## ACTINGRIIGHT

## TV <br> FOOPERAITONBHALLENGE

## PHASE2:EXCLUSIVE GROUPNIG

BYSENILAME

# TOORDERTHE COMPLETE BOOK: 

## ACTING RIIGHT:

 BUILDING A COOPERATIVE, COLLABORATIVE, CREATIVE CLASSROOM COMMUNITY THROUGH DRAMA© Focus 5, Inc.

This handout protected by the copyright laws of the United States of America. This handout may not be copied or reprinted for commercial gain or profit. No part may be reproduced without written permission.

## About Focus 5, Inc.

Focus 5, Inc. provides high-quality, professional learning opportunities and program consulting focused on aligning arts integration, best instructional practices, and current thinking in the field of arts and education. We collaborate and consult with teachers, teaching artists, schools, school districts, arts organizations, arts commissions, arts councils, and museums around the country. We are in classrooms on a daily basis to keep our work refined, relevant, and effective in the ever-growing and evolving field of arts integration and education.

We seek to be a national leader in the field of arts integration and educational consulting with a team of personable experts dedicated to high-quality education for all young people.

Our consulting staff includes National Board Certified teachers, professional artists, teaching artists, arts integration specialists, a technology specialist, and a reading specialist.

## SCRIPT

We are ready for something more challenging now.
We have been playing so that everyone CAN join a group.
Now we are going to play so that everyone CANNOT get in a group.

When we played BEFORE, we knew we were winning if the entire team was on the Playing Field. We knew something had gone wrong if the entire team was in the Observation Deck.

When we play NOW, we will know we have won if, by the end, MOST of us are seated in the Observation Deck, and only two or three people are still on the Playing Field.

When we play this way, the number of people to be in a group will not work out. There will be some remainders. For the team to win, most of you, at some point, will need to make the choice to step BACK instead of stepping IN. If you step back, you will move to the Observation Deck. By the end, most of you will have needed to step back.

Does it matter if you step back and go to the Observation Deck? [Students should respond, "No."]

Does it matter if you stay on the Playing Field?
[Students should respond, "No."]
What matters?
[Students should respond, "That we work as a team."]
Let's see how you handle that. Here is a practice challenge:
[Use this if there is an odd number of students]

By the time I count to five, you are in a group that has ONLY two students. One, two, three, four, five.
[Use this if there is an even number of students]
By the time I count to five, you are in a group that has ONLY three students. One, two, three, four, five.
[In either case, at least one student will not be able to make it into a group. Reflect with the class this way:]

This student did not get in a group. When she could not get in a group, she had some choices. She could have:

- Tried to trade places with someone else
- Tried to squeeze in the middle of a group
- Tried to hang on the outside of a group and
- pretend she was part of it

Did she make any of those choices? [Students should respond, "No."]

If she had, what would have happened to this entire little group?
[Students should respond, "They would have all gone to the Observation Deck."]

So, would her choice have helped or hurt the team?
[Students should respond, "Hurt."]
Would she have made a strong or a weak choice for cooperation? [Students should respond, "Weak."]
She did not make a weak choice. She chose simply to stand there.

Is she crying? Did she scream? Is she angry?
[Students should respond, "No."]
She is calm, focused, and balanced.
By just standing there, did she help or hurt the team?
[Students should respond, "Help."]

Did she make a strong or weak choice for cooperation? [Students should respond, "Strong."]

Will you be able to make the same strong choice as she did? We will see.

When you choose to step back, you will then move to the Observation Deck.

Now is when it is really FUN to be in the Observation Deck, because you get to watch the students on the Playing Field and observe what choices they make that keep them on the Playing Field or what choices they make that send them to the Observation Deck.

Just a reminder: The Observation Deck is a FUN place to be. You are NOT in trouble and it is NOT Time Out. You are still in the game.

Remember, the only way for our team to win now is for MOST of you to be in the Observation Deck by the end.

Let's give this new way a try!

As students begin to play the game, give them challenges that prevent them from being able to join a group. Here are some suggestions:

By the time I count to FIVE, you are in a group that only has THREE people. One, two, three, four, five. FREEZE!

By the time I count to SEVEN, you are in a group that only has FIVE people. One, two, three, four, five, six, seven. FREEZE!

By the time I count to EIGHT, you are in a group that only has
ONE BOY and THREE GIRLS. One, two, three, four, five, six, seven, eight. FREEZE!

By the time I count to FOUR, you are in a group that only has ONE BOY and ONE GIRL. One, two, three, four. FREEZE!

As students begin to step back, thank them for their strong choice and send each of them to the Observation Deck.

Continue to play until there are only two or three students remaining on the Playing Field. Play at this level until all have mastered exclusive groupings. You will know because the game will begin to be boring!

