

**LESSON: Power Animals in Storytelling**

**Grade Level: 1**

**OBJECTIVES:**

Students will:

- Use power animal puppets as inspiration for storytelling
- Use Native American folk tale format as inspiration
- Use knowledge of purpose, sequencing, and format to develop their skit
- Work cooperatively with others to achieve their goal

**MATERIALS:**

Whiteboard, chalkboard or flip chart; marker or chalk; books: *The Gift Horse* by S.D. Nelson, and *The Great Ball Game* by Bruchac; power animal puppets the students have made

**PRESENTATION:**

Read *The Gift Horse* and *The Great Ball Game* to class. List ways the animals in these stories helped their human friends or each other.

**DIRECTIONS:**

1. Using these stories as models, divide the power animals into 2 groups or teams, and decide on a human main character and a narrator.
2. Identify a problem the human has and have students brainstorm the ways their animal teams could help the main character with this problem by using their special powers.
3. Teacher then writes a story beginning, (such as Once upon a time...or Long, long ago...) on the chart or board. Brainstorm how their animal team or group will help, using its combined powers.
4. Stress sequential order of events, using “next” or “then” until a final event provides closure.

**TIME:** 45-60 minutes

**Processing through the Six Pillars:**

Lesson: Using Power Animals

**WHAT:**

- What power animal did you chose and why?

**SO WHAT:**

- What special power does your power animal have and how will this special power help it to survive in the wild?
- What special power does your power animal have that will help it to be a good friend to others?

**NOW WHAT:**

- Each power animal has its own special power, which makes it different. Respect means we are tolerant of differences and treat all others with respect regardless of how they are different from us.