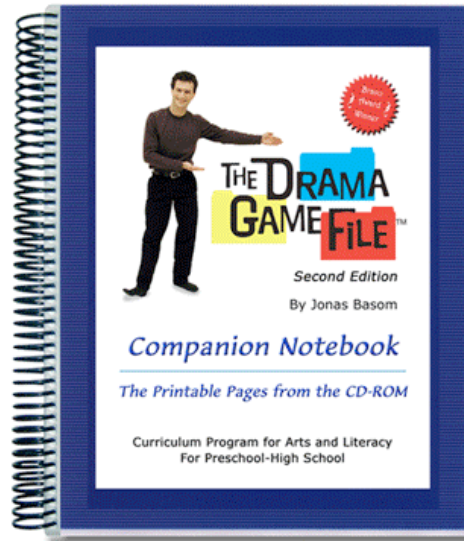


THE DRAMA GAME FILE Curriculum Program For Arts and Literacy in Grades PreK-12



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DRAMA™
Education Network
www.DramaEd.net

Products | Staff Development | Arts and Literacy | PreK-12

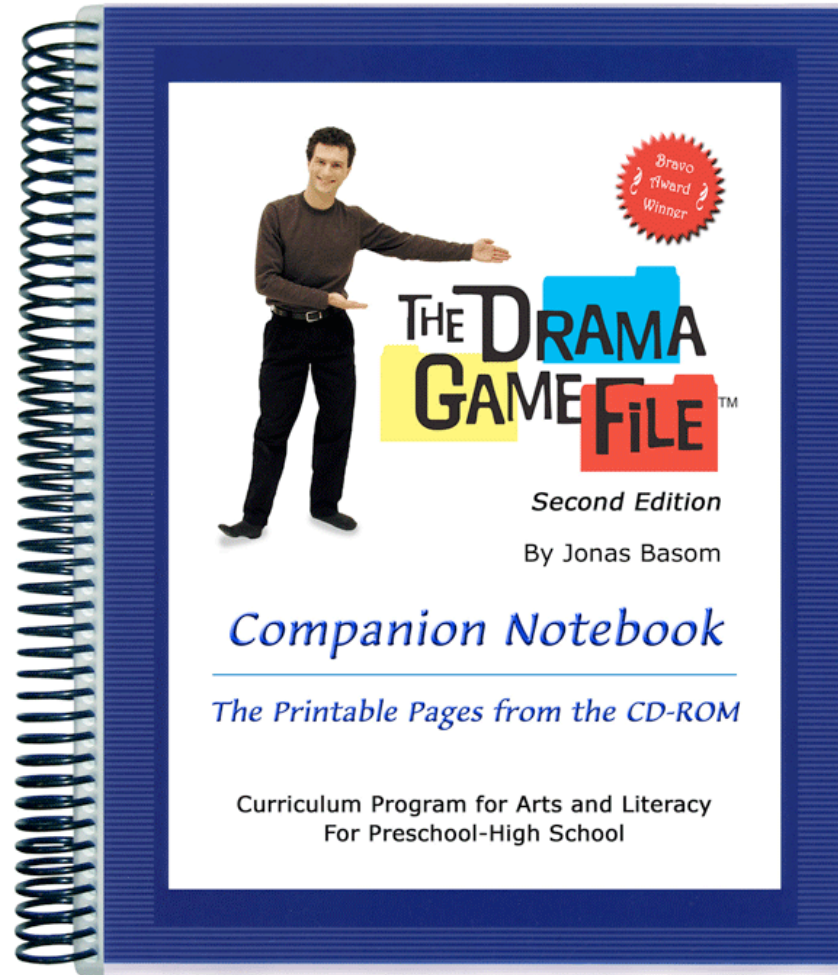
P.O. Box 4659 Culver City, CA 90231 | (310) 289-4410 phone/fax | orders@DramaEd.net



2nd Edition CD-ROM

Contains the full curriculum (equal to a 500-page teacher's manual). User prints as needed.

