

Get Out of the Kitchen and Experience Science Fiction

“Get Out of the Kitchen and Experience Science Fiction!” successfully provided integrated activities in language arts, science, art, music, theatre, speech, and computer technology. Multiple intelligences were also addressed. Students eagerly participated in their areas of expertise as researchers, writers, actors, artists, costumers, set designers, set builders, and computer and video technicians. Students learned to work and communicate together and expressed enthusiasm and enjoyment in the project. Some students have even signed up in advance to continue with the science fiction video next year!

Curriculum/State Standard

This project meets the West Virginia State Goals and Objectives and Raleigh County Goals and Objectives for Language Arts, Novels, Physics and other sciences, Art, Music/Theatre, Speech Communication, and Housing.

Overview

Secondary students worked cooperatively to create a video that introduced the genre of science fiction. This video will be used in future language arts classes.

Objectives

- The students will analyze the elements and structure of the science fiction genre.
- The students will organize, write, and produce a video on “What is Science Fiction?”
- The students will perform as a functional team using effective listening, speaking, and problem-solving skills.
- The students will demonstrate an understanding of fine arts (drama, music, and art).
- The students will make predictions based on recent scientific advancements.
- The students will master computer and video technology to create and deliver presentations.

Continued on the back...

9-12

GRADE LEVEL



ARTS



LANGUAGE



MATH

Misc

MISCELLANEOUS



SCIENCE



HISTORY



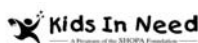
SOCIAL STUDIES

5

MONTHS

\$1000

TOTAL BUDGET



THIS WINNING LESSON PLAN WAS SUBMITTED BY:

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“Get Out of the Kitchen” project continued...

Materials

Computer and video equipment, disks, video tapes, music CD's, digital camera, sets (paint and construction supplies), costumes (purchase and/or rental), props, lights, stage make-up, art supplies (foam board, drawing pencils, etc.), and paper and folders for each team.

Readiness Activity

Students watched an outdated filmstrip on “What is Science Fiction?” and discussed the content. We then evaluated the effectiveness of the filmstrip's content, structure, artwork, and style. It was decided that a more modern film was needed. Students voted to create a new film in video format with Powerpoint and art work included. After a brainstorming session and voting, the title “Get Out of the Kitchen and Experience Science Fiction!” was selected for the project.

Strategies/Activities

Organize 6 groups: Computer Technology, Video Production, Writers, Artists, Music, and Costumes/Make-up.

Research classic and modern science fiction novels, authors, and movies.

Research recent scientific achievements and create sci-fi scenarios.

Plan and write a script for the video production.

Design sets and costumes.

Perform and tape scenes from selected novels and films and original creations.

Draw and/or paint scenes that are too complex to perform.

Prepare a Powerpoint presentations to be incorporated into the video via WinTV.

Take pictures with a digital camera and transfer them to Powerpoint.

Edit and audio dub music and sound effects into the video and Powerpoint.

Culminating Activity

Students were able to view their completed video-taped scenes, artwork, and Powerpoints. We also presented the students with pictures from the project. Scenes were also shown to the whole school via Channel One.

Evaluation

Students were evaluated on student-generated lists and outlines, research, typed scripts, Powerpoint presentations, group participation, dramatic presentations, music and sound effects, artwork, set design and construction, appropriate costumes and make-up, and the final scenes.