



GUESS WHO DOES WHAT? LESSON PLAN

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GOALS

Thrive Collective provides project-based learning that teaches both art and life skills. To the extent possible, every lesson plan provides three clear goals. First, what art skill, subject area, or big idea is being taught (the art “learning”)? Second, what will the students produce by the end of the class (the “project”)? Third, how does that art skill translate into an everyday life skill (the life “learning”)?

1. This class will teach students to develop new ideas, perhaps a bit crazy but definitely fun, without the pressure of feeling judged.
2. By the end of the class, students will utilize a simple game to help structure their imagination to create an unusual yet unique drawing from a “crazy idea.”
3. In addition, this “crazy idea” will be something that they will be proud of, instead of something that they would be afraid to share. In this way, the lesson teaches them to be more daring and will also build up more confidence when approaching a creative process. This activity also shows that no matter what life offers you, you can turn it into something fun and original! As the saying goes, “if life gives you lemons, make lemonade!”

MATERIALS

- Blank paper (and some extra scrap paper)
- Two plastic cups (or any type of cup or small container - can get creative with this too!)
- Pencil
- Extras, if available: color pencils, crayons or markers (or any other color media is fine)

EXPECTATIONS

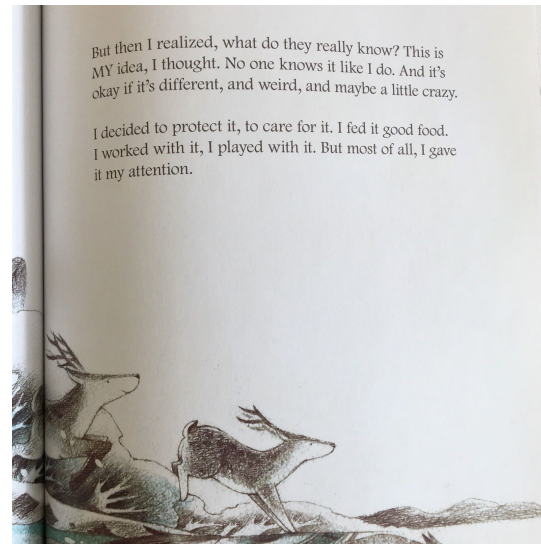
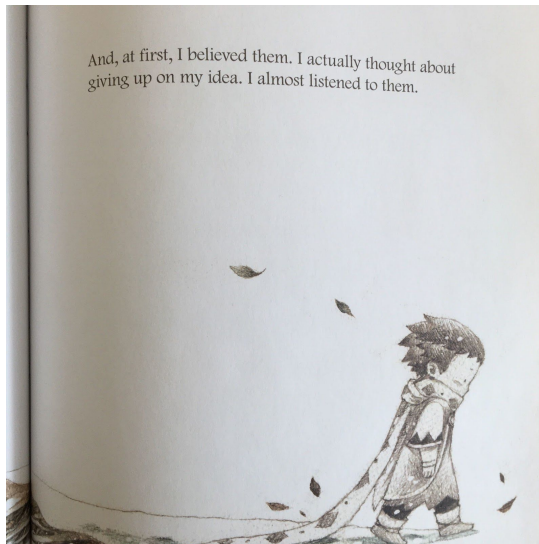
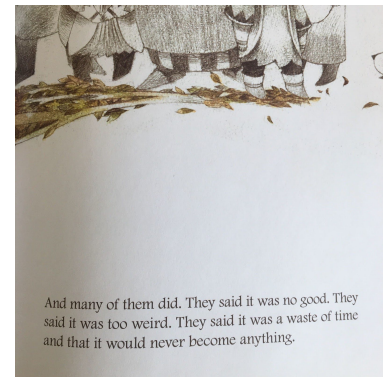
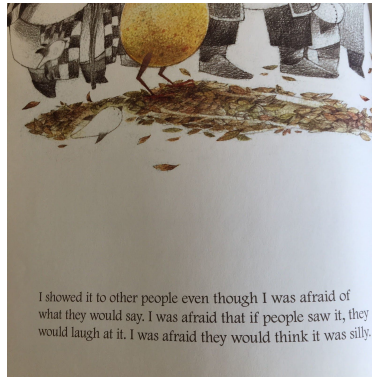
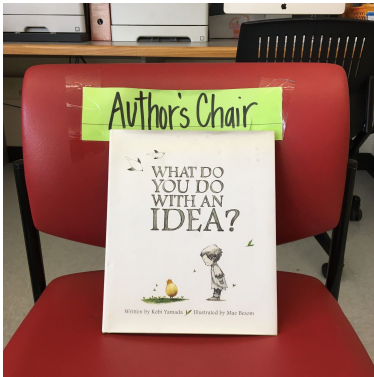
In this lesson, no special skills are required. The outcome has nothing to do with the quality of the drawing, but rather with the idea that they will develop. Be prepared for some really funny outcomes! It goes without saying that you may have to add some little extra patience and wait for all the kids to be completed with each one of the steps before moving forward.