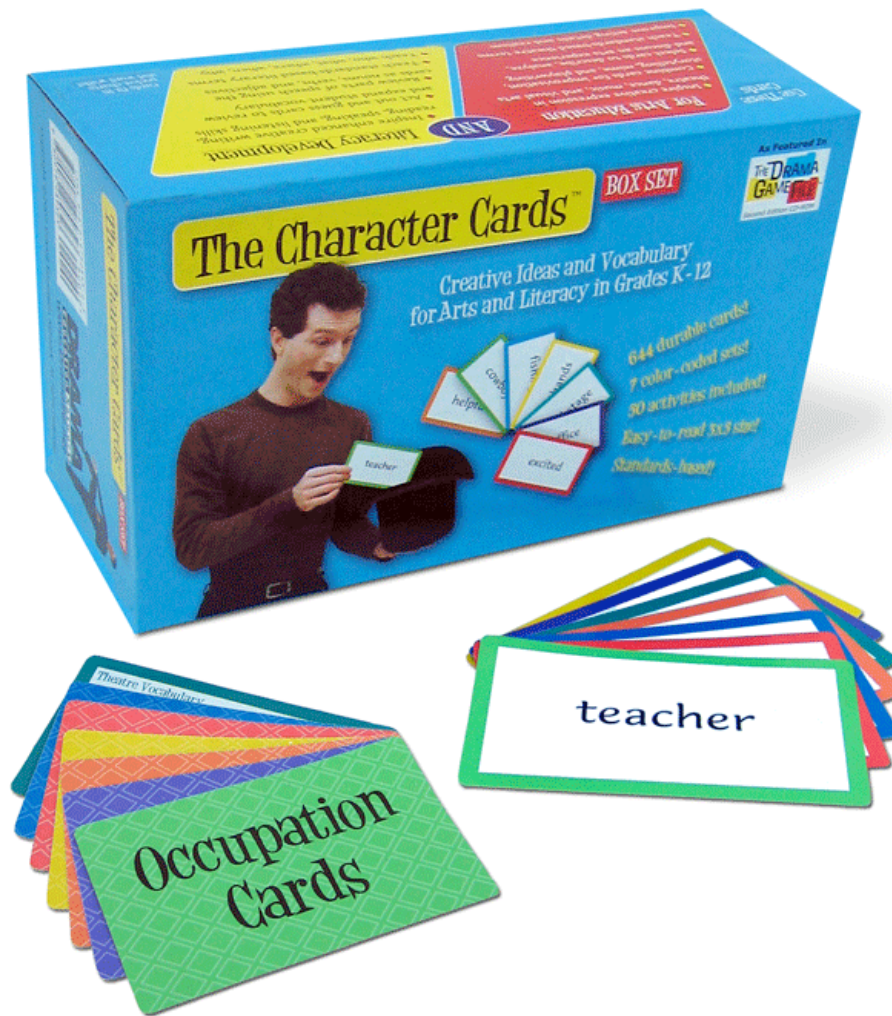
Sold separately, with the book, or with the full kit.



Companion Notebook

Contains the printable pages from the CD-ROM in a durable coil-bound book with plastic tabs and bonus ideas.

Sold with the CD-ROM or full kit.



Character Cards Box Set

644 cards from the CD-ROM produced as durable 3x5 playing cards in a portable box with tabs and bonus ideas.

Sold separately or with the full kit.

“The new Viola Spolin for the 21st Century!”

-Rives Collins

*Chair of Theatre Department
Northwestern University*



CD-ROM Features: Lesson Plan



Game Title THE NAME GAME

[Print this game](#)

Game setup

<u>The Players</u>	<u>The Props</u>	<u>The Place</u>
Age: Preschool, primary, elementary, older Arrangement: Whole class	None	Space: Classroom, stage, open room, outside Shape: Circle (standing)

Objective: Use mind, body, and voice creatively while learning each other's names.

