

## Raising Voices, One Story at a Time.

## **Curriculum Changes**

\* Reminder: Use the Resources page

Section	Script to Stage/Collaborative Script to Stage 2023-2024
Warm-Ups	What? - Moved warm-ups to a beginning section separate from the lesson plans. AKA warm ups are optional.
	Why? - Save time. Streamline the lesson plans so that they all follow a standard, easy-to-follow format (ie, Play, Teach, Create, Share)
General	What? - Added a debrief to each game emphasizing the takeaway
	Why? - Reiterates the point of the game so that it doesn't get lost in the "silliness" of the game.
Film Examples	Will become resource on Volunteer Resources page
Session One	What? - Color the Word game has moved to after Mentor/Writer share as an optional game
	Why? - Lesson One has a lot in it, streamline the lesson a bit Why we still love it? - Reinforce that we all have our own voice, you get to make your story your own
Session Two	What? - Updated Story Element Cards: Cut beginning, middle and end.  Lesson is at the end so that sequence goes: setting, character, goal, obstacle, resolution, lesson.
	Why? - There's been confusion over where certain elements go –what is considered the beginning? What is the middle? end? - Now you can add in language around thinking about your end point.
Session Four	Consider simplifying Screenplay Format. Don't spend too much time and energy explaining terminology (Slug Line for example).



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Session Six	What? - Move Brainstorm Titles and Taglines to Session Seven
	Why? - The session is jam packed and doesn't give a ton of time to writing.
Session Nine	The Pizza Party is back!
	Consider using postcards as Goodbye notes from mentors.
	Consider having everyone sign each other's script (like a yearbook)
	Budget for the semester: \$125