WHAT TO SHOW

This lesson gets inspiration from the book “What do you do with an idea” by Koby Yamaha. If you don’t own a copy of this book (and if kids don’t as well, which is mostly likely to be) a good



starting tool would be to present the book by this 3 minute, read-aloud YouTube video: [What Do You Do With an Idea? By Kobi Yamada Read Aloud](#)



It may be helpful to send out the link to the video a day or two before your class is going to happen, so that kids will get a chance to listen and get familiar with the story. However, since not all kids may be doing so, it will be better for you to show the video again the day of your online class by sharing your live screen. You might also want to send out the list of the materials needed, in advance, so that they will be ready to start without taking too much of your 45 minutes or so of your online class.

WHAT TO TELL

Let them know that you are going to play a game and that the inspiration for this game is the book mentioned above. This game is where random ideas, written down on scrap paper, will be shuffled and combined to give birth to some unusual and amazing drawings.



CLASS OUTLINE (30-50 Minutes)

PROJECT: GUESS WHO DOES WHAT?

OBJECTIVE

This activity plays around with crazy ideas while teaching the students to be daring with processing their own, sometimes nonsensical, ideas. Students will be introduced to this activity as a game and that's where most of the fun is. Before you begin, check that all the students are ready with their material in front of them. The blank paper will be for them to draw the actual and final work. The strips of scrap paper will be used to write "subjects and actions" (this gets explained further below, in step 2) and the two plastic cups (or any other type of cup or small container) will be the places where the subjects and action will get tossed into and shuffled.

- Introduce the theme with the book (or read aloud YouTube video)
- Explain and discuss the moral of the book
- Start the game
- Share drawings and discuss the life lesson behind this activity

STEP 1 (5-10 minutes)

DEMO

Ideally, it's best to read this book out loud in class, however, feel free to share your screen with the students when you go live and use the link to the story above. Please keep in mind that this will take around 5 minutes out of your online class.

Note: If you think you have time after the read aloud, spend a few minutes explaining (and ask them as well) what the moral of this story is, and perhaps introduce the concept of daring "with an idea".

CLASS WORK

Introduce the concept of accepting each idea as a possible good idea without prejudice or fear of feeling judged. Ask them to come up with some silly ideas by combining a subject with an unusual action. To help them to break the ice, you can share the picture below and be the first to share a crazy idea (e.g.: a dragon eating some spicy tacos).

SUBJECT	ACTION
Animal	Eating your fav food
Fantastic creature	Reading a book
Myself	Playing an instrument
Book character	Acting
Play character	Singing
Song character	Painting
Artist	Dancing





GROUP CHECK-IN / PRESENTATIONS

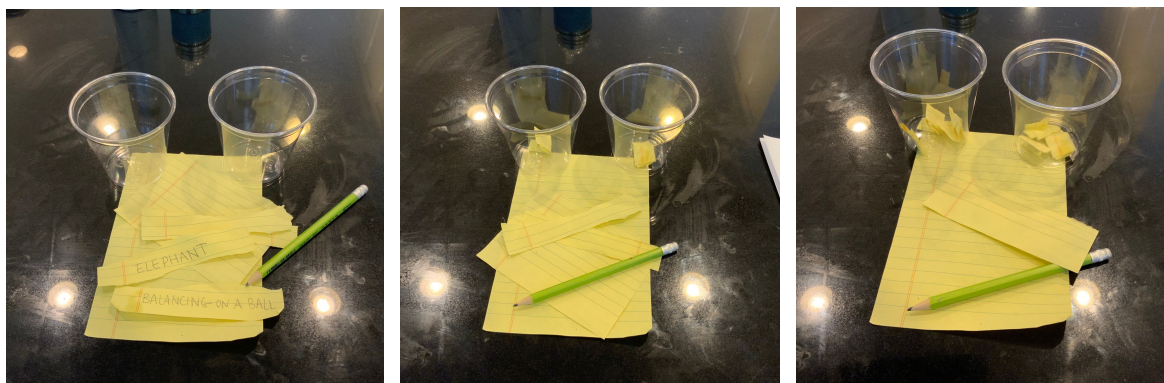
This is probably the moment when class gets loud. If it's necessary to mute their microphones, they can share ideas in the chat.

Notes for instructors: While the kids start sharing their subjects and actions aloud, push them even further with some of your own crazy ideas. This will make them laugh but also make them feel comfortable about the fact that really any silly idea could totally work.

STEP 2 (10 minutes)

DEMO

Layout the materials as shown below and have the kids follow along. Once they are set-up, the game can begin.



