

Sample Lesson Plan

Target Age: Undergraduate and Graduate Students in TD/S/CI 562 Drama for Teaching and Learning with possible applications for middle school or high school participants.

Topic: Immigration and Refugee Camps

Goals: Embody design innovation, imaginative play, and working together with creative problem solving through holistic drama to devise unique solutions to world problems.

Objectives: Participants will use imagination and creativity to create and build the perfect refugee camp in order to explore different forms of teamwork and problem solving.

Materials: "Government Official" scarf, information packet (containing instructional paper, station number, Mac McClelland's article "How to Build a Perfect Refugee Camp," and drawing section), found objects around the space, classical music, post-its

Starter: Pantomime Situations

The Leader instructs participants to start walking around the space and take in the room (*what new details can you discover about the space? How are you feeling today?*) and slowly have the participants transform into citizens in a busy street. If the room permits, have the lights change with the progression of each scenario:

- Bustling city centre
- A sudden loud sound
- The sound of helicopters
- A building collapses
- You hear gunshots
- Trying to escape the crowd as you attempt to find your family
- On the road having been forced out of your home
- Find a place to sleep for the night.

Transition: The Leader has the Participants close their eyes and silently reflect on the starter and leads them through a mindfulness meditation exercise where they are asked to speak one word that summarizes how they are feeling. The Leader instructs Participants to slowly transform back into themselves and come back to standing as themselves. The Leader will then turn the lights back to their brightest setting, turn on the classical music, and will put on the Government Official scarf to transform.

Activity One- Brainstorming with Design Innovation:

The Leader will greet the Participants with a pre-created packet that contains the Design Innovation materials (a short paragraph about the refugee crisis, blank refugee camp layout design paper, Point of View statement paper). The Leader will have instruct the experts to assemble for important information:

Thank you all for taking time out of your busy schedules as the world's leading experts in urban planning, community, policy, camp layouts, and the URS. We greatly appreciate your dedication and expertise in these difficult times. The UN appreciates your dedication and creativity in advance. As you know, you have been assembled into teams based on your personal expertise and vast knowledge in the construction, implementation, and essentials of international refugee camps. Please introduce yourself to the room with your name and your expertise.

They will be invited to individually brainstorm possible ideas for the optimal layout of a refugee camp.

Activity Two: Brainstorming Ideas

The Leader will have the experts assemble in three groups to work together to brainstorm everything their refugee camp will need using the post-its provided. Side Coaching should encourage the groups to think creatively and outside of the box. Anything is possible. Invite them to think past what is currently possible and that if they need the UN to pull upon the ground breaking scientific innovations happening around the world, it is in their disposal to facilitate the necessary conversations.

Activity Three: Building the Prototype:

The Leader will interrupt the brainstorming session to have the participants pull their favourite ideas off of the wall and use them as the basis for a team-created camp layout. The Leader then directs the teams to their available materials to create their prototype. Participants will be instructed to use the available material (chairs, blocks, matts, etc) to construct the layout of their camp. Side coaching prompts will focus upon creative construction.

Activity Four: Constructing Communal Policy

The Leader will instruct the participants to create a communal policy to cover how the refugees will be assigned housing, how they will gain access to water and food, and how they will be transported into the camp.

Activity Five: Expert Feedback Session

The Leader will ask the groups to assemble and go around to each camp and have the participants ask their fellow experts questions about their camp layouts.

Reflection

- * Were you happy with your initial design?
- * What did your group initially think about as the essential components of day-to-day life?
- * How does today connect to the other classes you are taking right now?
- * What can we do with these ideas?
- * Could our optimal refugee camps actually be created in today's political climate? What might prevent this from happening?