

CHIRADDIKULAM THEATRE WORKSHOP VI: August 13, 2012

Location: Chiraddikulam Community Centre

Key Contact: Major Lalith Edirisinghe

Age group: 9-11

7 girls

Vanoja, Pavithra, Thibadharshini, Thihalnila, Nirmala, Yalini, Loheswari

10 boys

Thihalvannan, Sarujan, Prasadh, Sarmeehan, Anosanth, Kumanadas, Vinodh, Thuraichelvan, Sathurjan, Mayuran

Programme:

Indoor Game: Fruit Bowl

Walk-Stop Game

Craft activity: decorating personal files

Mirror Game

Dog and the Bone

We started off with two games the children had played before and enjoyed, to let out their energy: Fruit Bowl and the Walk-Stop Game (they were better at adjusting to switching the commands this week!).

We then started on the really big craft activity – decorating their personal files. There were several goals in this exercise. By showing them that there was a distinct order to how to cut, place, and paste the various items, I also hoped to implicitly introduce the need to follow a sequence of steps and not try to jump ahead – those who did found they had to undo mistakes! It was generally successful, and the children were good at following instructions; I also noticed that those who had completed the introductory craft exercise the week before cut/pasted much more neatly, and understood the exercise much better than the two who hadn't (Loheswari and Mayuran). This could of course depend on the individuals, so I'm not sure if I should take it as *too* much of a personal success! I also tried to teach them to save paper by requesting that they throw none of the unused paper away (it has been saved for a later craft activity).

Because we finished earlier than expected, I played the Mirror Game with them, but as expected they were a little jumpy, so I switched to playing Dog and the Bone to let out their energy, and let them out a little early.

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Enthusiastic Dog and the Bone game



Thihalvannan working on his craft project