Standards-based objective

Directions and Rules

1. Players stand in a circle so that everyone can see each other.
2. Each player gets a turn, starting with the teacher and moving around the circle.
3. Each player says his or her name in a changed voice while doing a standing body movement.
4. The entire group then imitates the name, voice, and movement in unison.
5. Start with the teacher demonstrating several possible ways--this helps warm up the group.
6. After everyone has a turn, do a quick review round to memorize all the moves and names.
7. Random pass for challenge: A does his own name and move and then does E's name and move. E repeats her own name and move and then does anyone else's, and so on randomly in the circle.

250 variations

Variation(s)

- Silent Random Pass:** Do moves only, no eye contact, encouraging alertness and thinking ahead.
- Alliteration Name Game:** Add a word that starts with first letter of player's first name (sweet Sara).
- Singing Name Game:** Sing name in a clear pattern of notes with a movement.
- Memory Name Game:** Go around the circle, each player doing everyone's so far (can be an elimination game--players are out if they can't remember someone else's or if they make a clear mistake)
- Character Name Game:** Choose from the Occupation Cards, or characters from literature or history.

Keys to Success

Teacher: Model several different examples that they repeat in unison to get warmed up. Have everyone make a choice before starting. Accept all ideas (that are safely repeatable).

Players: Make a choice no one else has tried. No talking, touching, or distracting others. Make a quick choice to keep the game moving.

Lead-in Game: Magic Dust Adventure

Teacher Talk

Focus Phrases (during play): Any idea is a good one--go with your instinct. Change your voice to match the feeling. No calling out ideas for others.

Evaluation Questions (after play): How did/can we use our mind creatively in this game? Our body? Our voice? Does it matter who/what you choose? Why? How many people's names did you learn today?

Drama Skills

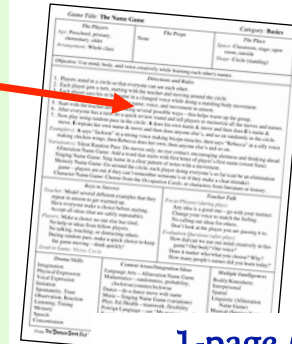
- Imagination, Imitation
- Physical Expression
- Vocal Expression
- Spontaneity, Trust
- Observation, Reaction
- Listening, Timing
- Memory, Speech
- Concentration

Content Areas/Integration Ideas

- Language Arts**--Alliteration Name Game
- Dance**--do a dance move with name
- Music**--Singing Name Game (variations)
- Phys. Ed./Health**--teamwork, flexibility
- Foreign Language**--say "My name is ____."
- Events**--first day/week of school/camp/team
- Social Studies**--Character Name Game (occupations, famous figures, celebrities)

Multiple Intelligences

- Bodily/Kinesthetic
- Interpersonal
- Spatial
- Linguistic (Alliteration Name Game)
- Musical (Singing Name Game)



1-page (PDF) printable lesson plan

Links to learn more:
 • Assessment
 • Coaching
 • Reflection
 • Planning

Cooperation: Games that require students to work together in a creative way. Students collaborate by brainstorming, discussing, negotiating, deciding, rehearsing, and performing. This is cooperative at its best!

A-B-C Jangry	Give Me a Hand	Silent Shapes
Assembly Line	Grammar and Outlets	Sound Collage
Biggly Bippidy Hop	Guessing to succeed	Sound Effects Symphonies
Build a Machine	Human Clay	Spelling Charades
Channel Surfing	Keep the Connection	Story Circle
Clap Around	Knots	Style Stritch
Color the Phrase	Left, Right, Over There	Survivor
Comic Strip Story	Let's Play Ball	Survivor/Photograph
CROW	Mimic Circle	Taxi!
Dubbed Movie	Mirror, Mirror	Tell and Show
Emotional Orchestra	Mystery Gift	Trapped!
Everybody Counts	Mystery Voice	Trust Fall
Fill in the Blank	Obstacle Course	Typewriter
Finish the Phrase	Panel of Experts	What Are You Doing?
Follow the Feeling	Pass the Pulse	Who's the Leader?
Foreign Film	Poison Narrator	Wind-Up Toys
Freeze Tag		Winch's Brew
		Yes and Go
		Zap, Zap, Zap
		Zoom

