OVERVIEW OF MODULE 1 TITLES

Below you will see the Titles, Topic Links and outline descriptions for Drama Literacy Module 1 which introduces both students and teachers to the format.

Module 1 is intended to be used in the first/early part of the School Year so content is designed to break the ice on moving on a year, getting a new teacher and just being back at school socialising with others.

THE LESSONS - There are 8 video lessons allocated to each stage with downloadable Documentation and a Games video. Additions are a Training Video for Early Years teachers, Hallowe'en video lessons and the Christmas Video lessons.

***IMPORTANT You can choose do a video lesson from a younger stage than the one you currently teach.

For example Grumpy Waiter (P5) and Park Bench (6) are similar lesson types, Park Bench being slightly more advanced and involved. Depending on your class, teachers of P6 might choose to start with the Grumpy Waiter lessons.

Similarly if you were doing Jungle with P4 you could do the lessons on Jungle in the P3 set.

It would be the same with a Composite Class - if you have a P4/5 choose from the P4 or P3 lessons.

HOWEVER PLEASE DO NOT SELECT FROM A HIGHER STAGE THAN YOUR OWN UNLESS YOU HAVE CONSULTED WITH OTHER TEACHERS IN YOUR SCHOOL WHO ARE ALSO USING THE RESOURCE.

Module 1 includes a Games Video showing Louise teaching 10 great games with a class plus full documentation.

ADDITIONAL LESSON PLANS - It is our intention that the Drama Literacy Programme incorporates elements of Training for teachers and within Module 1 we include additional Lesson plans from time to time for teachers to try for themselves.

TIMESCALES We estimate allowing 1 hour on the video activities plus extra time for the written aspects.

Integral to the success of the format is always allowing the students time to share written work, read it out to a partner/class and getting feedback, completing the cycle of DRAMA>LITERACY>DRAMA (presentation of written work). This is what motivates the students in the Literacy aspects and drives Attainment.

We have received mixed views on the <u>length</u> of the lessons - perfect for some teachers and for others sometimes too long at one sitting. Do spread a lesson over more sessions if you need to. We intend that the resource is flexible in every way that suits your teaching programme so do adapt to suit your own timescale.

It is strongly advised that you watch the videos yourself and read over the documentation before presenting them to your class so that you are fully prepared for the lesson organisation.

LESSON DEVELOPMENT - Regardless of the stage taught, different classes will have different skill levels and experience and so will class teachers themselves.

The amount of support from the video lessons aims to meet the middle ground in this respect. If appropriate, teachers can further challenge their students, ask for a greater input of their ideas and take on an increasingly responsive approach within the "live classroom setting."

If teachers need any help tweaking the content to match student ability levels please do drop us an email - we are very happy to help.

Teachers who have already had experience working with the video format will now be well informed to introduce the approach to their new classes and to plan in advance.

You can get started anytime and we'd love to have you as part of and informing on the build of this original, new, dynamic resource. Get in touch if your school would like to participate.

Any questions for us, just ask.

Julie and Louise info@thedramastudio.com

LESSON FEATURES

From time to time we will be including Lesson Plans for teachers to try out for themselves. They will appear here for a few weeks and then be withdawn for something else but you can download the documentation to keep.

Background To The Resource



Using The Resource



Classroom Games

Played regularly, these fun and inclusive games can have a beneficial effect on student behaviour, greatly improve their ability to work together and show consideration towards others.

Back To School Games and Exercises - Lesson Instructions



Click Here For Documentation

Great Classroom Games Teaching Video



Games Instructions

THE TEACHING VIDEOS

PRIMARY 1 / RECEPTION / APPROX AGE 5

Primary 1 Overview Module 1

Grandpa Tom - At the Farm



Documentation For Grandpa Tom At The Farm

Grandpa Tom's Birthday Cake



<u>Documentation For Grandpa Tom's</u> <u>Birthday Cake</u>

Grandpa Tom Soup-er Hero



<u>Documentation For Grandpa Tom Soup-</u> <u>er Hero</u>

Grandpa Tom On The Moon



Documentation For Grandpa Tom On The Moon

Grandpa Tom's Puppy



<u>Documentation For Grandpa Tom's</u> <u>Puppy</u>

The Washing Line



Documentation For The Washing Line

Grandpa Tom Goes Shopping



Documentation For Grandpa Tom Goes Shopping

In The Park



Documentation For In The Park

In Module 1 we introduce the younger students to the Over To You format beginning with fun, engaging games, whole class activities and into simple paired scenes.

Each of the lessons features our Grandpa Tom character and this develops a connection with young children and a character that they will begin to know and love.

They will also meet his quirky neighbour Mrs Bell and a puppy (sometimes played by a real puppy) Millie who the children will also enjoy seeing.

The lessons use repetition and familiarity to grow the confidence of the students and gradually we start to build in opportunities for them to give their own ideas and opinions and say and enact what they would do within a given situation.

We use drawings and artwork for the students to express the creativity within the drama story and make it their own.

As they begin to learn words these can be added to their pictures just as little extras at first. As reading and writing progress the words take on a bigger role in the self-expression.

Putting pen to paper to create the drawing from the story is the first step in moving Drama into Literacy. Then being able to talk about their drawings, explaining what is in them to partners or as a class, taps into the Drama skill of Presentation turning the activity full circle – Drama>Literacy>Drama.

This is the success formula for Drama Literacy, engaging students through Drama and inspiring them to write.

These small steps in nursery and reception/P1 are the foundation of the teaching method and from our research, if done consistently, teachers see a quick skill progression.

Students become confident to express themselves physically and then naturally through writing.

Lesson Titles & Outline	Topic Links	Key Drama Skills	Literacy
Grandpa Tom – At The Farm The start of The Grandpa Tom series initiates students to the format and characters through a "game". During his dream, Grandpa Tom is at a farm meeting different animals.	Farms , Dreams	Listening & Watching Responding To Action Prompts Guessing A Setting Whole Class Activity Suspense Improvisation Characterisation	Drawing pictures from the story and sharing. Dream Bubbles
Cake Another dream as Grandpa Tom slips off to	Birthdays, Dreams	Recall of Story Details Responding To Action Prompts	Drawing a funny picture from the story and sharing.

