CHAPTER K - KINDERGARTEN THEATRE CURRICULUM D. Module 3: Stories are Told Through Theatre

Enduring Understanding

Theatre in the World: We can use theatre to tell a story.

Essential Question

Why does the same story change when different people tell it?

| Domain | Process | Standard |
|------------|--|--|
| PERCEPTION | Observing / Responding | 1.1 Use the vocabulary of theatre, such as actor, character, cooperation, setting, the five senses, and audience to describe theatrical experiences.1.2. Identify differences between real people and imaginary characters. |
| CREATION | Role Playing / Acting | 2.2 Perform group pantomimes and improvisations to retell familiar stories. |
| | Staging | 5.1 Dramatize information from other content areas. Use movement and voice, for example, to reinforce vocabulary, such as fast, slow, in, on, through, over, under. |
| CONTEXT | Putting into Historical and Cultural Context | 3.1 Retell or dramatize stories, myths, fables and fairy tales from various cultures and times. |
| | | 4.2 Compare a real story with a fantasy story. |
| | Organizing | 5.2 Demonstrate the ability to participate cooperatively in performing a pantomime or dramatizing a story. |

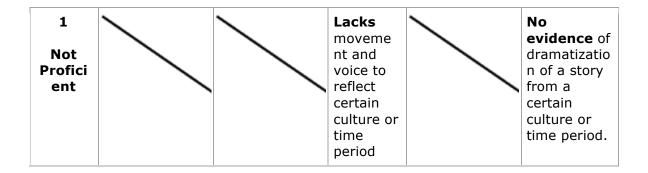
Essential standards and **supporting standards** to be assessed.

Sample Performance Task

1. Working with a small group, choose a story from a certain culture or time period and use movement and voice to become your <u>character</u> in the story. Perform it for your classmates.

Sample Scoring Tool

| Qualit y Level | 1. Artistic Perception | 2. Creative Expression | 3.Histori cal / Cultural Context K Standard 3.1 | 4.Aesthetic Valuing | 5.Connections, Relationships, Applications K Standard 5.1 |
|--------------------------|---------------------------|------------------------|--|------------------------|--|
| 4 Advanc ed | | | Vividly uses moveme nt and voice with specific details to reflect certain culture or time period | | Insightful dramatizatio n of a story from a certain culture or time period. Applies well chosen vocabulary to create a character. |
| 3 Profici ent | | | Uses moveme nt and voice to reflect certain culture or time period | | Dramatizes content of a story from a certain culture or time period. Applies vocabulary (fast, slow, etc.) to create a character. |
| 2 Partiall y Profici ent | | | Attempt s to use moveme nt and voice to reflect certain culture or time period | | some evidence of dramatizatio n of a story from a certain culture or time period. sometimes applies vocabulary to create a character. |



Developing Concepts

We listen actively to find out what happens in a story.

Key Ideas

- Listening is an important skill in drama.
- Active listening involves paying attention to character, setting and story points.
- If we know a story well enough, we can improvise scenes.

| Knowledge | Skills | | | |
|--|--|--|--|--|
| Vocabulary | Listening | | | |
| Story pointsImprovise | Listen and respond to story points Improvise conversations from stories Improvise situations from a familiar story | | | |
| | Retelling | | | |
| | Use the actors' tools to communicate a familiar story | | | |

There are many kinds of stories from all over the world and from different times.

Key Ideas

- Stories are as old as civilization.
- Every culture, all over the world, has its stories.
- Stories can be funny or serious, real or fantasy.

Stories can teach a lesson.

Knowledge

Vocabulary

- Myth
- Fable
- Fairy Tale
- Culture
- Time Periods

Skills

Stories

- Listen to many different kinds of stories
- Tell why fairy tales are different from stories about real people and events
- Interpret the lessons in fables
- Explain why people from the past created myths

Imagination

- Visualize a story as you listen to it
- Decide if a story is realistic or fantasy

We can use the body, voice and imagination to show the setting of a story.

Key Ideas

- Pantomime can establish a setting.
- Voice can establish a setting.
- The five senses add detail to settings.

Knowledge

Vocabulary

- Setting: time and place
- Detail
- Sound Collage
- Pantomime
- Five Senses

Skills

Setting

- Pantomime various settings in a walkabout
- Pantomime using five senses to include details of settings
- Use voice to create sound collage of setting

Imagination

Visualize the setting of a story

that you listen to

• Recreate the settings using actors' tools

We can use body, voice and imagination to create a character.

Key Ideas

- The actors' tools create characters to show to others.
- Characters can be people, animals or objects.
- · Characters behave in different ways.

Knowledge

Vocabulary

- Character
- Character Traits
- Gesture
- Emotion

Skills

Character

- Create different voices for different characters
- Use different walks and gestures for different characters
- Understand the relationships among characters in a story
- Pantomime details to develop a character

Imagination

- Pretend that you are the characters in a story that you hear
- Show the emotions of the characters in the story
- Use descriptive vocabulary to develop character traits, such as loud, soft, fast, slow

We can use body, voice and imagination to perform a story.

Key Ideas

- Actors use their tools to perform stories for classmates.
- Actors maintain concentration while acting out a story.

Knowledge

Vocabulary

- Rehearse
- Perform
- Act

Skills

Cooperation

Work with a group to act out a scene from a story

Performance

- Speak loudly enough to be heard
- Speak clearly enough to be understood
- Pretend to be the character in the story
- Use facial expressions and gestures to show appropriate emotion for the character in the scene

The purpose of theatre is to tell stories to audiences.

Key Ideas

- Performances may be for a small audience of peers.
- Theatre performances have special rules.

Knowledge

Vocabulary

- Curtain Call
- Applause
- Audience
- Stage Area

Skills

Performance

- Stay in character
- Be seen by the audience
- Tell the story
- Have fun!

Theatrical Conventions

- Perform in front of the audience in designated stage area
- Take a bow at the end
- Acknowledge applause