

Swat

LESSON PLAN

Name: Melissa Marois Grade/Subject: 10 Drama Unit: orientation Topic: Motivation
Date: January 15 Class Length: 40 minutes

GLOs from Program of Studies: To acquire knowledge of self and others through participation in and reflection on dramatic experience

SLOs from Program of Studies:

- Share ideas confidently
- Demonstrate behavior appropriate to given circumstances.
- Concentrate at the task at hand
- Listen to self and others
- Demonstrate trust by becoming comfortable with others, physically and emotionally
- Positively support the work of others
- Work cooperatively and productively

Learning Objectives:

Students will:

1. Participate in the small and large group activities.
2. Recognize the need for communication during game activities.
3. Play a successful round of 'Grandma's footsteps.'

Resources Consulted:

1. Alberta program of studies

Materials:

- activity space

Procedure:

Introduction: (3-5 min)

- convey the point of the message to the students: Will be able to play Grandma's Footsteps by the end of class (sub-lessons: work off one another, observe, and listen)
- begin walking- relax students, set expectation, provide routine

Body: (30 min)

Activity #1 – walking continued

- ask students to make introductions as they walk around
- do the same activity now using high fives or handshakes to interact
- repeat once more asking students to stop with each student to say hi, and answer and respond to a question
- continue to remind students of the value of safety in this setting

Activity #2 – character walks

- divide the class into groups of two. Label partners A and B. Have group B walk around the space normally. Have group A observing unique traits about one's partner. Switch groups. Have Group A walk around imitating the unique movement. Have students exaggerate this movement.
- Ask partners to get back together and discuss what movement was being focused on and how it was exaggerated.

- Discuss how observation is important for this task
- Switch and repeat activity for the other partner.

Activity 3- Grandma's footsteps

- choose one student to be Grandma. Have them stand at one end of the classroom facing the wall and all other students at the opposing wall. The object is to reach the wall where Grandma stands.
- if Grandma turns around and sees a person moving, they must return to the other side of the room and begin again so students want to not be heard or seen. If a player touches the wall without grandma seeing, they are the winner of that round. Repeat.
- emphasis the importance of observing grandma to see when she is about to turn and the desire to remain quiet and unnoticed.

Activity #4- possum

- choose a leader for each round. The leader will set the level (high, medium low) one's classmates must be moving around at (dance or walk). The leader can change the level at any desired time so students must be observant. When the music stops, students must safely get to the ground as fast as possible and stay still until the music begins again. If a student is seen moving when the music is off, they will be out for that round and can replace students who are moving at the wrong level (not following the leader)

Closure: (5 min.)

- have students walk around the classroom to cool down
- ask the important portions of the game Possum

Assessment Methods:

1. Objective 1: observation