



## Lesson: Powers of Observation

Ages: 4<sup>th</sup> and 5<sup>th</sup> grade

Supplies needed: For the Quick Change activity, children may wish to put on accessories for their outfit and/or dress in layers, so they can easily change up their appearance.

Project Intro: This lesson helps children practice using their observational skills. Children will further demonstrate the ability to use their whole bodies to convey objects and actions, and to understand the difference between activity and action.

Materials Reference: Teaching Drama, The Essential Handbook (beatbybeat Press)

Project steps:

### Warm-Up Activity:

- **Stop, Go, Jump!**
  - Tell the children and other family members participating to find an empty space to walk around.
  - When you say *GO*, they are to walk around trying to fill up all the space, not leaving any gaps.
  - When you say *STOP* they should stop. Try this out a few times.
  - When you say *CLAP* they should clap, when you say *JUMP* they should jump. Try this out a few times, then mix it in with *GO* and *STOP*.

- When you say *KNEES* they should bend over and put their hands on their knees, when you say *SKY* they should reach up toward the *SKY*. Try this out, mixing it in with the previous commands.
- After they've gotten the hang of this, kick it up to Level 2. They are now to do everything in exact opposite. *STOP* means go, *GO* means *STOP*, *CLAP* means jump, *JUMP* means *CLAP*, *KNEES* mean *SKY* and *SKY* means *KNEES*.
- Try out this new level for a while, slowly at first, then increasingly faster.
- Finally, kick it up to Level 3. You will be doing the actions literally as you say them, however, the others should continue doing the exact opposite.

### **Drama Activity:**

- **Quick Change**

- Have the children and other family members participating seated in a circle.
- Choose someone to be the “changer”. Let the others study his/her appearance for 1 second. Ask the “changer” to leave the room out of sight.
- While out of sight the “changer” must change three things about his/her appearance (pull a sock down, change watch from one wrist to another, unbutton a button, etc.)
- When the “changer” enters, the others must figure out what three things have changed.
- Continue this for several rounds.

- **Ding! Pantomime**

- Choose four people to play the following roles: one eye-witness and three detectives.
- The three detectives are trying to solve a murder case. They are sent out of the room beyond hearing range.
- Together the others decide on three clues: 1) a place, 2) an occupation of the victim and 3) a murder weapon.

- The first detective is called into the room. The eye-witness will convey in order what each clue is to the first detective, using only pantomime (no words).
- Once the first detective believes they know what each clue is they say “Ding!” (a lightbulb going off).
- Without saying what they think the clues are, the next detective is called in and now the first detective tries to pantomime to the second detective each clue.
- The second detective says “Ding!” for all three clues then pantomimes for the third detective.
- Once the third detective knows all three clues he/she says them out loud and the others confirm what the correct clues are.
- Continue for several rounds.

#### Drama Vocabulary:

**Gesture** – a form of non-verbal communication in which visible bodily actions communicate particular messages, either in place of speech or together and in parallel with spoken words. Gestures include movement of the hands, face, or other parts of the body.

**Pantomime** – when actors express meaning through physical gestures

**Quick Change** – When an actor goes off stage to change their costume quickly before returning to the stage.