		T =	
sleep the night before his birthday.		Detailed Mime	
The dream does not bode well for the making of his birthday cake.		Character & Expression Individual Improvisation	
Grandpa Tom Soup-er Hero	Superheroes, Dreams	Listening & Watching	Drawing Picture from favourite part of the
The addition of soup to		Recall of Story Details	story and sharing
his supper might be the reason that Grandpa Tom becomes a Soup-er		Responding To Action Prompts – Whole Class	
Hero in this dream.		Detailed Mime & Vocal Effects	
He is able to help people with his powersuntil		Character & Expression	
reality arrives in the morning!		Paired Improvisation	
Grandpa Tom On The Moon	The Moon, Space, Dreams	Listening & Watching	Drawing The Sandwich and sharing.
A shortage of cheese	Dreams	Recall of Story Details	and sharing.
prompts his dream and a trip to the moon to find some is in order.		Responding To Action Prompts	
The "crater cheese" is		Detailed Mime & Movement & Vocal Effects	
not great on Mrs Bell's teeth however. Ah well		Paired Improvisation	
there's that soup or is there?		Presentation	
Grandpa Tom's Puppy	Pets, Puppies	Listening & Watching	Picture Story and sharing.
Mrs Bell arrives with Millie the puppy for		Recall of Story Details	Silating.
Grandpa Tom to look after overnight. After a		Responding To Questions	
few games and a sneak		Detailed Mime & Movement	
into the kitchen the puppy is put under the bed for the night.		Paired Improvisation	
In the morning it is clear that this time the events have NOT been a dream.		Use of Own Ideas	
What will be done with that puppy?			
The Washing Line	Homes & Houses	Listening and Watching	Picture Story and
A lovely dry day is perfect for Mrs Bell's		Whole Class	sharing.
washing to be hung out but something goes		Washing Line Configuration	
missing from the line – her tights. What has		Turn- Taking	
happened?		Paired Improvisation	
That puppy perhaps.		Use of Own Ideas	

Grandpa Tom Goes Shopping Grandpa Tom and Mrs Bell are in the supermarket guessing what's in each other's shopping bag.	Shopping	Listening & Watching Recall of Story Details Whole Class Mime and Movement Guessing Game & Suspense Giving Clues	Shopping Bag Drawings and Sharing
It's great fun until a strange noise in Grandpa Tom's bag is something of a mystery.		Paired Improvisation	
In The Park The play park is empty when the school bell goes but Grandpa Tom fancies a go on the swings! He ties up the puppy and has to hide from the Park Keeper every so often but has a lovely time on the play park things. When the Park Keeper spots the tied-up puppy, Grandpa Tom has to reveal himself and make excuses for what's been going on.	The Park, Games, Neighbourhood	Listening & Watching Recall of Story Details Whole Class Mime and Movement Freeze Technique Dramatic Tension Characterisation Paired Improvisation Making Up Excuses	Picture Story Writing and Share

PRIMARY 2 / YEAR 1 / APPROX AGE 6

Primary 2 Overview Module 1



At The Beach Documentation



At The Park Documentation



At The Circus Documentation



At The Loch Documentation
Schottische Music



A Jester's Job Documentation



A Jester's Job 2 Documentation



The Wish Documentation



The Wish 2 Documentation

In the early stages of the resource there is a definite progression so we do advise that you use the lessons for this stage in the order that they are listed in Module 1. There is an emphasis on repetition and game-formats to instil confidence in young students and then from there the lessons begin to focus on merging stories with children's own natural play. Working altogether or mainly in pairs for now works well for this age.

Creating stories, chatting about them, drawing and writing from them are key elements and presentation skills can be subtly dropped into a "show and tell" style rather than making them too important at this stage which can be off putting for young children and can also interrupt the flow of creativity.

Into Literacy is added at the end of the Drama session and the students become used to settling down to draw pictures from the Drama story adding words and descriptions as their progress in writing develops. We have found that the sheer vocabulary of the Drama input soon has the children using different words and asking how to write them.

At this most receptive stage we have found that children can make considerable progress in Literacy when Drama intervention blends with play.

Lesson Titles & Outline	Topic Links	Key Drama Skills	Literacy
At The Beach Toby and Granny take a bus tour to the beach where everyone has a lovely time choosing beach activities.	At The Seaside/Beach	Mime and Movement Game- On the Bus Mime Partner Activities Tableau	Drawing pictures from the story.
At The Play Park Today Toby and Granny take their bus trip to the Play Park and everyone has great fun. However when Granny's red bag goes adrift in the duck pond, there's a problem to solve!	The Park	On The Bus game independently with the class teacher Miming with a partner Choosing Mime activities Problem solving	Drawing from the story
At The Circus The bus trip arrives at the Circus today. We meet the Ringmaster and take part in some of the acts.	Circus	Mime & Characterisation Listening & Recall Attention To Detail Use of Voice	Drawing Form The story
At The Loch The final lesson in the series, this time a picnic at Loch Ness and meeting Nessie, who is NOT a figment of Toby's imagination apparently!	Lochs/Lakes, Picnics, The Loch Ness Monster	Turn Taking Listening & Recall Characterisation Mime & Movement Improvisation	Story Writing With A Partner

A Jester's Job	Medieval, Castles,	Mime & Movement	Picture Drawing and
	Dragons, Jesters		Description
A Medieval fantasy story		Characterisation	
with a bossy Queen, a			
Jester and a little Dragon		Story Building	
who has lost his fire.			
		Listening and Recall	
A Jester's Job 2	As Above	Movement	Drawing from the story
Including more independent partnered		Watching, Listening & Recall	and adding descriptions where able to do so.
activities, the Jester helps the Dragon by riding to a Wizard's Cave		Improvisation with a partner	
for help.		Problem solving	
		Presentation	
The Wish	The Forest, Elves, Friendship, Owls	Mirroring	
Two inseparable elves - Bubble and Squeak find		Turn-taking	Writing and Pictures Capturing Significant
they have a major problem when their wish		Follow My Leader	Element of Story
is taken literally by the Magic Tree.		Use of Voice	
-		Mime & Movement	
		Presentation	
The Wish 2	As Above	Characterisation	Picture Story Writing
The desperate elves take advice from a wise owl		Listening & Recall	
to visit the Wishing Well where their problem can		Mime & Movement	
be solved.		Improvisation	
		Presentation (with possible narrative support from teacher)	

PRIMARY 3 / YEAR 2 / APPROX AGE 7

Primary 3 Overview Module 1



The Present Documentation

Removal Van

Removal Van

Removal Van Documentation



Bertie Boggins Documentation



Goldilocks Documentation

Big Chief Game Instructions





Down The Plughole Documentation

Good Morning Your Majesty Games
Instructions

The Birthday Party

The Birthday Party Documentation



The Jungle 1 Documentation



The Jungle 2 Documentation

At this stage the first few lessons focus on Mime - shape and weight of objects. Mime is a great ice-breaker, achievable by everyone so again we recommend you follow the order of the first few lessons in Module 1.

