

Aesop's Fables On Stage – 2nd Grade Program

NYS Learning Standards and Learning Objectives

NYS Learning Standards for the Arts: Theatre

Anchor Standard 1: Generate and conceptualize artistic ideas and work.

- **TH:Cr1.1.2**
 - a. Propose potential new details to plot and story in a guided drama experience.
 - c. Identify ways in which voice and sounds may be used to create or retell a story in a guided drama experience.

Anchor Standard 3: Refine and complete artistic work.

- **TH:Cr3.1.2**
 - b. Use and adapt sounds and movements in a guided drama experience.

Anchor Standard 4: Select, analyze, and interpret artistic work for presentation.

- **TH:Pr4.1.2**
 - a. Interpret story elements in a guided drama experience.
 - b. Alter voice and body to expand and articulate nuances of a character in a guided drama experience.

Anchor Standard 5: Develop and refine artistic techniques and work for presentation.

- **TH:Pr5.1.2**
 - a. Demonstrate the relationship between body, voice, and mind in a guided drama experience.

Anchor Standard 6: Convey meaning through the presentation of artistic work.

- **TH:Pr6.1.2**
 - a. Contribute to group guided drama experiences and informally share with peers.

Anchor Standard 7: Perceive and analyze artistic work.

- **TH:Re7.1.2**
 - a. After a guided drama experience, recall why artistic choices were made.

Anchor Standard 8: Interpret meaning in artistic work.

- **TH:Re8.1.2**
 - a. Consider multiple personal experiences when participating in or observing a guided drama experience.

- **b.** Suggest similarities between the emotions of real people and those of characters in a story.

Anchor Standard 9: Apply criteria to evaluate artistic work.

- **TH:Re9.1.2**

- **a.** Collaborate on a scene in a guided drama experience.
- **c.** Describe how characters respond to challenges in a guided drama experience.

Anchor Standard 10: Relate and synthesize knowledge and personal experiences to inspire and inform artistic work.

- **TH:Cn10.1.2**

- **a.** Relate character experiences to personal experiences in a guided drama experience.

Anchor Standard 11: Investigate ways that artistic work is influenced by societal, cultural, and historical context and, in turn, how artistic ideas shape cultures past, present, and future.

- **TH:Cn11.1.2**

- **a.** Determine appropriate skills and knowledge from different art forms and content areas to apply in a guided drama experience.

- **TH:Cn11.2.2**

- **b.** Collaborate on the creation of a short scene based on a non-fiction literary source in a guided drama experience.

NYS Next Generation English Language Arts Learning Standards

Speaking and Listening: Comprehension and Collaboration

- **Anchor Standard 1:** Prepare for and participate effectively in a range of conversations and collaborations with diverse partners; express ideas clearly and persuasively, and build on those of others.
 - 2SL1: Participate in collaborative conversations with diverse peers and adults in small and large groups and during play.
 - 2LS1a: Follow agreed-upon rules for discussions and participate by actively listening, taking turns, and staying on topic.
 - 2SL1b: Build on others' talk in conversations by linking their comments to the remarks of others through multiple exchanges.
 - 2SL1c: Ask for clarification and further explanation as needed about topics and texts under discussion.

- 2SL1d: Consider individual differences when communicating with others.
- **Anchor Standard 2:** Integrate and evaluate information presented in diverse media and formats (including visual, quantitative, and oral).
 - **2SL2:** Recount or describe key ideas or details of diverse texts and formats.
- **Anchor Standard 3:** Evaluate a speaker's point of view, reasoning, and use of evidence and rhetoric.
 - **2SL3:** Develop and answer questions about what a speaker says; agree or disagree with the speaker's point of view, providing a reason(s).

Learning Objectives

Students:

- Identify different fables and deduce their morals
- Differentiate between fables and parables
- Relate examples of positive moral behavior
- Recognize the use of rhyme in storytelling
- Dramatize a popular fable
- Identify and recall details of Aesop's life and elements of Greek Theatre