

	DESIGN (Session #1 of 5)			
	GRADES: K-2			
	PROGRAM SESSION: GAME CHANGERS			
	CLASS SESSIONS: Weekdays, 75 minutes. 6/12-6/16 (#5 Sessions)			
	TEACHING ARTIST: Alice Zelenko			
Program Overview				
Essential Question: How can we design our own physical board games using principles of theatrical design-- basic rules, scale, shapes, characters, obstacle, and goals?				
Goals: Students will apply, understand, and create the environemnt of their own board games.				
Resources: Big white paper sheet, markers, Demo Board Game, Blank Board Game Design, crayons, "Cardboard rectangle, paint, tissue paper, glue, bowls PREP: # of cardboard rectangles the same size, tissue paper trees				
ACTIVITY	LENGTH	DESCRIPTION	OBJECTIVE	MEDIA/MATERIALS
Day One Spiel	15	1) <b>Space Ettiquite</b> : Organize students in a sitting circle. Go over basic ettiquite including the outdoors-- respecting nature, leave no trace; the Indoors-- respect the <i>shared</i> space; and the bathrooms/hallways-- clean up after yourself, remain quiet in the hallways. Check in if any questions 2) <b>Community Compact</b> : Using a large white paper, or white board, first pick on a name of the camp group. If having trouble, ask for an adjective (explain) and animal. Then, using the prompts (1. How do we want to feel when we're in this space together? 2. What things do we need to do (and not do) in order to feel those things?) create a running list and then underline three main tasks to make the space feel as such. Have all students, including you, sign. IMPORTANT THINGS: Raising hands, listening, 3) <b>Name Game</b> : Have students stand and form a circle, then go around saying name, pronouns (explain), and <i>if you were a butterfly, where would you fly right now?</i> <b>Pt. 2</b> Ask students to think of a movement that might go with their name. We will stand up, go around, and repeat everyone's names and gestures. Ask any students at the end if they think they can remember them all (for funsies)	Students will acknowledge basic camp guidelines to create a safe, organized, fun, collaborative camp environment for the rest of the program. Students and teachers will learn each others names, pronouns, and a little bit about each other.	Big white paper sheet, markers
Game Board Overview	5	Using the while board or a big white paper sheet, write the words "Board Game." and ask students <i>what is a game? What is a board game? Have you ever played a board game? What was it called? Did it have characters? A story? Where did it take place?</i> Use the demo to show all the different items we will make for the week.	Students will understand the concept of a board game.	None
Starting Board Game: WHERE?	5	1) Transition to explaining how we are going to make our own board games. Ask students to think... If every good story has a location, <i>Where might your game take place?</i> Model what the WHERE of a boardgame might look like using your board game. Show how trees can be depicted through tissue paper. 2) Ask students to stand up and imagine the space below their feet is where they are. Start of suggesting locations, and see how it changes their bodies. Then, ask for suggestions. Brainstorm as many places on the board as students can think of-- The beach! Candy world! Monster world! Pudding land!	Students will understand the concept of setting in both board games and theatrical design.	Demo Board Game

Board Game Planning/Design	15	<i>Now we're gonna make our OWN board games!</i> Put on relaxing tunes, give students a blank game board design paper to design their games.	Students will understand the concept of setting in both board games and theatrical design.	Blank Board Game Design, crayons
Main Activity	25	Put on relaxing tunes, and have students begin the basic WHERE of their board games. Using paint for the basic coat, they can add tissue paper as trees or other parts of their world, and glitter (administered by teacher) if they want.	Students will apply the concept of setting in theatrical design.	Cardboard rectangle, paint, tissue paper, glue, bowls PREP: # of cardboard rectangles the same size, tissue paper trees
Wrap Up, Clean Up	10	Clean up and return materials back to their place. Sing some version of a clean up song.	Students will maintain a clean and safe classroom space for themselves and others.	None
SUM	75			
TOTAL	75			