Working in pairs and small groups with an emphasis on turn-taking and listening to each other are also key features. More can be made of Presentation Skills during showing and encouraging feedback helps the students to learn from each other.

Into Literacy aspects now become captioned drawings, speech bubbles and picture stories and the idea now of writing a story based on the Drama input. High value is placed on what they write about from the Drama session. The students can read what they have written to a partner or to the class.

Praise and encouragement will instil confidence in the written elements alongside the physical elements of the Drama. When we consistently applied the formula we saw significant improvements in both Drama and Literacy.

Titles	Topic Links	Key Drama Skills	Literacy
The Present Progression from simple mime techniques into the giving of a present scenario.	Giving Presents, Shapes	Watching and understanding basic Mime Doing Mime exercises to improve focus and stimulate imagination. Co-operation – working in pairs/groups Adding speech to mime Presentation Giving Feedback	Drawing and Captions/ writing present lists/writing about the story.

Removal Van	Homes & Houses	Introducing change in	
Extending the mime skills, this lesson	Moving House	weight, shape and size of mimed objects	Comic sequenced cartoon stories/writing
explores a funny, improvised story for the students to re-enact. adding in their own		Developing Mime into dialogue and creating a humorous story	what should happen next
creative ideas.		Co-operation	
When the removal people begin to take out Mrs Porter-Smythe's		Characterisation	
furniture, a small mishap leaves her thoroughly unimpressed!		Presentation & Giving Feedback	
Bertie Boggins's	Books, Bookshops	Mime &	
Bookshop		Characterisation	Drawing and titling the
An improvised story taking place in a		Listening & Recall	books/writing as the characters/character
bookshop looking at characterisation.		Attention To Detail	drawing and speech bubbles
Bertie Boggins has a busy day but oh dear		Improvisation & Narration	
what a mix-up with the books.		Presentation & Giving Feedback	
		Group work	
Goldilocks and The Three Bears	Fairy Stories	Turn Taking	Creating picture stories with a partner
The students tell a well - known story in narrative		Listening to, recalling, and creating a story	·
style with a partner taking turns to do so. They then create their own story.		Telling/Narrating a Story	
Down The Plughole	Homes & Houses, Fire	Watching	Writing from the Drama
Using Voice effectively within a game and	Service, Spiders	demonstrations and taking direction.	Story
storyline.		Use of Voice.	
The echoey voice from the plughole sounds spooky but is it really a		Creation of different characters.	
job for a Fire Officer?		Co-operation – working in pairs/groups	
		Sequencing and Recall	
		Presentation	
		Giving Feedback	
The Birthday Party	Birthdays, Occasions	Sequenced Tableaux	Creating A Story Ending For Final Tableau
Extending the mime skills, this lesson explores a funny,		Thought Tapping	Extending Into Writing
improvised story for the		Extending Dialogue	

students to re-enact		Characterisation	
adding in their own		Characterisation	
creative ideas.		Co-operation	
The Party is going well but who is the mystery		Turn -Taking	
visitor - a gate crasher?		Point of Tension	
		Presentation & Giving Feedback	
Jungle 1	Jungle, Animals	Mime & Characterisation	
Creating jungle animal characters.		Animal Voices	Drawing and labelling/writing about
		Listening and Recall	animal characters
		Creating Conversations	
		Presentation & Giving Feedback	
		Group and Paired work	
Jungle 2	As Above	Following A Leader and Turn Taking	Writing Jungle stories
Adding on to the first Jungle Story introducing dramatic tension and		Listening and Recall	
intrigue.		Characterisation and	
There's a Human in the		Improvisation.	
Jungle and the animal characters are wondering why.		Creating Dramatic Tension	

PRIMARY 4 / YEAR 3 / APPROX AGE 8

Primary 4 Overview Module 1





Lazy Farm Helper Documentation **Snowball Games Instructions**





Lazy Farm Helper 2 Documentation

Potion Commotion



Potion Commotion Documentation

Potion Commotion 2



Potion Commotion 2 Documentation

Which One?



Which One? Documentation

Which One 2?



Which One 2? Documentation

Bank Robbery

Bank Robbery Documentation



Bank Robbery 2 Documentation

Introductory Mime activities now follow a set storyline and emphasis is on recall of the sequence of it. The students are encouraged to look out for detail and to use their own ideas within the Drama Scenes. Listening is also focused on generally and as a stimulus for the Drama itself.

The students will be working in pairs and small groups now.

Drawing and captions is continued as a basic method of writing from the Drama lessons but the sequencing and detail becomes more challenging. Writing within different contexts is introduced such as labelling, notetaking and writing from a viewpoint in addition to writing a story.

Titles	Topic Links	Key Drama Skills	Literacy
Lazy Farm Helper 1 Use of mime to tell a funny story which takes	Farms	Watching and understanding basic Mime	Drawing and Captions
place on a farm.		Occupational Mime Game	
		Co-operation – working in pairs	
		Using own ideas for occupational mimes	
		Presentation	
		Giving Feedback	
Lazy Farm Helper 2	As Above	Observing Mime	Comic sequenced
		sequence	cartoon stories.
Extending the mime		•	
skills, this lesson further		Reproducing Mime	
explores this funny,		sequence as individual	
improvised story for the		and paired mimes.	
students to re-enact and			
to add in their own ideas.		Attention to detail	
		Sequencing of scene	
		details	
		Showing scenes	
Potion Commotion		Mime & Movement	Drawing potion/lotion bottles and creating
An improvised story which begins when old	Potions, Magicians, Medicines	Listening & Recall	labels for them.
Mrs McKay comes Professor Potty's shop		Attention To Detail	
looking for a Potion of Youth to remove her wrinkles.		Improvisation	
willings.		Using own ideas	
		Presentation & Giving Feedback	
Potion Commotion 2	As Above	Improvisation	
A follow-up to the previous lesson.		Mime and Facial Expression	Drawing and labelling antidote containers.
Things go very wrong when the dosage is not adhered to. Can the		Paired and Individual Tasks	

