Lesson Title: Roll and Build a Play Subject: ELA (Creative Writing) & Arts Education

Grade: <u>5/6</u>

Teacher: <u>Danica Fontaine</u> Date: <u>November 29, 2017</u> Time: <u>9:15 am - 9:45 am</u>

Big Ideas	Content		
 Language and Text can be a source of Creativity and Joy (5 & 6) Developing our understanding of how language works allows us to use it purposefully. (6) Using language in creative and playful ways helps us understand how language works (5) Dance, drama, music and visual arts are each unique languages for creating and communicating. (Arts Education 5 & 6) 	 Story/Text (5 & 6) Text features, literary elements Writing Process (5 & 6) Drama: character, time, place, plot, tension, mood & focus (Arts Education 5 & 6) 		
Curricular Compotoncies			

Curricular Competencies

- Use writing and design processes to plan, develop, and create texts for a variety of purposes and audiences
- Use language in creative and playful ways to develop style
- Transform ideas and information to create original texts
- Create artistic works collaboratively and as an individual using ideas inspired by imagination, inquiry, experimentation, and purposeful play (Arts Education)

Rationale:

This activity is designed to introduce students to the beginning of the writing process and to help them begin to generate ideas for a short story. This activity is meant to introduce students to basic story structure (5 W's).

Learning Objectives (Students will be able to):

- Create a list of ideas for writing based off of a writing prompt/starting point
- Include at least 1 idea for each of the 5 W's in their brainstorm (Who, What, When, Where, Why) in a short performance piece that tells a story.

Materials:

- Dice
- Dice Character/Mood Key
- Brainstorm Worksheet

Pacing	Lesson Outline
10 mins	Go over "Mad Scientist" role in planning to write - Mad Scientist: Writing any and all ideas. Little to no filter. Multiple ideas for one W is okay! Ask the Class what are the 5Ws? (Who, What, When, Where, Why) - What do each of them mean?
5 mins	Roll Dice to decide character & character mood
15 mins	In groups, students are "Mad Scientists" and brainstorm ideas for their story based on the story starter.
Time given may vary	Have the students pull ideas from their brainstorm to create a short skit or play to be presented in front of the class. - Option to give groups more time for longer/more elaborate performances with the potential addition of props, costumes, set design, etc.
Time may vary	Have each group perform their play in front of the class. As the class is watching, ask them to notice/note the 5Ws in each of the skits. - After each play, ask the students that were watching to identify each of the 5Ws present in the play as a check for understanding
10 mins	Go over the 5Ws (final check for understanding) - have the students tell you what each of them means and give an example of it.

Differentiated Instruction:

- For students that may struggle with writing or have a lack of writing confidence, form groups that are comprised of varying skill level and where the students can feel comfortable to share/take risks (*method for grouping will vary depending on class).
 - Have specific roles the group can assign themselves if needed: scribe, mediator, etc.; ensuring all group members are participating in some way.

Dice Key - Character and Mood

Number Rolled	Character	Mood
	Scary Dinosaur	Worried
• •	Messy Doctor	Sad
•••	Speedy Turtle	Excited
• •	Polite Clown	Homesick
	Clumsy Moose	Angry
	Hyperactive Chicken	Confused