### <u>Thursday</u> September 19, 2013 (9.19.13)

#### **Materials**



Composition Book + Pen or Pencil



Duotang

<u>Agenda</u>			
<u> Time Estimate</u>	<u>Activity</u>		
5-7	Warm Up		
5-7	Return Grades		
10-12	Team Builder: Question Cubes		
5-7	Activator: The Wizard Challenge		
15-20	Notes: Body Biography		
Remaining	Project: Body Biography		

#### **Announcements**

### <u>Warm Up</u> September 19, 2013 (9.19.13)

Volume-O-Meter: 0 (Silence) Time: 5 Minutes

> Word Part of the Day: nov / non - nine

- Write down the word part of the day and its definition. Now, brainstorm and write down as many words as you can that contain that word part.
- 2. Based on what you've seen from *Star Trek* and from *How* to *Fight Monsters*, describe the role you think characters have in a story...and do you think they're necessary, or do you think that characters are not needed at times?

## <u>Return / Record New Grades</u>

#### Directions (Vol: 3):

- Pass out grades
- Place papers (if applicable) in duotang.
- Fill out sticky note if you have a question about your grade; leave on Hampton's desk.

Grade Checkup Sheet

Name:

AICE Language / Quarter \_\_\_\_

Directions: Fill in your current grade along with all assignments returned. Then, fill in the work that was Incomplete (0%) and the work that you wish to make up or show Hampton for a better grade.

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Checkup #1					
Current Class Grade:					
Work that wa	<u>as graded (50% or higher):</u>	Grade:	Work I did not do (0%):		
• _			·		
• _			•		
• -			•		
• -			Work To Make Up (50% or higher) or Show Hampton (Blank):		
• -			•		
• -			•		
• -			•		
		Charl			

## **Team Builder: Question Cubes**

#### Directions (Vol: 3):

- □ Spin question cube
- □ Answer question
- Record answer in notebook
- Give to next person; repeat!



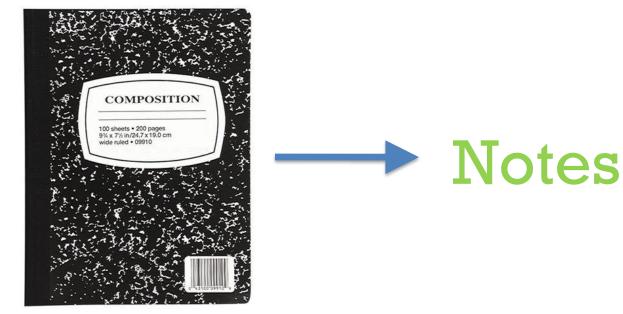
### Activator: The Wizard

#### **Directions:**

**Vol:** 0

□ Hampton will give instructions





# <u>Body Biography</u>

- It is looking at a character in depth.
- Work with Shoulder Partner
- Will create a drawing of your character (Arnold Spirit from How to Fight Monsters or Narrator from Book of Sand)
- The drawing will placed on poster paper
- If successful, next time will be life-size (approx. 6 feet) drawing
- You can use pictures, symbols, words and quotes to show that purpose, motivation, thoughts, and feelings of your character.

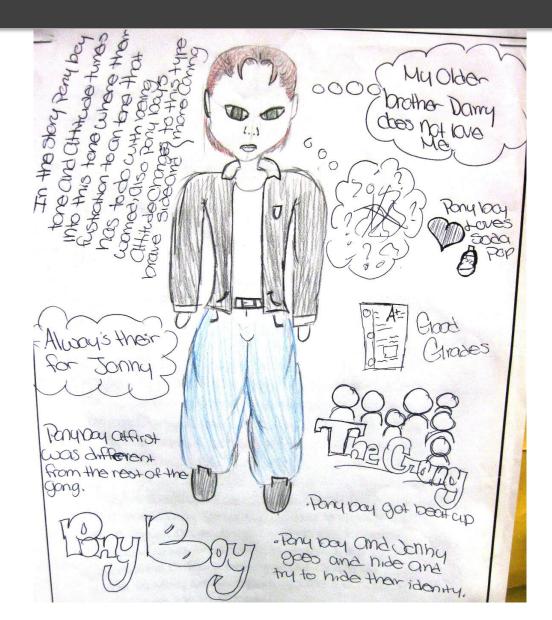
## Body Biography



## Body Biography



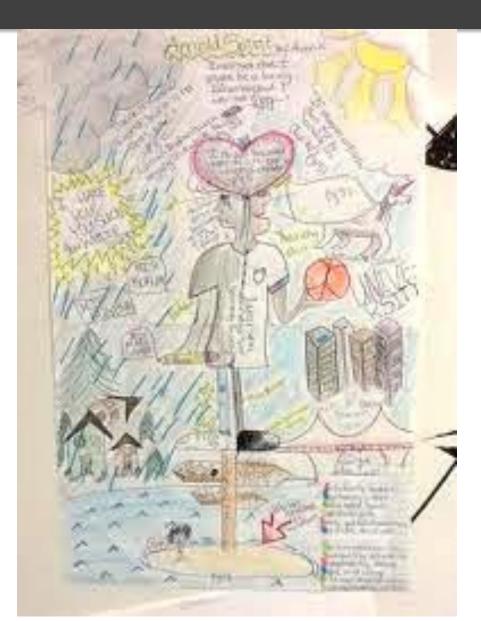
## <u>Body Biography</u>



## <u>Body Biography</u>



# Body Biography



# **Body Biography Areas**

- 1. Brain: what makes this person "tick"; think what motivates/drives this person to action?
- 2. Eyes: visions, goals, hopes, and dreams; who/what did this person see for themselves in the future?
- 3. Left hand: actions performed by or tools used by this character that are important to who they are.
- 4. Mouth: A quote by this person that defines their attitude(s)
- 5. Right Hand: actions performed by or tools used by this character that are important to who they are.
- 6. Mouth: A quote by this person that defines their attitude
- 7. "Achilles heel" (foot): who/what was this person's weakness?
- 8. Roots: what/who is influencing this person?

## **Body Biography Areas**

- 8 areas of your character; each area must be filled in.
- One partner = Areas 1-4
- The other partner = Areas 4-7
- Each area must have evidence (a line/quote) from the story!
- Due: end of next class (Monday)

## Teams: Body Biography

#### Directions (Vol: 3):

- Begin discussing project with partner (Arnold Spirit, Jr. or Narrator)
  - □ Who does what area?
  - □ What if one of us is absent?
- Begin discussing what goes in areas of body
- Begin drawing / sketching
- Mr. Hampton is NOT responsible if your group member doesn't do any work, or is absent!
  - You are receiving a grade for your areas only

