



Module 2, Unit 2, Lesson Plan 3

Learn by Doing (Role Play)

(Grades 6-12)

Learning Targets/Objectives:

- Role play different scenarios that apply to King's principles and steps of nonviolence

Success Criteria:

- Articulate original thought as it applies to three scenarios

Instructional Sequence:

Exercise One

You have just moved into a new neighborhood, and it seems like all the popular kids hang out with each other. You are approached by one member of the group and invited to be a part of their "team." The only catch is that you must beat up one of the not-so-popular kids. What do you do? How will your actions embrace or reject Nonviolence365®?

Exercise Two

You are a young person growing up on the South side of Chicago. You learn that Dr. King's "Chicago Campaign" has weekly organizational meetings in your area. Although you believe in his teachings, your friends think nonviolence is for wimps. Your friends even say that if they go to the meeting, it will only be to "diss" Dr. King. What do you do? Is it possible to change your friends' opinions using the six steps of nonviolence?

Exercise Three

A tragedy has happened in your community. Your school's librarian was killed in the line of duty. Many of the students have taken his death very hard because he was a father figure to many of you. The principal has asked you to address your classmates to encourage them to forgive the group of teens responsible for the officer's death. What do you say to your peers to lead them toward nonviolence and reconciliation?

Adaptations for Student Needs

IEP:

- Sizes of student groups range
- Students team up with a peer partner, while others would prefer to work individually.
- There is a variety of small-group work
- Chunking information
- Visual cues and wait time
- Visual supports (maps, images, PowerPoint slides, handouts)
- Assessments will be modified, and students given extra time

ELD

- Modified/simplified reading material
- Content-related lists/handouts of key terms
- Text is supported by visuals and connected to real-life experiences