

EXPERIENTIAL LEARNING

Lesson: A Little Fish Story

Activity name	My Favourite Sea Creature (Role Playing)
Level	III
Skill	Collaboration, Analytical Thinking, Infer, Empathy
Time	40 minutes
Grouping of students	Group Presentation (7-8)
Materials	Flashcards / attire / pictures / cutouts of sea creatures

Learning Outcomes: The students will be able to:

- recall various facts about marine life
- develop planning, analysing and organizing abilities
- connect and organize ideas in a logical sequence
- enhance expressions, voice modulation and body language
- foster empathy for sea creatures

Stages:

- Setting up (giving instructions – guidelines, objectives, time limit): 5 minutes
- Discussion and compilation time: 10 minutes
- Presentation: 20 minutes
- Discussion and feedback: 5 minutes

Teacher Activity- Teacher will:

- apprise the students about the concept of role-playing
- discuss about marine life and show them the abridged version of 'Finding Nemo'
- instruct the students to analyse the lesson and interpret the theme of the lesson.
- divide the class into 5 groups of 8 students each, 5 days in advance.
- guide the students to choose any one sea creature and collect facts or stories based on that creature
- ask each group to make a small presentation based on the facts/stories they have collected and then present it in the class through role playing
- provide 3 to 4 minutes to each group for the presentation
- summarize and share her feedback

Student Activity- Students will:

- comprehend the concept of role playing
- decipher the theme of the lesson
- collect facts/stories about sea creatures, and plan a role-playing session with their groups
- present their role-playing session in the class
- share their feedback

LET ME EVALUATE MYSELF

WORKSHEET

1. Was the little fish happy? Why/Why not?

2. What is the lesson learnt from the Story?

3. Did you enjoy the role-playing session? Describe your experience in about 40- 50 words.

4. Name and draw any two sea creatures.

