prompting the students forward. When red light is called and the instructor turns, all students must freeze in place. Anyone caught moving is out for the round. The objective is to make it across the room without being caught. This game can be played multiple times.</i></p> <p>Learning Activity #4: Hand Exercises <i>Students will gather and sit in a circle. The first exercise is called 'Closing Hands', and students will place both hands palms up in front of them. Using focus and team work, they will go in a circle and close their hands one at a time until all are closed. The objective is to close them all as fast as they can. The second game, 'Pass the Slap', is an elimination focus game. Students will lay on their stomachs and criss cross their hands, passing a slap through the circle. One slap passes the movement, and a double slap reverses the order. If a hand misses the slap, it is out.</i></p> <p>Learning Activity #5: Alliteration Game Review <i>To ensure that all students are aware of everyone's name, the students will go through the list of names and actions one last time to ensure that every name is known.</i></p>		

Learning Activity #6: Name Big Booty (Class Objective)

This game, which is the objective of the class that all skills lead up towards, has students start in a circle. Students number themselves up, and the first person is the Big Booty. This is a chanting game that helps students learn names, use teamwork and focus on an objective. Students begin with the Big Booty chant (Big Booty Big Booty Big Booty, Ah Ya), and from there the Big Booty will select a name to the rhythm of the clapping. For example, they would call out 'Big Booty, Peter', and Peter would continue this game by saying "Peter, John". The game continues until a student makes an error, and is there sent to the end of the circle and becomes the largest number. The goal of the game is to be the Big Booty for as many rounds as possible. This game focuses on all skills that are the fundamentals of the lesson, and all the previous activities work up to the game.

Closure (5 min.):

Learning Activity #7: High Fives

Students will again walk through the space and give each other High Fives to calm down from the high energy game and give each other positive reinforcement for their work in the day's class.

Consolidation/Assessment of Learning:

Formative Assessment through observation of the varied games and exercises.

Sponge Activity:

Games can be adjusted to make up for too little or too much time by either adding more or less time to play.

Reflection: