

Universiti Kebangsaan Malaysia

The National University of Malaysia

COURSE GGGV2223 DRAMA IN ACTION SESSION 2 2021/2022

# TITLE

LESSON PLANS

**LECTURER** DR. AZLINA ABDUL AZIZ

# **GROUP MEMBERS**

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SUBJECT	WEEK	DAY & DATE		CLASS	NUM. OI PUPILS	TIME & LESSON	
English Language	12	Tuesday 21st June 2023		4 Orked	30	12:00 p.m - 12:30 p.m 20 (30 minutes)	
THEME:	Health	n and Environment		TOPIC:	Th	e Life Journey of Ponyoo	
FOCUS SKILL: L/S/R/W/LA/Li A	Lite	erature in Action		LANGUAGE/ GRAMMAR FOCUS:	(Expos	digital puppetry from "The Life Journey of Ponyoo" sition, Conflict, Rising Action, Falling Action, and Resolution.)	
CONTENT	Main Skill: 3. Drama 1.0 Read a	nd interpret literary t	exts	of different form	s, periods	and cultures	
STANDARD:	1. Listenin	<b>Complementary Skill:</b> 1. Listening 1.1 Understand meaning in a variety of familiar contexts.					
LEARNING STANDARD:	Main Skill: 3. Drama 1.2 Identify and describe plot structure/ sequence of events.						
	1. Listenin	<b>Complementary Skill:</b> <u>1. Listening</u> 1.1.6 Understand independently longer simple narratives on a wide range of familiar topics.					
LEARNING OBJECTIVES:	-	<b>I of the lesson, pupils</b> entify the plot from th			groups co	rrectly.	
	What I'm I	Looking For (WILF):	1				
SUCCESS CRITERIA:	p si e	NCED Identify six out of six plots from the summary stripes of each scene in groups correctly.			m the ripes of	WEAK 1. Identify three out of six plots from the summary stripes of each scene in groups correctly.	
CROSS CURRICULAR ELEMENTS:							
		TEACHING	& LI	EARNING ACTIVIT	IES		

# PRE-LESSON: (4 minutes)

- 1. Teacher greets the pupils.
- 2. Teacher pastes the incomplete puzzle of "Ponyoo" on the whiteboard. (Refer attachment)
- 3. Teacher randomly calls out two pupils to complete the puzzle.
- 4. Teacher asks the whole class to guess what topic they will learn based on the completed puzzle.
- 5. Teacher introduces the lesson to the pupils.

# LESSON DEVELOPMENT I: (23 minutes)

- 1. Teacher shows and explains the elements of the story's plots using the slides to the pupils. *(Refer attachment)*
- 2. Teacher randomly draws lots of pupils' names to put them into small groups of five.
- 3. Teacher explains the instructions while demonstrating the activity to the pupils.
  - Instructions: "Each group needs to decide the roles for each member (one reader, three whisperers, and one receiver). The 'receiver' from each group will be given an envelope containing a summary of the selected scene. You have only three minutes to pass the message from the first person to the last person. The last person (receiver) needs to find the suitable 'summary stripes' on the whiteboard. Then, the receiver needs to press the bell and guess the plot element based on the group members' summary."
- 4. Pupils are asked to decide their roles (e.g., one reader, three whisperers, and one receiver) before playing the game.
- 5. Pupils are asked to sit in a line according to their groups facing the whiteboard.
- 6. Pupils that are chosen as the readers will be given an envelope containing a summary of the selected scene.
- 7. Teacher pastes the "summary stripes" on the whiteboard.
- 8. The 'readers' at the back must read the passage silently and pass the message to the 'whisperers.' The 'readers' will read the passage only once to the 'whisperers.'
- 9. Then, the 'whisperers' will pass the message on to the last person (receiver).
- 10. The 'receiver' finds the suitable 'summary stripes' on the whiteboard.
- 11. After that, 'receiver' needs to press the bell and guess the story's plot element based on the group members' summary.
- 12. Group that answers the fastest wins the game.
- 13. Teacher rewards the winner with the correct answer.

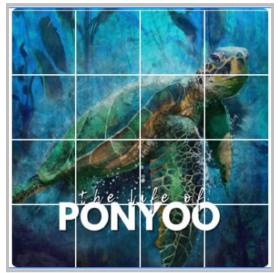
# POST-LESSON: (3 minutes)

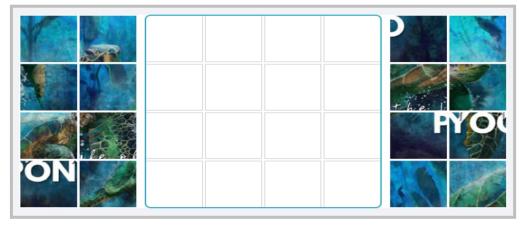
- 1. Teacher asks pupils to share their opinions on the challenges they encounter while doing the activity.
- 2. Teacher picks random pupils to state the moral values they learned from the lesson.
- 3. Teacher sums up the lesson.

нотѕ	Application		Evaluation		TEACHING & LEARNING	Pupil-centeredness Cooperative learning	
	Analysis	/	Creation		STRATEGIES:	cooperative rearring	
TEACHING MATERIALS:	The Puzzle of 'Ponyoo', Google Slides of elements in the story plot, an envelope of summary, summary stripes, and a bell.			elope	LEARNING ASSESSMENT:	Listening assessment	
MORAL VALUE	We should pr	Ve should preserve the environment to protect the animals from being endangered.					

# ATTACHMENT

1) Pre-lesson ("Ponyoo" Puzzle)





# 2) Lesson development (Google Slides)

https://docs.google.com/presentation/d/1eFu4TLEpdH0ml2e1q0X\_ODa463xCqm5i80YxN9o MXJU/edit?usp=sharing



3) Lesson development (Summary of Different Scenes)

# Envelope 1

Ponyoo tried to escape from the fisherman. The fisherman put Ponyoo in the tank instead of releasing her. The fisherman realized they hit a jackpot, and they decided to train her for a turtle show

# Envelope 2

Ponyoo bit a hotelier's finger until it bled, so he ordered his staff to remove her shell violently. Ponyoo cried in agony and she eventually died after a few hours.

# Envelope 3

The hotelier decided to buy Ponyoo. The turtle's egg dish was limited and sold at a very high price. Many tourists from all over the world willingly come to try this exotic dish despite its high price

# Envelope 4

Ponyoo swam happily in the sea. Ponyoo struggled with her vision due to the heavy amount of garbage and plastics in the sea. Unfortunately, she got separated from her mother unknowingly.

# Envelope 5

During the Ponyoo's show, one of the tourists wanted to eat a turtle's egg. A hotelier who was also a tourist there, overheard this conversation and thought it would be profitable to use the turtle's eggs as a new menu at his hotel.

# Envelope 6

Unfortunately, the male turtle died due to infection and Ponyoo can no longer lay eggs. The hotelier decided to use the female turtle for other purposes, such as making accessories out of the turtle shell as souvenirs

SUBJECT WEEK DAY & DATE	CLASS	NUM. OF PUPILS	TIME & DURATION	LESSON
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English Language	12	Tuesday 21st June 2023	4 Mawar	30	9.00 a.m - 9.30 a.m (30 minutes)	23		
THEME:	Health	and Environment	ΤΟΡΙC:	The	The Life Journey of Ponyoo			
FOCUS SKILL: L/S/R/W/LA/Li A	Lite	rature in Action	LANGUAGE/ GRAMMAR FOCUS:	(Brave, sel	Character(s) Traits (Brave, selfish, kind, honest, competent, etc.)			
CONTENT STANDARD:	<b>Compleme</b> 2. Speaking							
LEARNING STANDARD:	Main Skill:         3. Drama         1.4 Describe and analyse the characters, their roles and development in the text.         Complementary Skill:         2. Speaking         2.1.1 Explain simple content on familiar topics from what they read and hear.							
LEARNING OBJECTIVES:	1. ide gro 2. pro	groups.						
SUCCESS CRITERIA:	ADVANCI 1 c e c P w t t i i r i c a i r	Looking For (WILF): ED .Identify six haracters' traits with vidence in groups orrectly. resent the findings vith a strong ability to communicate information and deas clearly, as well s organise information with upport.	<ul> <li>INTERMEDIATE</li> <li>1. Identify five chatraits with evide groups correctly</li> <li>2. Present the find with a medium to communicat information and clearly, as well a organise inform with support.</li> </ul>	aracters' ence in y. dings <b>ability</b> e d ideas as	<ul> <li>WEAK</li> <li>1. Identify four chatraits with evider groups correctly</li> <li>2. Present the findia minimal ability communicate information and clearly, as well as organise information with support.</li> </ul>	nce in ngs with v to ideas		

CROSS CURRICULAR ELEMENTS:	Environme	ntal Sustainability	DIFFERENTIATION STRATEGIES:	Strategy 3: Differentiate by the outcome expected from pupils. Strategy 7: Differentiate by the feedback given.
		TEACHING &	LEARNING ACTIVITIES	
PRE-LESSON: (7	minutes)			
	greets the pupi			
	-	nemory card" game	(characters in "Ponyoo'	') on the whiteboard. <i>(Refer</i>
attachm				
			r pictures within ten se	conds.
	•	ry cards backward.		
			imilar pictures within to	
	introduces the		are going to learn toda	/.
7. Teacher i	introduces the	iesson.		
ESSON DEVELO		ninutes)		
	-	=	gital puppetry "The Life	Journey of Ponyoo" using the
	(Refer attachn	•	Jan pappeny me Life	
			rom one of the charact	ers in the digital puppetry.
		ns on how to do the		2
• I	nstruction: "Th	e leader in each gro	oup needs to draw lots	o decide the character. Then, you
h	ave to discuss	the character's trait	s and find evidence fro	m the script within 15 minutes in
g	roups."			
<ol> <li>Pupils ar</li> <li>Pupils ar</li> <li>Pupils ar</li> <li>Pupils ar</li> </ol>	e given a piece e asked to disc e asked to writ <b>nstruction:</b> "No	uss the character's t e their findings on n ow, you need to writ	and a script of the story raits and evidence fron nahjong paper. The findings on the m	n the script within 15 minutes. ahjong paper. Once done, two ngs in front of the class. "
	dor is asked to	spin the wheels to d	ecide their turns for th	o procontation
		rk in front of the cla		e presentation.
			e group with the most	correct answers.
OST-LESSON: ( 🗄	=			
		hare their opinions	•	
		•	oral values they have le	arned from the lesson.
3. Teacher	sums up the les	sson.		
	Application	Evaluation	TEACHING &	Pupils' centeredness.
IOTS	Application	Evaluation		Cooperative Learning.
	Analysis	/ Creation	STRATEGIES:	Cooperative Learning.
	8 Memor	y Cards, puppets of		Oral assessment.
EACHING		Mahjong papers, w		
/IATERIALS:		nd a script of the di		
		ne Life Journey of Po		

**MORAL VALUE** We should stop the illegal animal trade for our benefit.

# ATTACHMENT

# 1) Pre-lesson ("Memory Cards" Game)



# 2) Lesson Development (Puppets of the Characters)



# 3) Script of "The Life Journey of Ponyoo" Digital Puppetry

https://docs.google.com/document/d/15oUHSCgppiOuJJ2aCDBCtFnUU4oSVcsqdbSDsRcgHQ s/edit?usp=sharing

Tourist A (man)	This is so fascinating! A sea turtle! Hahahahaha I have never seen a living one before.
Tourist B (woman)	Hey, kids! Come watch this turtle swimming around.
Tourist C (girl)	Woah, look at those huge shells! It's as big as an elephant, not like the normal turtles we have seen before, right? Mommy, can we touch it?