Games that develop 22 skills for success

500 integration ideas for all school subjects

101 complete lesson plans; no drama experience needed

Companion Notebook Features

210 pages from the CD

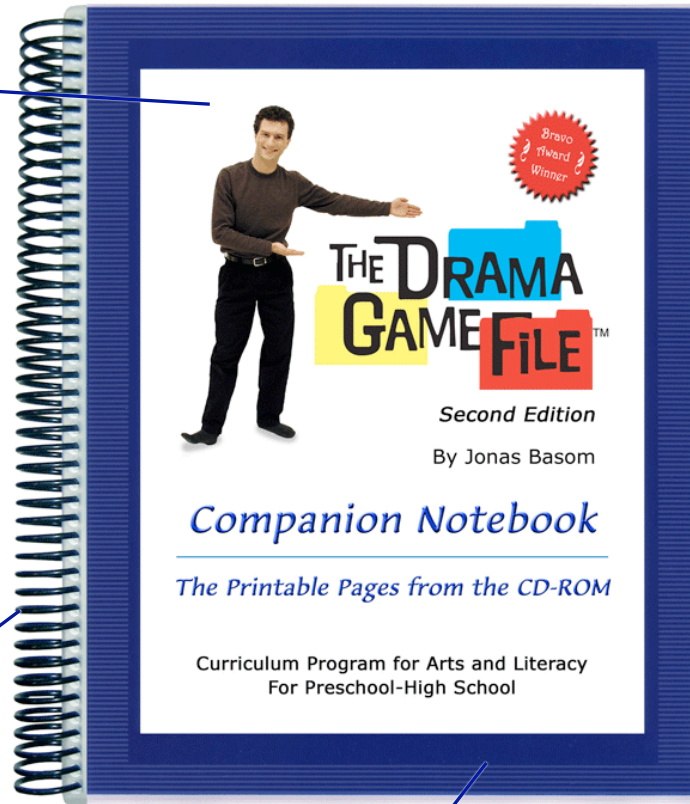
- 101 lesson plans
- Posters • Glossary
- 69 indexes • More!

PLUS

Bonus material
not on the CD!

Smooth coil bind

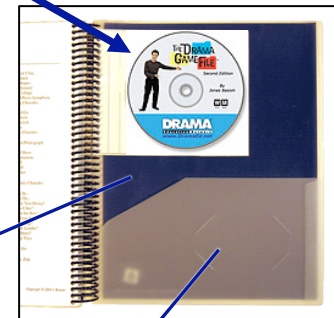
- Pages turn easily
- Never lose a page



10 durable plastic tabs



CD sleeve for safe storage (CD sold separately)



Plastic cover and back Durable and flexible

Pocket for supplements

*Save the time and money of printing from the CD-ROM.
Access the curriculum without a computer.*

Character Cards Box Set Features

Portable box

7 plastic tabs organize cards

204 theatre terms
Definitions on back

440 idea cards
Color-coded

Mannerism Cards

Personality Cards

Occupation Cards

Emotion Cards

Where Cards

What Cards

BONUS Instruction Cards

- Master Lists
- Ideas for Arts Education
- Ideas for Literacy

50 activities for
Theatre Reading
Dance Writing
Music Speaking
Art Listening

Easy-to-read
3x5 size with
large print

Bigger, brighter, and stronger cards than printing from the CD-ROM

Free Standards Alignment

Standards Correlations Texas

Texas Essential Knowledge and Skills
for Theatre Arts (TEKS)

Free download (PDF) online
www.DramaEd.net/supplements.htm

Separate supplements
available for certain
states. Check online.

