

## **Back-Pocket Masks**

By Wolf Trap Master Teaching Artist Paige Hernandez

### **What?**

ARTS ELEMENT: Story

EXPERIENCE: Story with Emotions

NATIONAL CORE ARTS STANDARD: CREATING AND PERFORMING

With prompting and support, transition between imagination and reality in dramatic play or a guided drama experience (e.g., process drama, story drama, creative drama)

### **Why?**

RATIONALE:

All dramatizations are based on a story, or a beginning, middle, and end. Understanding story also sets up the foundation for learning more advanced plot structure.

### **How?**

EXPERIENCE PROCEDURES

- Step One: Introduce the back-pocket emotion mask warm-up.
- Tell children to reach around into their back pockets to pull out...A MASK!
  - Tell the children when they put the mask on their faces, it will tell us what emotion they are feeling.
  - Have the group decide on one emotion and a way to put it on (buttons, zippers, ribbon, etc.).
  - Put the mask on and talk using that emotion.
  - Instruct children to take the mask off (the same way they put it on) on the count of three.
  - As an extension, have a few volunteers put on a mask and have the other children guess what emotion it is.
- Step Two: Have children create a simple story using emotions.
- Tell the children that the story has three parts—beginning, middle, and end—so we need three emotions. Ask the children to select three emotions.
  - Demonstrate each of the three emotions as a group.
  - Determine the order of the emotions.
  - Practice that sequence.
  - Tell the children to choose character who will experience these emotions. Give character choices (boy, girl, mouse, frog, etc.) or let them choose.
  - Have children create a story by asking intentional questions such as “Why does he feel that way? What happens next? How does this end?”
- Step Three: Narrate the new story while the children perform simultaneously as a group. Give your new story a title.
- Closure: Have children discuss the experience. If possible, would they choose different emotions, characters, etc.