

Lesson Title: Witches' Brew, Halloween activity

Lesson Focus: Exploring body actions and moving creatively to a children's story.

Content: Body- exploring action words.

Prior Experiences: none

Grade: 2- 5

Equipment/ Materials: drum, note cards with action words, plastic cauldron, book- *The Little Old Lady Who Wasn't Afraid of Anything*, by Linda Williams

Lesson Objectives: The students should be willing to try to...

1. Travel through the empty space and pause on the signal.
2. Understand that an "action word" defines something that the body can "do".
3. Respect themselves, their teacher, and their peers by listening to and following directions.

National Dance Standards

Goal 1: "Identify and demonstrate elements and skills in dance."

Goal 3: "Understand dance as a way to create and communicate meaning."

Goal 4: "Apply and demonstrate critical and creative thinking skills"

Goal 6: "Make connections between dance and healthful living"

Introduction: Today we are going to be moving in ways that might be new to us. We are going to try to dance in they way that some words tell us. An action word is a word that tells us what to do with our bodies. It is important to remember to listen to my directions so we can have a fun time dancing.

Learning Experiences:

- 1.0 Let's try to travel through the empty space and when you hear me say "and pause", freeze right where you are.
- 2.0 Now let's try to travel in the way that the action word that I say tells us.
 - 2.1 Let's try to float. What floats at Halloween time?
 - 2.2 Now let's try to creep. What kinds of things creep at Halloween time?
 - 2.3 See if you can roll. What is something that rolls at Halloween time?
- 3.0 Now let's all gather around my cauldron and make our magic brew. (put in cards as the ingredients) I will pick you all, one at a time, to "taste the brew" (pull out a card) and tell us what kind of brew it is. ("Jumping" brew etc.)
- 4.0 Now I am going to read this story and you see if you can move in the ways that the words tell you.