CLASS WORK

Ask the kids to use their scrap paper to create 6 small strips of paper as shown in the picture above (6 strips should be enough to start). Write a **subject** on one strip of paper and an **action** on the other. Ask them to repeat this step two more times with 2 new subjects and 2 new actions for a total of 3 subjects and 3 actions. No need to share this aloud with each other. Have them working silently. Don't let the kids know yet that subjects and actions will be shuffled. This way you won't influence their imagination. While writing them down, ask them to place subjects in one cup, and actions in the other. Remember, one subject per strip, and one action per strip. Once they are ready with their 6 strips of paper, ask them to fold or crumple all of them and put all the **subjects** in one cup and all the **actions** in the other cup. Have them shake the cups and make sure that all the folded (or crumpled) strips of paper are mixed very well.

GROUP CHECK-IN

Check that everyone is ready with their **subject** cup on one side and with the **action** cup on the other.

Note: Make sure everyone completed this step before proceeding. This is essential.



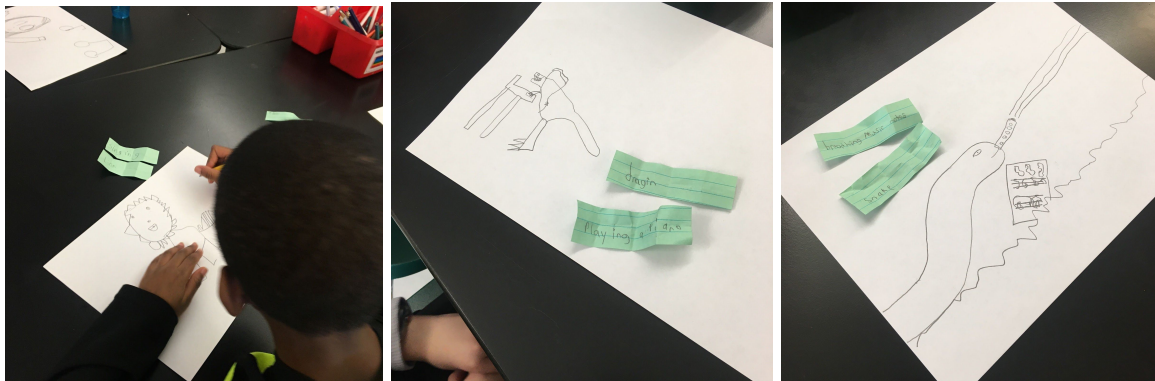
STEP 3 (20 Minutes)

DEMO (5 Minutes)

Now ask them to pick one subject and one action and whatever they get, that's what they will commit to draw, no cheating! :) Give maybe a minute or so to eventually shut their ideas out with other kids while bursting into laughing.

CLASS WORK (15 Minutes)

Bring them back to the project and have them start. They have about 15 minutes. Drawing can be just an outline with a pencil, if fast enough, they can add colors.



GROUP CHECK-IN / PRESENTATIONS

During the process you can check here and there with some of the kids and see if someone is willing to anticipate what they are drawing, and if they like to share their thoughts about the crazy idea they got combining one of their subjects with one of their actions.

Note: If some of them will be done earlier than expected, ask them to add colors, if they have them available. If not, they can pick one more subject and one more action and get started with a second drawing. Please note that a second (or third) drawing is not mandatory. One is good enough for this activity. We have kids preparing 6 strips so that if some of them are done fast, they can do one more and keep their attention within the activity.

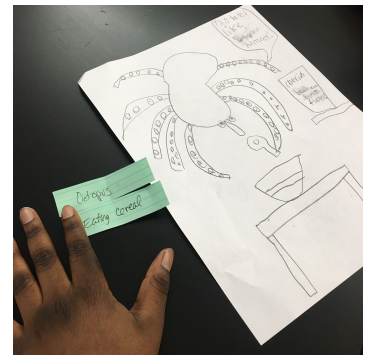
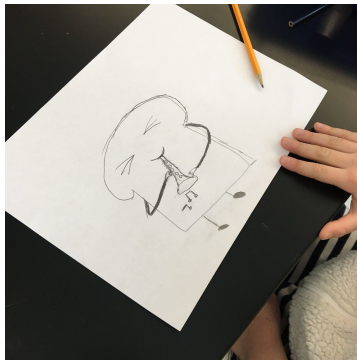


STEP 4 (5-10 minutes)

PRESENTATIONS (5 minutes or so unless you get extra time, and that would be amazing)

Finally share ideas and be ready to see and hear some funny ones! Conclude class with explaining, as the book taught, that even the craziest idea could be a great idea!

Note: Invite them to create more and involve maybe some other family members. They could share their results on the stream of the platform that your school is using.



HAVE FUN!