

LESSON: The Worms Escaped

Grade Level: K

OBJECTIVE:

Students will:

- Experience how they relate to the other students in their class
- Perform for their classmates
- Speak extemporaneously
- Listen and tell stories about litter prevention
- Have fun
- Move around and get the wiggles out

MATERIALS:

Chairs which the students can run around

PRESENTATION:

Explain you are going to play a game designed to help them remember some of the elements of care for the worms in the compost bin.

DIRECTIONS:

1. Have students sit in chairs place randomly around the room, making sure that everyone can stand up and run around their chairs at the same time.
2. Help the group generate a list of things needed to create the “Composting with Worms” experiment-
 - Castle
 - Food waste
 - Newsprint
 - Cardboard
 - Coffee grounds
 - Egg shells
 - Jar
 - Bedding
 - Leaves
 - Air circulation
 - Peelings & leftovers
 - Red worms
3. Have each player choose an item from the list. The same name may be given to more than one player, especially in a large group.
4. Start out as the storyteller and makeup a story that includes items on the list.
5. As an item is mentioned in the story, the player who has that item stands up quickly and runs around their chair once, then sits down. The storyteller can steal a chair any time anyone is out of their seat. Make sure to use and repeat all the items, so students have to listen attentively and run around their chairs often.
6. Each time the storyteller says, “The Worms Escaped,” all the players change seats and the storyteller tries to get one of the empty chairs. The storyteller can actually try to take a chair any time one is open. This makes running around the chairs more suspenseful. The player left without a chair becomes the storyteller and continues the story or starts a new one.

7. Continue the play, with different storytellers as long as you want. This game is a hilarious and clever way to help kids become comfortable speaking in front of a group, even if all they say is, “The Worms Escaped!”

TIME: 30 minutes

PROCESSING THROUGH THE SIX PILLARS:

Lesson: The Worms Escaped

WHAT

- What happened if you weren’t listening carefully to the storyteller? (listening carefully to someone is showing them respect)

SO WHAT

- Did everyone follow the rules and move when “the worms escaped”? Why?

NOW WHAT

- Is it fair when the same rules apply to everyone in the group?
- What about someone who may have difficulty speaking up or moving in playing the game? How can we make the game fair for them?