Presenting scenes to other students Which One? Which One? Guessing the story. Creating a story from a listening exercise and developing a beginning, middle and end. Which One 2? Which One 2? As Above Which One 2? As Above Creating and Describing Presentation & Giving Feedback Creating a story from the previous lesson using improvisation. Warking together in groups Which One 2? As Above Creating animal voices and character. Making Friends Bank Robbery 1 Banks, Security, Humourous Stories, Planning a slapstick style bank robbey. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Creating the story from the previous lesson. As Above Creating animal conversation & Giving Feedback Creating animal conversations Creating animal conversations Creating animal conversations Creating animal provisation Creating animal conversations Creating animal conversation & Giving Feedback Bank Robbery 1 Banks, Security, Humourous Stories, Planning and Recall Listening and Recall Listening and Recall Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Writing the Drama story From the previous lesson.				
Minch One ? Which One ? Guessing the story. Creating a story from a listening exercise and developing a beginning, middle and end. Which One 2? Which One 2? Which One 2? Which One 2? Creating a story from the previous listening exercise and developing a beginning, middle and end. Which One 2? Which One 2? As Above Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Planning a slapstick style bank robbery. Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Creating and Paired work Creating and Paired work Creating and Recall Listening and Recall Creating about animal-character viewpoints. Creating animal conversations Group and Paired work Characterisation and Improvisation Listening and Recall Listening and Recall Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding thought bubbles to character sall in antibody within the scenario Presentation & Giving Feedback Writing the Drama story	Potion Makers produce		Presenting scenes to	
Which One? Which One? Guessing the story. Creating a story from a listening exercise and developing a beginning, middle and end. Working together in groups Milme and visualisation Drawing and Describing Presentation & Giving Feedback Creating a story from the previous lesson using improvisation. Which One 2? As Above Which One 2? As Above Creating and inentifying the place and the situation/scenario Working together in groups Milme and visualisation Drawing and Describing Presentation & Giving Feedback Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. As Above Bank Robbery 2 As Above Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Writing the Drama story Follow-up to the	-		other students	
Which One ? Guessing the story. Creating a story from a listening exercise and developing a beginning, middle and end. Which One 2? Which One 2? Which One 2? Which One 2? As Above As Above Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Hanning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above As Above Bank Robbery 2 As Above As Above Creating and Recall Listening and Recall Creating and Recall Creating and Recall Listening and Recall Creating and Recall Listening and Recall Creating and Recall Creating and Recall Listening and Recall Creating and Recall Creating and Recall Creating and Recall Listening and Recall Creating and Recall Creating and Recall Listening and Recall Creating and	McKay?			
Which One? Guessing the story. Creating a story from a listening exercise and developing a beginning, middle and end. Which One 2? Create haracter still images showing emotions. Which One 2? Creating a story from the previous lesson using improvisation What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Hanning a slapstick style bank robbers, The not-too-clever robbers make their plans. Bank Robbery 2 Bank Robbery 2 As Above As Above Creating an imal conversations Creating an imal conversation and improvisation Listening and Recall Creating an imal conversations Creating an imal conversation and improvisation Creating an imal conversation and improvisation Creating an imal conversation and improvisation Adding in own ideas within the scenario or events Adding in own ideas within the scenario within the scenario or events and intervent in the scenario within the scenario within the scenario within the scenario within the scenario or events and intervent in the scenario within the scenari			Creating ideas for	
Second Pets Description			antidote potion	
Guessing the story. Creating a story from a listening exercise and developing a beginning, middle and end. Working together in groups Mime and visualisation Drawing and Describing Presentation & Giving Feedback Creating a story from the previous lesson using improvisation What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Handing a Slapstick style bank robbery. Planning a slapstick style bank robbery. Bank Robbery 2 As Above Creating tableaux which detail order of events and Recall Creating tableaux which detail order of events within the scenario Adding thought bubbles to characters sto characters on characters. Adding in own ideas within the scenario Presentation & Giving Feedback Creating animal conversations Creating animal conversations Creating animal conversations Presentation & Giving Feedback Group and Paired work Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Writing the Drama story			ingredients.	
Guessing the story. Creating a story from a listening exercise and developing a beginning, middle and end. Working together in groups Mime and visualisation Drawing and Describing Presentation & Giving Feedback Creating a story from the previous lesson using improvisation What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Handing a Slapstick style bank robbery. Planning a slapstick style bank robbery. Bank Robbery 2 As Above Creating tableaux which detail order of events and Recall Creating tableaux which detail order of events within the scenario Adding thought bubbles to characters sto characters on characters. Adding in own ideas within the scenario Presentation & Giving Feedback Creating animal conversations Creating animal conversations Creating animal conversations Presentation & Giving Feedback Group and Paired work Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Writing the Drama story	Which One ?	Pets	_	
the place and the situation/scenario Creating a story from a listening exercise and developing a beginning, middle and end. Working together in groups Mime and visualisation Drawing and Describing Presentation & Giving Feedback Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Handing a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 3 Bank Robbery 4 Creating animal conversation and limprovisation What happens when Sebastian the cat meets the new puppy? Presentation & Giving Feedback Group and Paired work Creating animal conversations Creating animal Recall Listening and Recall Characterisation and Improvisation Motetaking Improvisation Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Writing the Drama story				
Situation/scenario Creating a story from a listening exercise and developing a beginning, middle and end. Working together in groups Milme and visualisation Drawing and Describing Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating animal voices and character. Making Friends Creating animal voices and character. Making Friends Creating animal voices and character viewpoints. Creating animal conversations Creating animal conversations Creating animal conversations Creating animal conversations Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Writing the Drama story Writing the Drama story	Guessing the story			Adding thought bubbles
Creating a story from a listening exercise and developing a beginning, middle and end. Reading a script Improvisation Working together in groups Mime and visualisation Drawing and Describing Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating animal voices and character. Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Listening and Paired work Creating animal conversation and Improvisation Listening and Recall Creating animal Conversations Creating animal Conversation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Writing the Drama story	duessing the story.		1 -	to characters
listening exercise and developing a beginning, middle and end. Improvisation Improvisation Working together in groups	6		sicuation, sections	
developing a beginning, middle and end. Improvisation Working together in groups Mime and visualisation Drawing and Describing Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Bank Robbery 2 As Above Ustening and Recall Creating animal conversation and Improvisation Listening and Recall Characterisation and Improvisation Notetaking Improvisation Writing about animal-character viewpoints. Creating animal conversations Creating animal conversations Creating animal conversations Characterisation and Improvisation Inprovisation Notetaking Presentation & Giving feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving feedback Writing the Drama story Follow-up to the Solving A Crime Characterisation and Writing the Drama story			Dooding a seriet	
middle and end. Improvisation Working together in groups	_		Reading a script	
Working together in groups Mime and visualisation Drawing and Describing Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Bank Robbery 3 Presentation & Giving Feedback Group and Paired work Improvisation Listening and Recall Improvisation Listening and Recall Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas Writing the Drama story Follow-up to the Solving A Crime Characterisation and Writing the Drama story				
Mime and visualisation Drawing and Describing Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating animal voices and character. Making Friends Creating animal voices and character. Listening and Recall Creating animal Conversations Creating and Paired work Creating animal Conversations Creating animal Conversations Creating animal Conversations Creating animal Conversations Creating animal Conversation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas Within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Writing the Drama story	middle and end.		Improvisation	
Mime and visualisation Drawing and Describing Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating animal voices and character. Making Friends Creating animal voices and character. Listening and Recall Creating animal Conversations Creating and Paired work Creating animal Conversations Creating animal Conversations Creating animal Conversations Creating animal Conversations Creating animal Conversation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas Within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Writing the Drama story				
Mime and visualisation Drawing and Describing Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating animal voices and character. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Solving A Crime Characterisation and Improvisation Writing and Recall Notetaking Improvisation			Working together in	
Presentation & Giving Feedback Create character still Images showing emotions. Which One 2? As Above Creating animal voices and character. Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. Planning a slapstick style bank robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Drawing and Describing Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Uistening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Uistening and Recall Writing the Drama story			groups	