(examples taken from the script)

SUBJECT	WEEK	DAY & DATE	CLASS	NUM. OF PUPILS	TIME & DURATION	LESSON		
English Language	12	Tuesday 23rd June 2023	4 Mawar	30	(30 minutes)	25		
THEME:	Health	and Environment	TOPIC:	The	Life Journey of Pony	'00		
FOCUS SKILL: L/S/R/W/LA/Li A	Lite	rature in Action	LANGUAGE/ GRAMMAR FOCUS:	enviro puppetry	Vocabulary related to the theme of environment issues in the digital puppetry "The Life Journey of Ponyoo" (Extinction, Endangered, Ignorance, Mistreatment)			
CONTENT STANDARD:	3.0 Drama 2.0 Comm <b>Compleme</b> 3.0 Readin	<ul> <li>2.0 Communicate informed personal responses with reference to texts.</li> <li>Complementary Skill:</li> <li>3.0 Reading</li> <li>3.1 Understand a variety of texts by using a range of appropriate reading strategies to</li> </ul>						
LEARNING STANDARD:	Main Skill:         3.0 Drama         2.1 Relate themes, messages and issues in the text to pupil's own experiences.         Complementary Skill:         3.0 Reading							
LEARNING OBJECTIVES:	By the end 1. Ide 2. Ide 3. Re pe 4. An	2. Identify the characteristics the animals have in common.						
SUCCESS CRITERIA:	ADVANCI 1. 10 1. 10 51 2. 10 6 7 4. A 0 0 0	ED ED dentify five out of he seven animals hown. dentify three haracteristics of the nimals shown. ist five personal xperiences that elate to the theme. answer eight to ten out of ten questions orrectly in the ahoot quiz.	<ol> <li>List three experience relate to f</li> <li>Answer fi seven our questions</li> </ol>	hree out ven hown. wo istics of als shown. personal ces that the theme. ve to	<ol> <li>Identify two the seven an shown.</li> <li>Identify one characteristic animals show</li> <li>List at least o experience the relates to the</li> <li>Answer one out of ten qui correctly in t Kahoot quiz.</li> </ol>	imals c of the vn. <b>one</b> hat e theme. <b>to four</b> lestions		

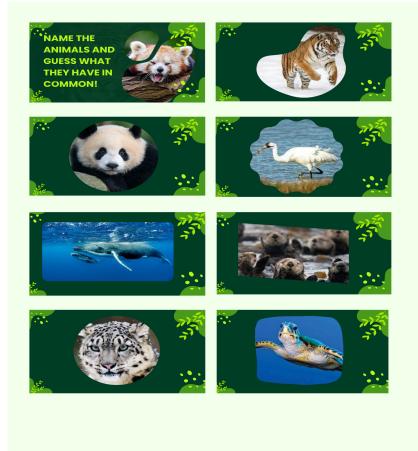
CROSS CURRICULAR ELEMENTS:	Environmental Sustainability	DIFFERENTIATION STRATEGIES:	Strategy 1: Differentiate by the task pupils are given. Strategy 3: Differentiate by the outcome expected from pupils.						
		EARNING ACTIVITIES							
PRE-LESSON: (	-								
	r greets the pupils.								
	r shows a slide containing pictures of		Refer attachment)						
	r randomly calls pupils to name the ar								
	r asks the pupils what all the animals : <b>Possible answers:</b>	snown nave in commo	n.						
d.	i. They can be found in zoos.								
	ii. All of those animals are wild	life							
h.	Correct answers:	inc.							
	i. They are all endangered anir	nals.							
	ii. All of those animals are facir								
5. Teache	r reveals the correct answers and prov	•	endangered animals.						
	OPMENT I: (10 minutes)								
	r introduces the theme of 'environme								
	" by showing a mind map of the text	evidences. ( <i>Refer atta</i>	chment)						
•	are given a blank index card. are asked to list down any of their per	conal ovnorion cos that	are related to the theme of						
	imental issues.	solial experiences that							
• 4. Teache	<b>Instruction:</b> "Are there any other env down your personal experiences rela the index card. If not, you can list dow stories that you have heard of." r asks a few pupils to share their expe	ted to the environmer wn the possible conse	ntal issues that directly affect you in						
5. Pupils a	are to paste their index card on the wh	niteboard.							
LESSON DEVEL	OPMENT II : ( 10 minutes)								
	r distributes a handout of Public Servi	ce Announcement (PS	A) regarding endangered species to						
the pup	pils. (Refer attachment)								
2. Teache	r gives instructions on how to do the a	activity.							
•	Instruction: "Public Service Announce								
	You may underline, circle or highlight	ourselves on important issues. Please read the Public Service Announcement (PSA) thoroughly. You may underline, circle or highlight the information you think are important. You can also add footnotes to guide your understanding. I will give you 5 minutes to do this. Then, we will play a							
	ahoot quiz based on the text."								
3. Pupils a	e given 5 minutes to read and annotate the text.								
	-	provides the Kahoot codes and waits for all the pupils to join the quiz.							
	-	hares the screen and starts the quiz once all pupils are ready.							
	answer all the questions by referring t		-						
7. Teache	r checks the quiz leaderboard and rew	vards pupils that answ	er all questions correctly.						
POST-LESSON:	( 3 minutes)								
	r asks pupils to name at least one new	word or phrase that	they have learnt from the lesson.						
	r sums up the lesson.	·	-						