Download from our website



Intended Users

- Theatre arts teachers, K-12
- Other arts specialist teachers, K-12
- English teachers, K-12
- Elementary classroom teachers, K-6
- Teachers of the following students: ELL, ESL, GATE, Special Day, Kinesthetic learners

Teachers of all grade levels and subjects



Educational Applications

- Teach theater standards (drama on its own merits)
- Meet subject standards (drama as a teaching tool)
- Teach all four arts (music, dance, visual arts, theatre)
- Improve literacy, especially for ESL students
- Enliven the classroom for teachers and students
- Create and maintain a long-term quality arts program

Multiple ways to use drama pedagogy

Overview of CD-ROM

- Works like a website burned on a CD-ROM
- Uses web browser and Acrobat Reader™ (both free)
- Internet connection not required
- Hundreds of links, photos, and printable files (PDF)
- Faster browsing and downloading than websites
- Use same disc on Mac or PC, at home or work

Equal to a 500 page teacher's manual



CD-ROM Program Features

- Fast and easy navigation with hundreds of links
- 101 games plus more than 250 variations!
- Complete one-page printable lesson plans
- Meets state and national theatre arts standards
- 500 fun and effective integration ideas in all subjects
- 69 indexes connect the games to 22 skills, 10 subjects, 8 multiple intelligences, the 4 arts, and all ages



More Program Features

- Complete system of classroom management
- Detailed teaching strategies to maximize learning
- Printable charts, posters, visual aids, and references
- 440 printable Character Cards for arts and literacy
- 92 Ready-to-use sample classes
- Theatre glossary with 204 printable vocabulary cards

Advantages of CD-ROM

- **Speed**—only 4 clicks to print a lesson plan
- **Depth**—layers of material for ongoing learning
- **Flexibility**—browse in linear or non-linear order
- **Portability**—use at home and work (Mac & PC)
- **Quality**—digital files do not degrade, fade, or rip
- **Savings**—use less money, space, and paper

