

Experiential Learning

Lesson: Hundred Dresses- II

Activity name	April Fools
Level	X
Skill	Problem Solving, Creative Thinking
Time	2 periods of 40 minutes each
Grouping of students	Individual
Materials	Pens and papers

Learning Outcomes: The students will be able to:

- learn to analyse situations and reflect upon their action- reaction
- expound on the psychological and social impacts of playing a prank
- improve inter- personal and social skills

Teacher's Activity- The Teacher will:

- ask students to share stories about “good” pranks that have been played on them or that they have played on others.
- discuss about any famous or public prank, such as those seen in movies, TV shows, and in the news.

Students' Activity- The Students will:

- share their stories about the pranks played on them or that they have played on others
- make a note of the famous prank discussed and work in groups to analyze it, using the given discussion questions (provided as a hand-out)
- present their analysis to the class

Stages:

- Setting up (giving instructions – guidelines, objectives, rules, time limit): 5 minutes
- Writing time: 25 minutes
- Discussion and feedback: 10 minutes

HANDOUT

- 1) Would you classify the prank as “good fun” or “bullying” and why?

- 2) What human traits or imperfections (arrogance, vanity, curiosity, etc.) are underlined in the joke?

- 3) How did the person, on whom the prank was played, react? How did his or her reaction change over time?

- 4) What is the difference between bullying and joking?

- 5) Did this activity bring about any change in you? If yes, elaborate.
