

Activity 1: Chapter- How the Camel got his Hump

Activity name	Scoop a Spoof
Grade	8
Skill	Critical thinking, developing, organizing, enacting, expressing
Time	80 minutes (2 Classes)
Grouping of students	Groups of 10
Materials	None

Learning Outcome: The students will be able to

- enhance effective functional communication
- develop critical thinking
- nurture collaborative learning

Teacher's Activity- The teacher will:

- form groups
- explain the meaning of a spoof
- supervise and assist wherever necessary
- provide feedback at the end of the session

Student's Activity- The student will:

- enact their spoof of the story (adding more characters) in the class group wise
- explain in the beginning or towards the end, the message that they wanted to deliver
- fill the 'Feedback Form'

Stages:

- Setting up (giving instructions – guidelines, objectives, rules, time limit): 10 minutes
- Preparation time (Writing and rehearsing): 30 minutes
- Presentation time: 20 minutes (5 minutes per group)
- Filling the feedback Form- 10 minutes
- Discussion and feedback: 10 minutes

FEEDBACK FORM

Groups	No. of new Characters in the spoof	Names of new characters from the spoof	The character you liked the most and why	Any suggestion/feedback/appreciation
Group 1				
Group 2				
Group 3				
Group 4				