More dynamic and practical than a book

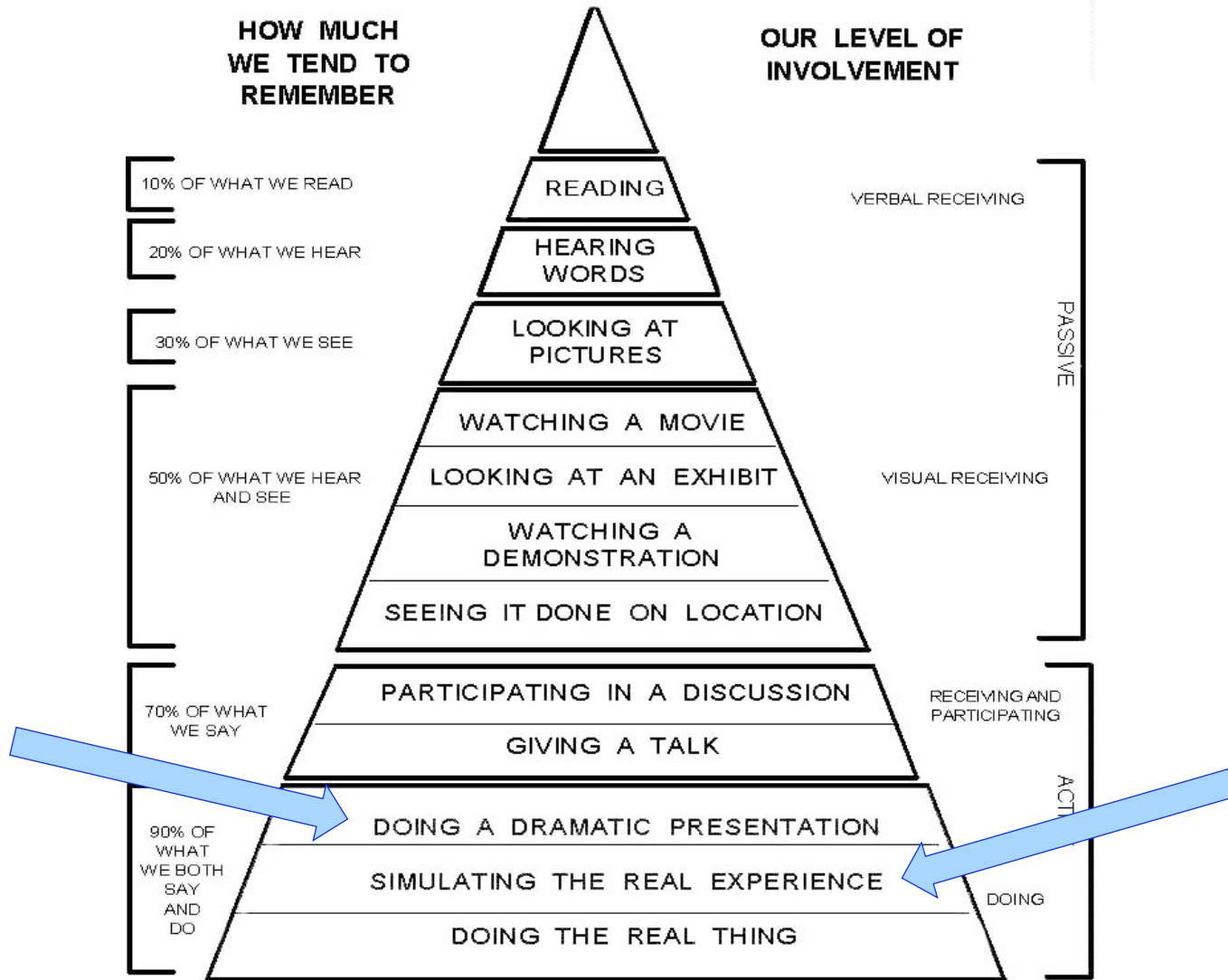


Why Drama/Theatre Arts?

- All students deserve the arts as core curriculum
- Research shows social and academic benefits
- Literacy, learning, and test scores improve
- Students of different learning styles succeed
- Skills learned lead to success in school and life

Make learning fun and meaningful!

THE CONE OF LEARNING



Research shows drama has a lasting impact

Why Drama Games?

- **Practical**—minimal planning or equipment required
- **Adaptable**—subjects, ages, objectives, and standards
- **Portable**—play in a classroom, open room, or outside
- **Economical**—no scripts, props, lights, sets, costumes, or rehearsal needed (huge savings in time and money)
- **Repeatable**—new discoveries each time
- **Enjoyable**—learn while having fun!

Great results for minimal investment



Why This Program?

- The most comprehensive drama curriculum available
- Designed for teachers with no drama experience
- Quick and easy to integrate with all subjects and grades (takes no additional time from schedule)
- Developed and tested with and for ESL students
- Provides enough material to last for years

Accomplish multiple educational and social goals



National Clients

- Adopted by all of New York City Public Schools!
- School districts that have implemented DGF include
 - Stockton (CA) -Phoenix Union (AZ) -Jefferson Co. (KY)
 - Tyler (TX) -Las Vegas (NV) -Fairfax Co. (VA)
 - Picayune (MS) -Winston-Salem (NC) -S. Kitsap (WA)
- Used as a required text in college courses for teachers
 - Northwestern -Leslie -Arizona State
 - Texas A&M -Cal State LA -Howard Payne

Improving the quality of education



Curriculum Created From

- Author's lifetime of training and performing
- Author's 18 years of teaching experience
- State and national arts standards
- M/A thesis research about drama as a teaching tool
- 10 years of writing, field testing, and revising

Performing + teaching + researching + testing

About the Author

- National consultant and presenter
- Bravo Award Winner: Outstanding Arts Educator of California!
- Adjunct professor at Cal State L.A.
- Theatre teacher/trainer for LAUSD
- Multiple Subject Credential and M/A degree, Pepperdine University