Presentation & Giving Feedback Create character still Images showing emotions. Which One 2? As Above Creating animal voices and character. Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. Planning a slapstick style bank robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Drawing and Describing Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Uistening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Uistening and Recall Writing the Drama story				
Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating animal voices and character. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Listening and Recall Creating animal conversations Group and Paired work Characterisation and Improvisation Notetaking Notetaking Notetaking Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Creating tableaux Which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Writing the Drama story			Mime and visualisation	
Presentation & Giving Feedback Create character still images showing emotions. Which One 2? As Above Creating animal voices and character. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Listening and Recall Creating animal conversations Group and Paired work Characterisation and Improvisation Notetaking Notetaking Notetaking Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Creating tableaux Which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Writing the Drama story				
Which One 2? As Above Creating animal voices and character. Whith appens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 Bank Robbery 2 As Above Feedback Creating animal voices and character. Writing about animal-character viewpoints. Writing and Recall Listening and Recall Creating animal conversations Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Notetaking Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Solving A Crime Characterisation and Writing the Drama story			Drawing and Describing	
Which One 2? As Above Creating animal voices and character. Whith appens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 Bank Robbery 2 As Above Feedback Creating animal voices and character. Writing about animal-character viewpoints. Writing and Recall Listening and Recall Creating animal conversations Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Notetaking Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Solving A Crime Characterisation and Writing the Drama story				
Which One 2? As Above Creating animal voices and character. Whith appens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 Bank Robbery 2 As Above Feedback Creating animal voices and character. Writing about animal-character viewpoints. Writing and Recall Listening and Recall Creating animal conversations Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Notetaking Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Solving A Crime Characterisation and Writing the Drama story			Presentation & Giving	
Which One 2? As Above Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Creating animal voices and character. Listening and Recall Listening and Recall Conversations Group and Paired work Characterisation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Writing the Drama story			_	
Which One 2? As Above Creating animal voices and character. Making Friends Listening and Recall conversations What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Solving A Crime Writing about animal character. Writing and Recall Listening and Recall Creating animal conversations Fresentation & Giving Feedback Group and Paired work Characterisation and Improvisation Notetaking Improvisation Notetaking Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Characterisation and Writing the Drama story				
Which One 2? As Above Creating animal voices and character. Making Friends Listening and Recall conversations What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 As Above Solving A Crime Writing about animal character. Writing and Recall Listening and Recall Creating animal conversations Fresentation & Giving Feedback Group and Paired work Characterisation and Improvisation Notetaking Improvisation Notetaking Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Characterisation and Writing the Drama story			Create character still	
Which One 2? As Above Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Creating animal conversations Creating animal conversations Are group and Paired work Characterisation and Improvisation Notetaking Writing about animal-character viewpoints.				
Which One 2?As AboveCreating animal voices and character.Writing about animal-character.Creating a story from the previous lesson using improvisation.Making FriendsListening and Recall improvisation.What happens when Sebastian the cat meets the new puppy?Creating animal conversationsBank Robbery 1Banks, Security, Humourous Stories, Planning a slapstick style bank robbery.Characterisation and ImprovisationNotetakingThe not-too-clever robbers make their plans.Creating tableaux which detail order of eventsCreating tableaux which detail order of eventsAdding in own ideas within the scenarioAdding in own ideas within the scenarioPresentation & Giving FeedbackPresentation & Giving FeedbackBank Robbery 2As AboveListening and RecallFollow-up to theSolving A CrimeCharacterisation andWriting the Drama story				
Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Alding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Characterisation and Writing the Drama story	Which One 2?	As Above		Writing about animal-
Creating a story from the previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 Follow-up to the Making Friends Listening and Recall Creating animal conversations Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Characterisation and Writing the Drama story	Willen One 2.	AS ABOVE		_
previous lesson using improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Bank Robbery 2 Follow-up to the Listening and Recall Creating animal conversations Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Solving A Crime Characterisation and Writing the Drama story	Croating a story from the	Making Friends	and character.	character viewpoints.
improvisation. What happens when Sebastian the cat meets the new puppy? Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 Bank Robbery 2 As Above Bank Robbery 2 Follow-up to the Creating animal conversations Presentation & Giving Feedback Group and Paired work Characterisation and Improvisation Improvisation Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Notetaking Notetaking Presentation and Recall Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Writing the Drama story		iviaking Friends	Listoning and Docall	
What happens when Sebastian the cat meets the new puppy? Presentation & Giving Feedback Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Adding in own ideas within the scenario Presentation & Giving Feedback Characterisation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Creating tableaux which detail order of events Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bolving A Crime Characterisation and Writing the Drama story	_		Listening and Recail	
Sebastian the cat meets the new puppy? Presentation & Giving Feedback Group and Paired work Bank Robbery 1 Banks, Security, Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Writing the Drama story	improvisation.			
the new puppy? Presentation & Giving Feedback Group and Paired work Bank Robbery 1 Banks, Security, Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Adding in own ideas within the scenario Presentation & Giving Feedback Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Writing the Drama story	What happens when			
Presentation & Giving Feedback Group and Paired work Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Adding in own ideas within the scenario Presentation & Giving Feedback Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Solving A Crime Characterisation and Writing the Drama story	Sebastian the cat meets		conversations	
Feedback Group and Paired work Bank Robbery 1 Banks, Security, Humourous Stories, Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Follow-up to the Characterisation and Writing the Drama story	the new puppy?			
Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Follow-up to the Banks, Security, Humourous Stories, Characterisation and Improvisation Characterisation and Improvisation Characterisation and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Characterisation and Writing the Drama story			_	
Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 Follow-up to the Banks, Security, Humourous Stories, Improvisation Characterisation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Characterisation and Writing the Drama story			Feedback	
Bank Robbery 1 Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 Follow-up to the Banks, Security, Humourous Stories, Improvisation Characterisation and Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Characterisation and Writing the Drama story				
Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Bank Robbery 2 As Above Follow-up to the Humourous Stories, Improvisation Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Characterisation and Writing the Drama story				
Planning a slapstick style bank robbery. The not-too-clever robbers make their plans. Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Follow-up to the Listening and Recall Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Characterisation and Writing the Drama story	Bank Robbery 1	Banks, Security,	Characterisation and	Notetaking
bank robbery. The not-too-clever robbers make their plans. Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Follow-up to the Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Writing the Drama story		Humourous Stories,	Improvisation	
bank robbery. The not-too-clever robbers make their plans. Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Follow-up to the Listening and Recall Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Listening and Recall Writing the Drama story	Planning a slapstick style			
robbers make their plans. Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Characterisation and Writing the Drama story			Listening and Recall	
robbers make their plans. Creating tableaux which detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Characterisation and Writing the Drama story	The net tee eleves			
detail order of events Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Characterisation and Writing the Drama story			Creating tableaux which	
Adding in own ideas within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Characterisation and Writing the Drama story				
within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Solving A Crime Characterisation and Writing the Drama story	hiaiis.			
within the scenario Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Solving A Crime Characterisation and Writing the Drama story			Adding in own ideas	
Presentation & Giving Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Characterisation and Writing the Drama story			_	
Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Solving A Crime Characterisation and Writing the Drama story				
Feedback Bank Robbery 2 As Above Listening and Recall Follow-up to the Solving A Crime Characterisation and Writing the Drama story			Presentation & Giving	
Bank Robbery 2 As Above Listening and Recall Follow-up to the Solving A Crime Characterisation and Writing the Drama story				
Follow-up to the Solving A Crime Characterisation and Writing the Drama story	Bank Robbery 2	As Above		
Follow-up to the Characterisation and	-	Calula a A C :		\\\\\\\\\\\\\\\\\\\\\\\\\\
·	Follow-up to the	Solving A Crime	Characterisation and	Writing the Drama story
	-			
	•			
With the Police involved Using own ideas to end	With the Police involved		Using own ideas to end	
and a telling clue, it the story through group			_	
looks like the case will be improvisations	_			
solved.				

