

ACT IT OUT

Classroom Activity: Developing Expression

OBJECTIVE

The learner will demonstrate their understanding of a story and use an appropriate expression.


TIME

Multiple classes.

MATERIALS

Copy of a story, costumes (optional).

WARM UP: EXPRESSION

1. Sign in to ABRACADABRA.
2. Choose the category *Reading*.
3. Choose *Expression* from the activity list. 
4. Select a story from the available list.
5. Click on *Go*.
6. Click on *Play*.
7. Watch and assist as the child does this activity.
8. After learners have gone through the activity, ask: *What kind of gestures do you think (character) made?*

PLANNING THE SKIT

1. Divide learners into groups of four.
2. Assign each group a story or allow them to choose one.
3. Guide each learner to pick a role (character).
4. Watch as learners practice the character's lines and actions. If the narrator mostly tells the story, have learners rewrite the story to give the characters more lines.
5. Remind learners to pay attention to expression and gestures.
6. Allow learners to select a costume for their character.

OPENING NIGHT

1. Call up each group to present their skit. You can expand the event:
 - Invite the kindergarten learners to be the audience
 - Work with other grade 1 teachers to have many skits
 - Do the presentations in the evening and invite parents
 - Videotape the skits as part of learners' portfolios.
2. Have a group discussion after all groups have presented.
 - How does the expression in someone's voice help us understand what happened?
 - How do gestures help us understand what happened?
 - Did any groups make changes to the story?