



# ARTS + ACADEMIC EXTENSIONS

GRADES 1-2: LITERACY/THEATER

## There's a Time for Work and a Time for Play

**DESCRIPTION:** In this episode, students will hear and unpack two traditional tales that speak of the need for perseverance, intelligence, and unity. They will identify these virtues in the characters and analyze how the events and ideas develop over the course of the story.

**CONNECTED OBJECTIVE:** Students will use theatrical storytelling as a basis for analyzing text.

**MATERIALS NEEDED DURING EPISODE:** None.



### Standards:

**CCSS.ELA-LITERACY.CCRA.R.3** Analyze how and why individuals, events, or ideas develop and interact over the course of a text.



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## MSDE Fine Art Standards:

**E:P-2:1:** Communicate effectively why a specific story is worth exploring in a guided drama/theatrical experience.

**E:P-2:3:** Interact with an informal audience in an informal reflection activity

## ARTS EXTENSIONS:

- **What does this look like?**
  - Ask students to invent hand motions that represent: Unity, intelligence, perseverance.
  - Teacher gives anecdotes and students act out the virtue(s) using hand motions when they occur in the stories.
  - You can play a second round using facial expressions.
- **Storyboard:** Lead students through creating a storyboard of The 3 pigs, or another story, to show sequence and connection of events. Students need paper and pencil. Begin by drawing the characters. Discuss what happened step by step and depict it visually.
- **Act it out:** call on a student and let them choose to be the ant or the grasshopper. Interview questions: Explain why you made the choices you did. What is your backstory? What have you learned?
- **Growth Virtue Reminder:** Identify and decorate a card that shows your growth virtue. Hang it where you can be reminded to stretch and grow into this virtue every day!
- **Challenge:** Think of a way that you can rally your household members to do something that requires one or more of the virtues in this lesson: unity, perseverance or intelligence. What could this look like?

## ACADEMIC EXTENSIONS:

### Book of morals

- Work with students to brainstorm a list of 5 timeless lessons that they think are important today and that will be important years from now. Students can write down their morals/lessons in the form of a book with illustrations or on a poster with decorations.

### Rhyme

- Some lessons are better remembered when they are written in rhyme! Work with students to identify a few popular morals from their favorite fables-- the three pigs, the grasshopper and the ant, or Anansi the spider. Have students identify a moral and then create a memorable rhyme to help them or to help their families remember the lesson. Students



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are welcome to sing the rhyme, rap the rhyme, or even chant it! Perform it/bring it to life.

## **Name that (modern) Fable**

- There are modern day fables all around us. Show students images from popular kids movies -- *The Lion King* (animals), *Home* (aliens), *Pets* (animals), *Zootopia* (animals), and ask them if any of these are fables? There isn't really a correct answer. None of the options listed here feature humans and all of them teach a lesson just in a modern animated medium. Screen Share an image of each movie poster of a scene from each movie and ask students to identify (thumbs up-fable/ thumbs down/ not a fable). You could also list the lessons taught by each movie and have students "match" the lesson to the movie.