2. Teacher sums up the lesson.

нотѕ	Application Analysis		Evaluation Creation		TEACHING & LEARNING	Inquiry-based Instruction	
TEACHING	,	d Man I		ublic	STRATEGIES:	Quiz	
MATERIALS:	Slides, Mind Map, Index cards, Public Service Announcement Text, Kahoot				ASSESSMENT:	Quiz	
MORAL VALUE	We should pi	We should preserve our environment to help protect endangered animals.					

# ATTACHMENTS

# 1) Pre-lesson (Slides)



# 2) Lesson-development

# a) Kahoot Quiz

https://create.kahoot.it/share/endangered-species/08d0d3bb-b933-44c1-8281-11fdacd0b bf7

b) Mind Map

# LIFE JOURNEY OF PONYOO

### **ANIMAL ENTERTAINMENT**

"Woah, look at those huge shells! It's as big as an elephant, not like the normal turtles we have seen before, right? Mommy, can we touch it?"

"Yeah, of course! The owner gave us permission to do so. Go on!"

Animals suffering to satisfy humans' needs for entertainment

#### **ANIMAL CRUELTY**

"They managed to catch Ponyoo. Aiman then removes her shell aggressively while spitting curses at the poor animal. Ponyoo can only cry in agony."

Abuse faced by animals due to humans' greed



#### **SEA POLLUTION**

"Despite discovering its beauty, she struggled with her vision. She came across a load of garbage and plastic, which caused her visions to blur."

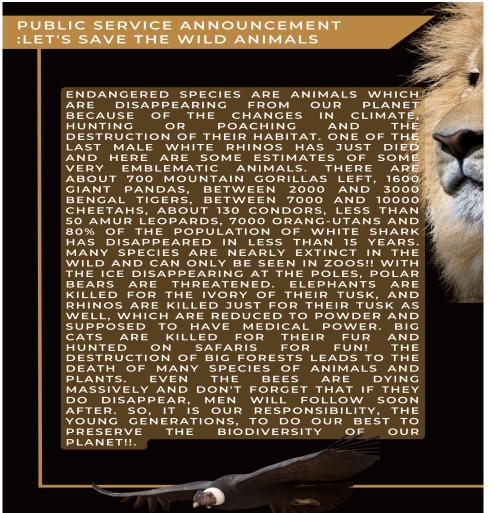
Humans' action of throwing garbage into the sea caused pollution that is harmful to the ecosystem

### **ANIMAL CAPTIVITY**

"She has been replaced with a pool-sized tank filled with saltwater, but sadly, she still had to roam around helplessly in the same space. She felt as if she was remorseful and depressed."