	Presentation & Giving	
	Feedback	

PRIMARY 5 / YEAR 4 / APPROX AGE 9

Primary 5 Overview Module 1

Grumpy Waiter



Grumpy Waiter 1 Documentation

Grumpy Waiter 2



Grumpy Waiter 2 Documentation

Soundscapes

Soundscapes Documentation



What's The Story Documentation

The Old Junkyard



The Old Junkyard 1 Documentation

The Old Junkyard 2



The Old Junkyard 2 Documentation



Headlines Documentation



Morton Manor Documentation

Detailed mime with comic timing and slapstick will engage the students in the first lessons as they identify with the characterisation. The students should now be able to recognise Drama skills such as Tableau, different types of mime-occupational, configuration, still images and soundscapes. Presentation and feedback are becoming more of a feature and they can work in larger groups.

Into Literacy is becoming more diverse, writing from personal perspective, writing and using scripts, diary writing, note taking and reporting.

Lesson Titles	Topic Links	Key Drama Skills	Literacy
A funny, slapstick mime lesson that develops into spoken language.	Restaurants, Food	Watching and doing detailed, sequenced Mime Comic Timing/Slapstick	Captioned Picture Story
The setting is a restaurant where a grumpy waiter collides with a very irritating, happy customer and gradually these character emotions begin to reverse.		Attention to detail Developing Mime into dialogue - Improvisation Presentation & Giving Feedback	
Grumpy Waiter 2 In this next lesson the action is moved into the kitchen and again using mime the waiter and the chef set about preparing the "meal".	As Above	Watching and doing detailed Mime Comic Timing/Slapstick Developing Mime into dialogue - Improvisation	Personal Story writing

	Working together in groups Presentation & Giving Feedback		
Soundscapes Creating vocal sounds that describe the ambience of a certain	Sound, The Fairground	Experimenting with Sound Effects Working closely with a	Drawing and captioning the places chosen for the Soundscapes
place.		Building up Soundscapes from single sounds	Writing the sound words
		Recording Soundscapes Presentation & Giving Feedback	
What's The Story? Creating a story from a listening exercise and developing a beginning,	Shops, Stealing	Listening to a pre- recording and identifying the place and the situation/scenario	Writing a Short Script in a group and editing where necessary. Reading a script
middle and end.		Recalling the script lines Working together in groups Presentation & Giving	
The Old Junkyard	The Junkyard, Sensory,	Feedback Solo Configuration Mime	Writing as a Junkyard
Configuration Mime to create the Junkyard.	Emotions	Vocalising Junkyard stories	object
Every object here has a back story. The		Improvisation	
atmosphere of the Junkyard is created.		Presentation & Giving Feedback	
The Old Junkyard 2	Recycling and Reusing	Group Configuration Mime	Writing a diary entry as a Junkyard object
Becoming junkyard objects with thoughts and feelings.		Groupwork & Improvisation	
"One person's junk is another person's treasure."		Presenting & Giving Feedback	
Headlines Using tableaux to create	News Reporting, Headlines, Newspapers	Creating and making inferences from Tableaux and Still Images	Writing and using scripts/notes to read from while reporting.
interesting snapshots which capture an event/news item for a newspaper headline.		Attaching headlines to the tableaux	
Develop these into		Group work	
newspaper and TV reports and interviews.		Reporting & Interviewing	

The Mystery At Morton	Mystery Stories	Characterisation &	Notetaking and
Manor		Improvisation	newspaper report writing.
When a pearl necklace is stolen there are 3		Listening to detail	
suspects.		Interviewing	
Who is to blame and how did they commit the crime?		Solving the mystery - possible outcomes	
		Giving Feedback	

PRIMARY 6 / YEAR 5 / APPROX AGE 10

Primary 6 Overview Module 1



Park Bench Documentation



Park Bench 2 Documentation



Park Bench 3 Documentation



Park Bench 4 Documentation



The Voyage Documentation



The Voyage 2 Documentation



The Voyage 3 Documentation



The Voyage 4 Documentation

As the students become older we generally find that the most successful lessons are achieved by going into depth on a subject rather than the one-off lessons.

