

LESSON: This School is a Mess**GRADE: 2****OBJECTIVES:**

Students will:

- Perform for their classmates
- Speak extemporaneously
- Tell a story about litter prevention
- Listen to stories about litter prevention
- Have fun
- Move around

MATERIALS:

Chairs that students can run around

PRESENTATION:

Have students sit in chairs placed randomly around the room. Make sure each person can stand up and run around their chair at the same time everyone else is running around their chairs.

Help the group generate a list of things at school—desks, chairs, teachers, copiers, telephones, paper, pencils, computers, trash, playground equipment, principal, students, crayons, parents, chalkboards, chalk, erasers, whiteboards, markers, lunchroom, trays, utensils, paints, clay, piano, balls...

Have each player choose an item from the list. The same name may be given to more than one player if the group is very large. Start out as the storyteller and make up a story that includes the items named by the group.

DIRECTIONS:

1. As the storyteller mentions a part or person, the player who represents it stands quickly, runs around their chair once, and sits down. The storyteller can steal a chair any time any person is out of their seat. Make sure to use and repeat all the items on the list many times, so people really have to listen and run around their chairs a lot.

2. Each time the storyteller says, "**The school is a mess,**" all the players change seats and the storyteller tries to get one of the chairs. The storyteller can actually try to steal a chair any time one is open. This makes the running around the chairs more suspenseful. The player left without a chair continues the story or starts a new one.

3. Continue the play, with different storytellers as long as you want.

This game is a hilarious and sneaky way of helping kids become comfortable speaking in front of a group, even if all they say is "The school is a mess!"

TIME:

PROCESSING THROUGH THE SIX PILLARS:

WHAT

- How was this activity fair? (same rules apply to all players)

SO WHAT

- What would happen if the Storyteller said “The school is a mess” and the players did not follow the rules and run around their chairs?

NOW WHAT

- Do the rules of this game make for fun for everyone? Or is it fun for just a few?