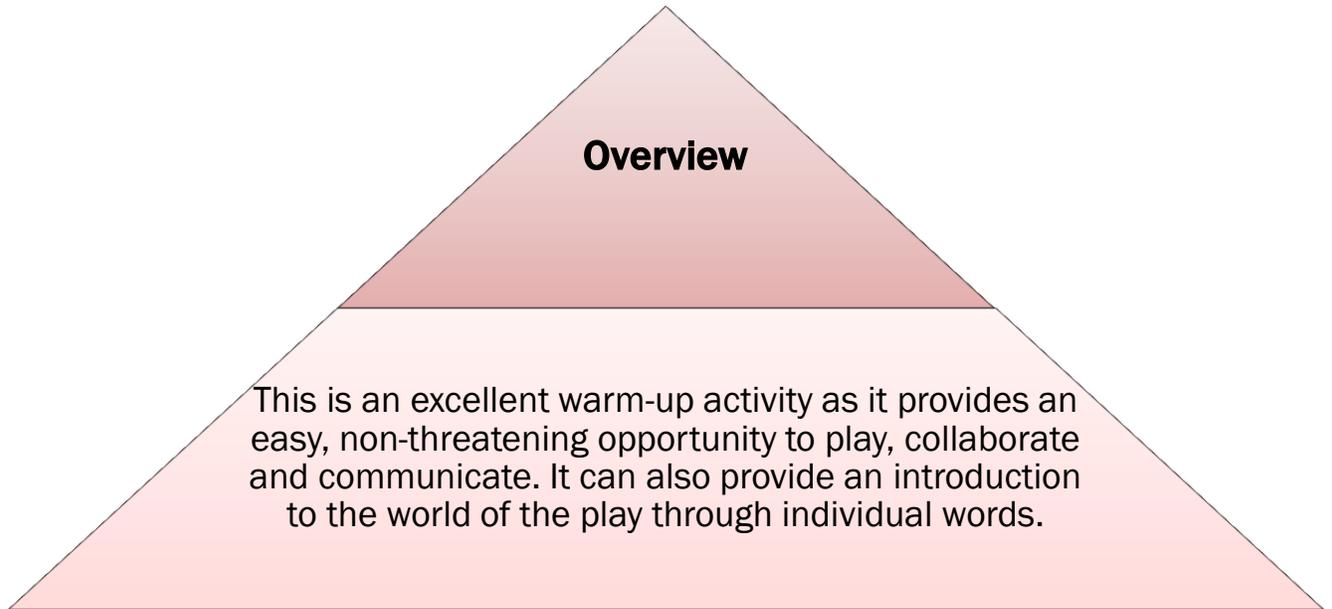


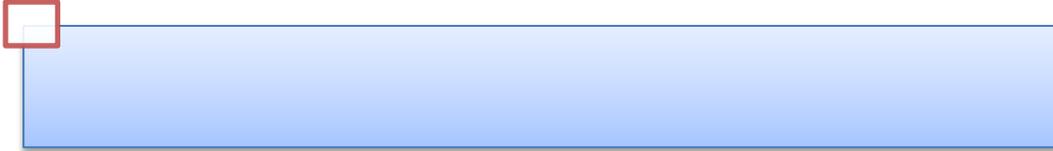
Imaginative Ways to Approach the Text

The Lion, the Witch and the Wardrobe – The Ball Game



Grade Level	Subject Area	Curriculum Expectations and Learning Outcome		Time Needed	Space	Materials	
All	English, Language, Drama	Active listening strategies;	Making inferences, interpretation of texts;	Express personal responses and make connections to characters, themes, and issues in the play.	10-20 minutes	Clear, open spaces	Several balls in each of two colours. Soft balls about 8 inches in diameter work best. PLUS individual words from the play printed out on slips of paper and placed in an envelope/container for the students to pick from.

The Exercise



STEP 1: Students stand in a circle and start with their hands held out in front of them, which is simply a sign to say that they haven't received the ball yet.

STEP 2: Establish the pattern by throwing the ball to one of the students after you call out their name. The students then continue until each person has received the ball once. The last student throws the ball back to the teacher. This is the pattern. Tell the students to remember who they threw the ball to and who threw it to them. When going through the first time, remind them to put their hands down after they've received the ball. Repeat the pattern to reinforce it.

STEP 3: Repeat the pattern introducing additional balls to increase the challenge.

STEP 4: Reverse direction. The person you were throwing the ball to is now the person who throws to you and the person who was throwing the ball to you is now the person you throw to.

STEP 5: Reverse back to the original pattern.

STEP 6: Introduce a different coloured ball, so that the original colour goes forward and the new colour goes backwards.

STEP 7: Let participants pick word from the play to "toss" and "receive" along with the ball, repeating the original pattern.

Extensions

- Ask students to take their word and look it up in at least three different dictionaries comparing the various definitions.
- Ask students to use their word in at least three different sentences.
- Ask students to create a drawing, painting or found-object sculpture, inspired by the word.
- Ask students to predict what the play might be about based on the words they heard.