You will see that gradually over the Primary class stages in Module 1 we have grouped a story/theme into two lessons. In the Upper Stages here we have gone further using two scenarios to develop at greater depth. We have found that by doing this, older students really get into the characters and storylines and ultimately produce higher quality writing.

Again we begin with Mime Scenes from the Park Bench story introducing four main characters. The final two lessons introduce speaking to the characterisation which further delves into the personalities and quirkiness of the characters. Paired activity then develops into group work as the story unfolds.

In contrast the second theme is dark and spooky covering Drama skills such as Choral Speaking, Ghostly Walks, Slow Motion and Creating Atmosphere.

Into Literacy involves Scripting, Creative Writing, Listing For and Against Arguments and Captain's Log Entries.

Lesson Titles	Topic Links	Key Drama Skills	Literacy
Park Bench 1	Occupations, Comical Stories, Slapstick	Watching and Doing Detailed Mime Exercises	Captioned Cartoon Story
A funny, slapstick mime lesson that develops over the lesson series	Humour	Comic Timing/Slapstick	
into spoken language.		Attention to detail	
Two painters prepare to paint a park bench. The		Characterisation	
Boss is not impressed with the Apprentice.		Presentation & Giving Feedback	
Park Bench 2	As Above	Watching and Doing Detailed Mime Scenes	
Meeting two new characters in the story.		Comic Timing/Slapstick	Captioned Cartoon Style Story
The painters are on their break when two		Attention to detail	
unsuspecting characters sit on their newly painted bench - what did		Characterisation	
they forget to do we wonder?		Presentation & Giving Feedback	
		Recalling The Whole Story	
Park Bench 3	As Above	Spoken Improvisations From Mime Scenes	Partnered Script Writing
The mime scenes now become spoken versions extending characterisation and		Incorporating Own Words	
vocabulary.		Characterisation Through Spoken Language and Mime	
		Presentation & Giving Feedback	
Park Bench 4	As Above	Spoken Improvisations From Mime Scenes	Creative Writing - A Series of Writing Options
Completion of the final spoken scene in the story.		Incorporating Own Words	are given.
Completion of the final spoken scene in the story and then		Characterisation Through Spoken Language and Mime	
considering ways of developing it into writing.		Using a Help Screen	
This series of scenes makes an excellent Presentation Piece either Mimed or Spoken Version.		Presentation & Giving Feedback	
*C1310111			

	<u> </u>	1	T
The Voyage 1	Voyages, The Sea,	Characterisation	Writing For and Against
	Mystery Story		lists with a partner
Sailors set off on the		Whole class movement	
search for new lands.		and occupational mime	
When their ship		Improvisation with Turn	
suddenly stops for no		Taking	
reason, they debate how			
to go about finding out		Presentation & Giving	
how to fix the problem.		Feedback	
The Voyage 2	As Above	Slow Motion Movement	Drawing and Writing
		and Mime	About Objects
Investigations using slow			
motion, mime and		Whole Class Activity	
movement under the			
ship reveal a treasure		Group Improvisations	
trove of objects.			
		Presenting & Giving	
		Feedback	
The Manager 2	A - A	Ch - +h · W/-II. Th · · · · · ·	Conneting and Mariting
The Voyage 3	As Above	Ghostly Walk Technique and Slow Motion	Creating and Writing Lines For Choral
A -t		and slow Motion	Speaking
A strange underwater		Creating Atmosphere	Speaking
spirit world is angered by the actions of the sailors.		Creating Atmosphere	
the actions of the saliois.		Charal Craalina	
		Choral Speaking	
		Pocarding and Editing	
		Recording and Editing Choral Speaking	
The Voyage 4	As About	Listening and Watching	Writing A Captain's Log
ine voyage 4	As Above	Detail	Entry
The spirits visit the		Jetun	
sailors to avenge the		Improvisation and Mime	
perceived theft and in a		miprovisation and willie	
spooky role reversal the		Contrasting Character	
ship is finally released		Types	
from its stationary berth.		1,7000	
		Slow Motion Technique	
		3.3.7 Wodon realinque	
		Joining Scenes Together	
	1	Training occurs rogether	1

PRIMARY 7 / YEAR 6 / APPROX AGE 11

Primary 7 Overview Module 1

Starter Lines



Starter Lines Documentation
Starter Lines Examples

Hands Through



Hands Through Documentation



Bad Hair Day

Bad Hair Day Documentation



Ethel's Tearoom Documentation

Ethel's Tearoom 2



Ethel's Tearoom 2 Documentation

Ethel's Tearoom 3



Ethel's Tearoom 3 Documentation

Campfire Story



Campfire Story Documentation

Campfire Story 2



Campfire Story 2 Documentation

Primary 7 is a big year for students and we have found that more teachers than at any other stage approach us for ideas to use with this particular stage.

We have found that lessons geared towards gelling the class with an emphasis on working together while adding in group and class challenges in a fun but structured way, can make a big difference to a P7 class climate.

The first 3 lessons are standalone with the students working in pairs and small groups.

Ethel's Tearoom is a humorous story that we have actually used many times for presentation to an audience and the Campfire lessons have darker elements of mystery and intrigue, always a popular theme and can really produce quality writing from students.

We recommend that you do these lessons in the order presented here as there is a build-up in skills and in mood with the lighter lessons first and then the very focused and more sensory Campfire lessons that will really fire the imagination.

The Campfire lessons use a template format which is also a more advanced lesson design.