Animals in distress for being taken away from their natural habitat

### C) Public Service Announcement



SUBJECT	WEEK	DAY & DATE		CLASS	NUM. OF PUPILS		TIME & URATION	LESSON
English Language	13	Tuesday 12th of June 2023	2 4	Mawar	30	(30	) minutes)	22
THEME:	Health	n and Environment	TOP	IC:	The	Life Jo	urney of Pony	00
FOCUS SKILL: L/S/R/W/LA/Li A	Lite	erature in Action		GUAGE/ MMAR US:	Literary devices of digital puppetry from "The Life Journey of Ponyoo" (Personification, Simile, Oxymoron, Idiom)			
CONTENT STANDARD:	language a <b>Compleme</b> 4.0 Writing	stand, analyse and app and styles to achieve th entary Skill:	neir effe	cts				e
LEARNING STANDARD:	Main Skill:         3.0 Drama         3.3 Identify, analyse and explain the use of literary devices and dramatic techniques in the text.         Complementary Skill:         4.0 Writing         4.1.4 Express and respond to opinions and common feelings such as amusement, anger and							
LEARNING OBJECTIVES:	By the end 1. Ur Sir 2. W Sir	Simile) used in the digital puppetry.						
	What I'm	Looking For (WILF):						
SUCCESS CRITERIA:	t" d 2. V c s a li (I S a	ED Inderstand four ypes of literary levices used in the Irama. Vrite a paragraph ontaining <b>six to</b> <b>even</b> examples of ny of the four terary devices Personification, imile, Oxymoron nd Simile) that can be found in the		VEDIATE Understand three types literary dev used in the Write a par containing five examp any of the f literary dev (Personifica Simile, Oxy and Simile) be found in	two to of ices drama. agraph four to les of our ices ation, moron that can	<b>WEAK</b> 1. 2.	Understand a one type of li devices used drama. Write a parage containing or three examp any of the fou literary device (Personificati Simile, Oxym and Simile) th be found in t	iterary in the graph <b>ne to</b> les of ur es on, oron nat can

	scriț	pt.		script.		script.		
CROSS CURRICULAR ELEMENTS:				ERENTIATION TEGIES:	egy 1: Differentiate by the task s are given. egy 3: Differentiate by the ome expected from pupils.			
		TEACHING	G & LEARNI	NG ACTIVITIES				
PRE-LESSON: ( 7 1. Teacher ۽	<b>minutes)</b> greets the pupi	ils.						
	•	icard and shows i				-		
	m holding"	ou nave to guess	what is the	e meaning of the	e word	written on the flashcard that I		
3. Pupils gu	ess the meanir	ng of each word.						
		class to guess will lesson to the pup		ey will learn ba	sed on	the flashcards shown.		
			5115.					
LESSON DEVELOR	-		of litorory d	ovicos (Porsonif	ication	, Simile, Oxymoron and Idiom).		
	achment)	bout four types t	of interary u		ication	, sinne, oxymoron and idiomj.		
	•	-	erary devic	e with example	from "	The Life Journey of Ponyoo".		
	e divided into g		nd marker r					
-		ini whiteboard a ppy of "The Life Jo	•		vith hig	hlighted literary devices		
		Oxymoron and S	-		-			
		to write a paragr	-					
			•		•	graph as a 'cry for help' for de as many examples of any of		
	•					lease display your work around		
tl	ne class once d	lone."						
		t to find suitable						
		mini whiteboard classroom to see			he class	sroom.		
					ost corr	rect uses of the literary devices.		
POST-LESSON: ( 3	s minutes)							
1. Teacher p	picks random p	oupils to reflect w	hat they ha	ive learned.				
2. Teacher s	ums up the les			TEACUUNIC O				
HOTC	Application	/ Evaluat		TEACHING &		Cooperative Learning Gallery Walk		
HOTS	Analysis	Creation	n	STRATEGIES:				
	EL L							
TEACHING	Flashcard, Mini whiteboards,LEARNINGWritten WorkSlides-Types of Literary Devices, and theASSESSMENT:Viterary Devices							
MATERIALS:	••	digital puppetry		ASSESSMENT	•			
	Journey of Ponyoo".							
MORAL VALUE	We should st	op exploiting ani	mals and th	eir body parts f	or our	own benefit		
	We should stop exploiting animals and their body parts for our own benefit							

# ATTACHMENT

1) Pre-lesson (Flashcards)



# 2) Lesson Development (Slides - Types of Literary Devices)



# 3) Script of "The Life Journey of Ponyoo" Digital Puppetry

https://docs.google.com/document/d/15oUHSCgppiOuJJ2aCDBCtFnUU4oSVcsqdbSDsRcgHQ s/edit?usp=sharing

Tourist C (girl)	Woah, look at those huge shells! It's as big as an elephant, not like the normal turtles we have seen before, right? Mommy, can we touch it?
Tourist B (woman)	Yeah, of course! The owner gave us permission to do so. Go on!
Tourist D (girl)	Awesome! The shell is hard as a stone! (touching Ponyoo's shell). Mommy, do turtles lay eggs?

(examples taken from the script)