"The Day After Tomorrow"

Grade Level: 5-12
Time: 45 minutes

Objective:

- Understand the stakes involved in issues by visualizing what will happen if they aren't addressed.
- Understand our interdependence with the rest of the world and gain a sense of accountability.

Curricular Connections: Drama/Theatre Arts, Art, Writing

Materials: paper, pencils, posterboard/ butcher paper, various art materials and costumes
Day After Tomorrow Rubric Form
(www.publicachievement.org/TeacherGuide/Activities/DayAfterTomorrow.pdf)

Procedure:

1) Ask teams to imagine what the world could be like in ten years if their issue is not addressed.
2) Tell them that they are going to be creating a work of fiction.
3) As a class identify and develop a list of six criteria to evaluate the work of fiction. Handout rubrics and have each team fill in the criteria.
4) Have the teams create skits, short stories, or posters that illustrate what may happen if their issues aren't addressed. (Have them include the stakeholders as characters, the effects on the community, and what kids like themselves were doing instead of completing the project.)
5) Present product

Reflection:

- Groups evaluate one another's "performances" using the rubric
- Discuss the source of people's inaction and ways to get people involved and organized.

Assessment:

1. Skits or art work illustrating comprehension of issue problems and impact.
2. Students evaluations one another's efforts.