Lesson Titles	Topic Links	Key Skills	Literacy
	Creating Scenarios From Starter Lines	Using Starter Lines To Begin A Developing Dialogue Listening & Responding	Writing & Creating Starter Lines

Hands Through	Partner Work, Mime	Use of Gesture & Voice	Writing instructions for another pair to follow
_	and Gesture, Use of		
Gesture and Mime Lesson	Voice	Timing & Close Listening	Reading instructions from another pair
This is a		Attention to Detail	
challenging but fun technique to explore use of		Giving & Following Instructions	
gesture and quick response.		Presentation & Giving Feedback	
Bad Hair Day	Occupations	Watching & Listening	Comic Strip Presentation
Hairdressing Scenario that does not go according to	Comedy Sketch Characterisation	Paired & Group Improvisation	
plan. Comical Sketch	Characterisation	Characterisation Through Spoken Language and Mime	
Comical Sketch		Creating Characters	
		Asides and Facial Expression	
		Comic Timing	
		Presentation & Giving Feedback	
Ethel's Tearoom	Social Drama, Restaurants/cafes,	Improvisation & Characterisation	Writing appropriate Menus for Ethel's Tearoom to use in the next scene
When Ethel McKee wins the Bingo jackpot, her dream of opening a tearoom is fulfilled.	Characterisation	Use of Cue Lines In Whole Class Improvisation Presentation & Giving	
This series of		Feedback	
scenes makes an excellent Presentation Piece.			
Ethel's Tearoom 2	As Above	Improvisation &	Writing first impressions of the tearoom as a
As people hear about the tearoom, the opening day comes and it turns		Characterisation Exploring Different Means of Communication	character in the scene
out to be very eventful.		Character Group Improvisation	
		Remembering Information Details To Pass On	
		Using The Created Menus	
		Use Of Title As Focus	
		Performing Scenes	
Ethel's Tearoom 3		Expressing Thoughts & Reactions	
The locked-in customers find			Writing newspaper reports based on character interviews

<u> </u>	1	T	T
activities to pass		Holding Freeze Position	
the time.		Until Your Turn	
		Constit Constitute Male als	
		Small Group Into Whole	
		Class Improvisation	
		Character Interviews	
Campfire Story	Forests, Camping,	Campfire Supportive	Writing and using short scripts
Campine Story	School Trips,	Storytelling Technique	Whiting and asing short scripts
A campfire story	Atmospheric Story-	storytoming realizing as	
becomes a scary	Telling	Use of Atmosphere	
reality for a group			
of school students		Listening and Follow-On	
tenting in a forest.		Turn-Taking	
		Tam raking	
This first lesson		Group Scripting	
focuses on story-			
telling.		Presentation & Feedback	
		Tresentation a recasation	
Campfire Story 2		Atmospheric Movement &	Narrative Writing within Drama Scenes
,		Interactive Mime	0 1 1 1 1
Further			
investigation of the		Narrative Writing With	
night sounds just		Dialogue Gapping	
gets spookier for			
the students.		Listening and Watching	
		Detail	
We encourage the			
students to use our		Use of Jump- Scare	
template to create		Technique	
their own storyline.			
		Story Endings - Cliff -	
		Hangers	
		Use of Dramatic Contrasts -	
		Light and Dark	
		Performance &	
		Discussion	
L	l		

FESTIVALS & CELEBRATIONS

Hallowe'en

Primary 4 teachers can choose from either video depending on the interest and ability of their students.

The Pumpkin Patch

Skeletons

Suitable for Lower/Middle Primary (P2-P4)

Suitable for Middle/Upper Primary (P4-P7)



The Pumpkin Patch Documentation







Skeletons 2 Documentation

Burns Day Celebration

Suitable For Upper Primary P6-7

CAN BE DONE WITH TWO CLASSES

Complete with original music tracks, outline script, excerpts from the poem and of course scope for the students to insert their own ideas and creativity – just as Rabbie would want!





Includes a Drama Studio filmed performance to help visualise a presentation format.

MORE PLAYMAKING

Class lessons with directions to develop into small plays to present to an audience. Be that to another class or to parents, it's always a great experience for students to get this opportunity to perform.

Specific Presentation Skills Lessons can be found in Module 2 which are helpful for performing to an audience.

The Magical Snowmen

Most suitable for P2-P4 with further links to topics such as Climate Change /Pollution/ Global Warming. Would work well as a Winter/Christmas Play

Lesson Overview For The Magical Snowmen

Documentation For Direction To Make a Play Presentation of These Lessons

"My class have absolutely loved the Magical Snowmen drama. It tied in very well with our climate change project and I have seen some great writing from the children too based on the drama lessons. They have all been so motivated to write and it has been lovely to see. Their confidence has also grown greatly and they have been keen to perform their drama, give appropriate feedback and read their writing out to each other." **Rachel Finlayson with P5 at Pirniehall PS Edinburgh**



Lesson 1 Documentation



Lesson 2 Documentation



Lesson 3 Documentation



Lesson 4 Documentation



Lesson 5 Documentation



Audio Visual Documentation

Peter Pan

Most suitable for Upper Primary P5-P7 with direction for creating a class play. An able P4 class might also manage to take part.

Peter Pan Overview and Play Directions

"All children were able to access the literacy activities at their own level. Using drama as a stimulus for writing in this way is like sprinkling some pixie dust into your classroom. You can almost sit back and watch the magic happen. The children are more engaged and motivated to complete their writing; and there isn't that 'writer's block' that many children have because they already came to their jotters full of ideas having just been to Neverland. The resource is excellent!" Natalie Brodie, West Lothian

Click Here To Read and Hear Natalie and her Class's Feedback





Documentation For Lessons 1-3

Lessons 4-6



Documentation For Lessons 4-6

Lessons 7-9



Documentation For Lessons 7-9

Audio-Visual Video



Audio-Visual Video Documentation

Peter Pan Example Presentation

Includes an example of Peter Pan Presentation developed from the lessons. The video effects were added after the presentation as there wasn't the option of an overhead projector. Although the sound quality is affected by the typical pick-up in a large hall, teachers may find the video helpful in putting together their own presentation.

You will find information in the AV Documentation.



TEACHER TRAINING VIDEOS FOR EARLY YEARS

Many teachers using the resource have been inspired to deliver lessons for themselves and this has always been one of our aims.

Teaching Drama in the moment is an incredibly powerful learning experience and we want to support teachers who are keen to have a go. The following lessons are easy to deliver but as with all Drama lessons we encourage you to take the lessons off on your own tangent following the students own ideas.

Take the plunge and delight your students!

The teaching presentation is at a starter level and easy to follow.

At The Funfair



Click Here For The Funfair Lesson Plan

Click Here For Magic Box Instructions

Pirates



Click Here For Pirates Lesson Plan
Click Here For Pirate Map