

Risk

Educational Objective: The students will demonstrate their ability to take risks by performing a short comic scene in where they are forced to take a risk.

Materials Needed: Pair of dice, masking tape slips of paper, copies of a short scene (attached).

Hook: Call the roll but instead of saying “here” they must make an animal noise. Tell them if they say “here” they will be marked tardy.

Step 1: Give each student a piece of masking tape about 8 inches long. Have half of them make a “B” and the other half make an “A” and stick it somewhere on their person.

Step 2: Have all the “A’s” go to one side of the room and all the “B’s” go to the other side. Set a pair of dice in the middle. Explain that they are going to play a game called “Risk – The Game of Conquest.” They are opposing armies. The object is to annihilate the other army. The teacher is the judge. Each team sends a combatant to the middle. They each roll one die on the floor when the teacher says “Let me see you roll.” The number they roll is irrelevant. The combat is judged not by what number they roll but by what they did right before or during or after the roll. Who pleaded with the dice most? Who did some sort of lucky ritual? Who risked looking more like a fool? Whoever risked the most is the winner. At first there maybe a lot of ties until they figure out how to win. Ties stay until someone wins. The teacher announces the winner. The loser must give his tape to the winner. Winner puts the tape on him as a trophy. The loser sits in the looser section and watches. The armies send up two new combatants. The players will be confused at first and they try to figure out how to win. Do not tell them it is whoever’s risk is biggest. Let them figure it out. Play until there is only one team remaining.

Step 3: Discuss the value of taking risks in drama.

Step 4: Give each player a slip of paper and have them write down a famous character from the movies, television, history or cartoons. They must be famous enough that everyone knows who they are. Collect them in a container. Put some of your own in as well (Hitler, the Hulk, Darth Vader, Homer Simpson, etc.)

Step 5: Have all the boys stand in front of the class in a line and give each one a script. Each boy will pick two girls to be the partners of the boy standing next to him. Some may have to go twice for all to perform. Have one group stand in front of the class and read the scene just so they all know it. Give them 5 minutes to prepare their scene.

Step 7: Each group will now perform the scene but they will each draw a character from the container and perform it as that character.**Step 8:** Talk about risks each group took. Which scenes were the most exciting and fun to watch? What did we learn?

Unfortunate Fortune Cookies

ASHLEY: Wait! Don't eat 'em! Let's play that game!

HANNAH: Twister?

ASHLEY: No, that fortune cookie game. You know, where you say that thing at the end of your fortune.

HANNAH: I usually say, "I hope that happens!"

ASHLEY: No, you read your fortune and then add on some place you would be kissing. Like, let's say your fortune is "Good luck awaits you," and then you add something like, "on your doorstep at the end of a date!"

JOHN: I don't think that's it.

ASHLEY: Well, where else do people kiss?

HANNAH: On the lips?

JOHN: In the back seat of a car.

ASHLEY: That's it! Okay, Hannah, read your fortune and then add "in the back seat of a car."

HANNAH: (closing her eyes) Okay, but I have to redo my wish if I'm gonna be driving.

JOHN: (Breaking open his own cookie) Here, I'll do it. It says, "Your many hidden talents will become obvious to those around you... in the back seat of a car!" (They all laugh.)

HANNAH: Okay, now mine! "If you want to drive, don't sit in the back seat"... in the back seat of a car!

ASHLEY: I guess it doesn't always work.

JOHN: The back seat thing is dumb anyway. Do "on the toilet."

ASHLEY: (Breaking open her cookie) Gross! Okay! "Humor usually works at the moment of awkwardness... on the toilet." (They all laugh.)

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