

GRADE ONE THEATRE CURRICULUM
Module 4: Sharing Our Stories

Enduring Understanding

Performance: We share our stories to teach and entertain.

Essential Question

How do stories teach and entertain us at the same time?

Domain	Process	Standard
PERCEPTION	Analyzing	1.2 Observe and describe the traits of a character.
CREATION	Role Playing/Acting	2.1 Demonstrate skills in pantomime, tableau, and improvisation.
	Playmaking/Writing	2.2 Dramatize or improvise familiar simple stories from classroom literature or life experiences, incorporating plot (beginning, middle, and end) and using a tableau or a pantomime.
	Designing	<i>3.2 Identify theatrical conventions, such as props, costumes, masks, and sets.</i>
CONTEXT	Organizing	3.3 Describe the roles and responsibilities of audience and actor. 5.2 Demonstrate the ability to work cooperatively in presenting a tableau, an improvisation, or a pantomime. 5.2 Demonstrate the ability to work cooperatively in presenting a tableau, an improvisation, or a pantomime

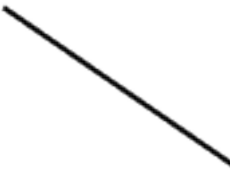
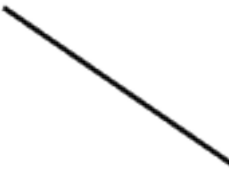
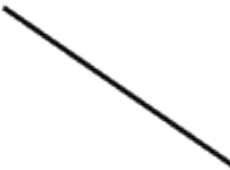
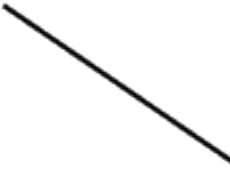
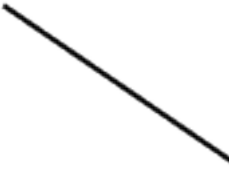
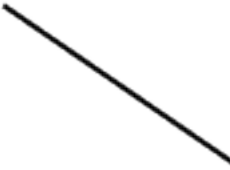
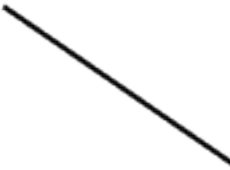
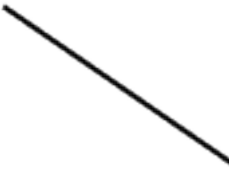
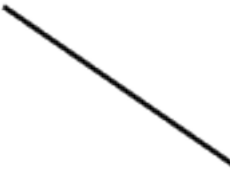
Essential standards and **supporting standards** to be assessed.

Sample Performance Task

1. Working with a small group, [dramatize](#) a fable using simple [props](#), [costume](#) and [set pieces](#). Present your play for the class. In your journal, draw a picture of the props, costumes, and set pieces that you used in your presentation.

Sample Scoring Tool

Sample Scoring Tool

Quality Level	1. Artistic Perception	2. Creative Expression	3. Historical / Cultural Context Grade 1 Standard 3.2	4. Aesthetic Valuing	5. Connections, Relationships, Applications Grade 1 Standard 5.2
4 Advanced			Correctly identifies theatrical conventions and creatively uses them in a performance		Shows leadership in cooperatively presenting a play
3 Proficient			Identifies theatrical conventions		Works cooperatively to present a play
2 Partially Proficient			Sometimes identifies theatrical conventions		Some evidence of cooperation in presenting a play

1 Not Proficient	/	/	No attempt to identify theatrical conventions	/	Little or no cooperation in presenting a play
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Developing Concepts

<p>Fables are stories that teach and entertain.</p> <p>Key Ideas</p> <ul style="list-style-type: none"> • Theatrical performances serve dual purposes simultaneously. • Fables contain universal truths. 	
<p>Knowledge</p> <p>Vocabulary</p> <ul style="list-style-type: none"> • Fable • <u>Universal</u> • Moral 	<p>Skills</p> <p>Selection</p> <ul style="list-style-type: none"> • Read a variety of fables • Work with your group to choose a fable to perform <p>Analysis</p> <ul style="list-style-type: none"> • Determine the story elements: characters, setting, plot • Discuss ways to make moral clear to the audience
<p>A story can be adapted into a play.</p> <p>Key Ideas</p> <ul style="list-style-type: none"> • Narrative becomes dialogue and action. • Technical elements enliven the story. 	

<p style="text-align: center;">Knowledge</p> <p>Vocabulary</p> <ul style="list-style-type: none"> • Adaptation • Narrative • Dialogue • Script 	<p style="text-align: center;">Skills</p> <p>Adaptation</p> <ul style="list-style-type: none"> • Improvise and record dialogue and action • Write dialogue and action using script format <p>Design</p> <ul style="list-style-type: none"> • Plan and select appropriate prop, costume and set pieces • Make or find technical elements
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Characters and settings may be represented by actors as people, animals or inanimate objects.

Key Ideas

- Characters may develop in a variety of ways.
- Settings can be personified.

<p style="text-align: center;">Knowledge</p> <p>Vocabulary</p> <ul style="list-style-type: none"> • Personification • Inanimate 	<p style="text-align: center;">Skills</p> <p>Development</p> <ul style="list-style-type: none"> • Explore different ways of portraying the characters • Invent supporting characters not in original story <p>Personification</p> <ul style="list-style-type: none"> • Humanize parts of settings with dialogue and movement • Use a variety of theatre techniques such as sound collage, tableau(x) and pantomime • Endow objects with human emotions • Maintain authentic
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	characteristics of objects
<p>The purpose of a performance is to communicate a story to the audience.</p> <p>Key Ideas</p> <ul style="list-style-type: none"> • Actors need to be aware of their audience. • All performance aspects have the common objective of communicating the essence of the story. 	
<p style="text-align: center;">Knowledge</p> <p>Vocabulary</p> <ul style="list-style-type: none"> • Audience awareness 	<p style="text-align: center;">Skills</p> <p>Audience Awareness</p> <ul style="list-style-type: none"> • Speak to be heard and understood • Move to be seen clearly • Wait for audience to stop laughing before continuing • Stay in character <p>Communication</p> <ul style="list-style-type: none"> • Ensure that all technical elements contribute to understanding the story • Clearly dramatize the moral of the story