Mr. Jonas Basom

Author, teacher, performer, and leader



Author's Theatre Experience

- Child actor in Seattle from age 6
- Trained at renown Seattle Children's Theater
- Roosevelt HS theatre (US top-10 program)
- Professional actor as a teen and young adult
- Theatre, film, TV, and radio experience
- Party entertainment for kids and school performances

Lifetime of training and performing



Author's Teaching Experience

- **The Buckley School** (private): 7 years creating and running lower school drama program, grades PreK-8
- **Los Angeles Unified School District Arts Program:** 9 years as a traveling theatre teacher and trainer, K-6
- **Media Workshops:** ran summer program at UCLA for 400 high school and college students
- **Cal State L.A.:** required drama course for teachers
- **University of Phoenix:** teacher classes in puppetry

18 years teaching preschool-college



Pricing for Single User License

- Drama Game File 2nd Ed. CD-ROM \$95.00
- CD and Companion Notebook (save \$5) \$139.95
- Complete Kit: CD/Book/Cards (save \$15) \$189.95
- Character Cards Box Set \$59.95
- Companion Notebook* \$49.95

**Sold separately only to licensed users of 2nd Ed. CD-ROM*

Restricted to use by one teacher



Volume Licensing Discounts

- **Single User License** (1 CD-ROM) \$95.00 each
10+ licenses (teachers) \$85.00 each
- **Volume Licensing Package:** huge savings based on total number of teachers licensed
- **Site/District License:** varies based on total number of teachers licensed; unlimited use by all employees; one-time fee; may be placed on computer network

More teachers licensed = more savings



Staff Development

- Hands-on, standards-based teacher training
- Led by author and national consultant Jonas Basom
- Customized to your needs and objectives
- NEW! Skype training for individuals or small groups
 - Cost effective and customized to your classroom
 - Provide ongoing support and training



Provide vital arts training for teachers



Why Staff Development?

- Experience how fun, easy, and effective drama can be
- Overcome fears about drama and/or lack of training
- Gain confidence and skill in classroom management
- Inspire new thinking and creative teaching
- Create staff bonding and a sense of community
- Discover how to integrate drama into the classroom

Engage, inspire, and prepare teachers



Common Funding Sources

- District arts education budget
- Grants for literacy, arts ed, or school reform
- Title I funds for literacy and ESL strategies
- Technology funds (computer-based curriculum)
- Gifted and talented funds (creative thinking, arts)
- Title II funds for staff development training


Multiple options to fund a package



Recommended Packages

1. Kit + training for all theatre specialists, K-12
2. Kit + training for all English teachers, 6-12
3. Site license for a pilot elementary school with staff development series for successful implementation
4. Kit + training for designated teachers throughout district
5. District license + training for all afterschool programs
(Use for arts and academic support courses)

Variety of ways to reach teachers and students

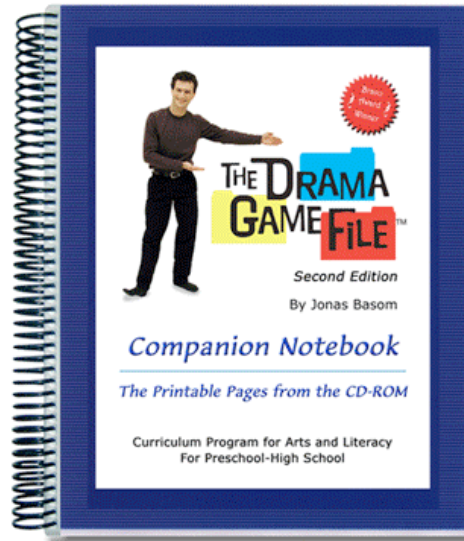


**We will customize a package
of materials and training to fit
your needs and budget.
Ask for a price quote today.**

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