**Juniors Lesson 2**

**Sept 11, 2017**

OBJECTIVE Have fun. Develop students’ comfort with speaking in front of a group. Some exercises today will be about paying attention, acting, and thinking on the spot.

4:00 (10 mins)

**Handshake exercise**. We do this every week. It is corny, and that is OK. Make sure every person shakes every other person’s hand. Hand shakes should be firm and strong. Not too hard, but not like a wet noodle either.

**Lesson: What makes a good audience?**

What are some of the things that make a person a good speaker?

This week we are going to take a couple of minutes to talk about being a good audience.

What are some ways we ARE NOT a good audience?

What can this make a speaker feel like? They are not being listened to, they are not being respected, you are being selfish…

What are ways that we CAN be a good audience?

How might this make a speaker feel? Like they are being valued, listened to, good, etc.

What kind of audience are we going to be?

30 mins (for the next 2 exercises)

**Exercise: Paying Attention Activity! The Hand Game (any game we play, y’all can play more than once; think of alternatives too, e.g. switching teams/make kids change places/boys v girls/ blue eyed kids v brown eyed, etc)**

Everyone must either lie on their stomachs with their hands in front of them or sit at table with their hands in front of them, in a circle. Either way, have your hands ready to slap a flat surface.   
  
Once everyone places their hands directly on the table or ground in front of them, move your right hand in between the person to your right's hands. This create an alternating hand pattern. So, looking down onto the group the hands would look like this:  
*(From left to right) My LEFT hand, then the person on my left's RIGHT hand, then the person on my right's LEFT hand, then my RIGHT hand, and so on. Although it is hard to describe, it's a really simple set-up...*To start, one person calls out the tapping direction, either Left or Right, and starts slaps their hand once on the ground/table. The hand closest to the first slap, in the named direction, slaps the hand, then the next closest, and so on.  
  
If hand A slaps, hand B can either single slap or double slap. A single slap keeps the slap going in the correct direction, a double slap sends the slap in the opposite direction.  
  
If someone slaps out of turn, they must remove that hand. All other hands stay where they are. When both hands are out, that person is out of the game.   
  
The game is over when there are two people left.  
  
Try and go faster as the game progresses. If you make a mistake, then you leave the circle.

**Exercise: Action Story (audience should stand for this activity)**

The goal here is also to pay attention, plus learning how to act out actions.

Intern makes up a story (can be a fairy tale, or something you just make up) that includes lots of actions. The audience acts out the actions as the storyteller tells the story. For example, “ I did a big stretch when I woke up this morning. (and everyone stretches) I put on my hat (everyone acts that they are putting on their hats), and then I walked to the store.”

If time, have another intern tell another story.

10 mins SNACK and clean up. And bathroom break?

20-30 mins **Exercise: Make a Commercial**

Goal: to get the kids comfortable speaking in front of the room, creativity, impromptu speaking. Emphasize the 3-second rule, rate of speaking, and volume.

Bag of items should be in your room. Someone draws a random product from the bag and will make a commercial about her item (no real prep time, these are common items) Give the student up to 30 seconds to tell why this product is so awesome and why people should buy it.

INTERN SHOULD GIVE EACH STUDENT SANDWICH METHOD FEEDBACK-- one thing they did well, one thing they can work on, and another thing they did well.

10-20 mins **Team game: Amoeba Races (take the group to the foyer; have the race be across the short direction of the foyer)**

The purpose of this game is for the kids to communicate with each other and work together.

1. Divide the class into two equal teams.
2. For each team-- have half of the team form a circle facing outward, with elbows joined.
3. Instruct the rest of the team to get inside the circle. Both teams have now formed their amoeba.
4. Have each team start on opposite ends of the room. On the instructors signal, the amoebas will try to race to the other side of the room without coming apart. The first team to reach the finish line wins. Teams that come apart must repair themselves before continuing.
5. Try the race a couple of times; try switching up the teams; at the end, try the game with the entire class as one giant amoeba. Emphasize that students need to be moving slowly enough so no one is in danger of falling!

10-15 mins **Exercise: Simon Says INTERP STYLE**

Play a game of Simon Says, but instead of normal actions, use interp-type actions: walking, chewing gum, yawning, shivering, acting excited, jumping, crying, etc