

Mellor Primary School
A Workshop for Parents
Tuesday 28th February 2012

“Drama promotes language development. Its collaborative nature provides opportunities for pupils to develop key skills of communication, negotiation, compromise and self-assertion. Pupils develop confidence when speaking and their vocabulary is extended when they adopt roles and characters.”

- *Drama in Schools (second edition) Arts Council England*

Play games...such as ‘everyone who’. All structured games involving language and thinking will benefit children’s cognitive and linguistic development.

Read pictures...by taking turns to say “I see...”; “I hear...”; “I smell...” This develops descriptive language using different senses.

Thought-track characters...by making thought-bubbles for characters at key moments in a story. Thought-tracking enables deeper understanding and analysis of characters.

Create a soundscape...by making the sounds and noises you might hear in a particular setting. Not only is this fun but it helps with writing descriptions of settings.

Interview characters...by using a toy (or imaginary) microphone. This clarifies understanding of a character as well as enabling creative responses.

Make tableaux...by making a still image of a key moment in a story. This enactment will help the understanding of the characters, setting and plot.

Hot seat characters...and give them advice. To do this, the adviser needs to understand the character’s situation and demonstrate empathy.

Adopt a role...by playing a character while your son/ daughter adopts another one. This can be done simply while sitting down or can be more physical and involve using costume items.

Use an opinion line...to allow different points of view before asking for explanation and justification.

Create a role on the wall...by drawing the outline of a character and then writing what you know around the outside and the character’s thoughts and feelings on the inside.

Write for a purpose...always try to have a reason for writing (even if the reason is within a fiction) so that the writer feels an urgency to write.

Peter Kennedy