

TEACHER RESOURCE PACK

Book Week in Schools 2020

AND THE WINNER IS...

By Craig Christie...



FACILITATOR GUIDE

Welcome to the **Book Week in Schools Virtual Incursion** program **AND THE WINNER IS...**

Educating your students about reading and literacy, the program features a selection of the best New Zealand children's books of 2020.

Participating in this program is easy and integrates with the New Zealand Curriculum to seamlessly aid your teaching methods both at school and at home.

The Virtual Incursion program includes:

- A 45 minute live-on-film educational theatre performance
- Pre-performance Teacher Preparation video
- Post-performance Q&A videos
- Educational web portal with personalised school login for teachers and students
- Teacher Guide and Resource Pack
- Student digital games
- Student downloadable activities
- Online and downloadable music tracks
- Schedule your classrooms for a live-stream 'Meet the Actors & Creatives'

BEFORE THE DAY OF YOUR VIRTUAL INCURSION

1. Go to **PerformEducation.com**
2. On the homepage select the Virtual Incursions **LOGIN** button
3. Use your school password provided to access the educational web portal for **AND THE WINNER IS...**
4. Watch the 'Teacher Preparation' video – and share with all staff that will be assisting students to participate in this program
5. Review the 'Summary of New Zealand Books' in this Teacher Resource Pack that are featured in the performance. There are different books featured depending on the grade level/version of performance that your students will be viewing.
6. Discuss the program with your students, along with the featured books, and explain to students about the upcoming Virtual Performance.

ON THE DAY OF YOUR VIRTUAL INCURSION

1. Stick to your scheduled performance viewing times for each grade/classroom. This will provide you with a structure for the day and a focused learning environment for your students.
2. Make sure you provide all teachers/classrooms/students that will be logging in with our web portal details and your school password.
3. One hour before your scheduled start time, log yourself into our web portal using your school password to ensure you familiarize yourself with how to access the live-on-film performance.
4. As each individual classroom/group session is ready, the teacher/facilitator or student simply needs to log into our web portal, enter their name and the school password, and then play the performance video.
5. The live-on-film performance will run for approx. 45 minutes, including interactive segments. There is no need for the facilitator to pause at any time as there are timed 'pause zones' built into the running time of the performance.
6. However...as your access to the performance video is open for 7 days, you are able to structure your viewing/learning sessions. You may choose to spread the event over a few days. You could watch 25 minutes of the performance per day, and then break into a classroom activity found in this Teacher Pack. Alternatively, you may want to watch the entire performance in one session, and then on another day have students watch again as part of your review and further exploration of the books and content.
7. Make sure the facilitator is on hand to assist students at times where the 'pause zones' pop up on screen – a running guide is outlined for you below.
8. At the end of the performance your viewing can continue immediately, or on a separate day/time, with our post-performance Q&A recordings - available all year long to view and discuss.

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How do we view the Virtual Incursion?

The Virtual Incursion is accessed through our website educational portal. All you will need is a screen big enough for everyone to see and an internet connection. You should check in with your school IT department to discuss what will work best.

The live-on-film performance can be watched in individual classrooms, the school hall, library, multipurpose room, or even have students log in and view from home!

You may also want to prepare instructions for any students who may be remote learning and need the portal website and school password in advance to login at home.

If you are viewing at school, you could use:

- Individual classroom interactive whiteboards
- Projector connected to a computer
- A large TV connected to a computer
- Individual students on their laptops

Then for each classroom/group that is viewing you will need a teacher/facilitator to guide your students with very simple-to-follow steps outlined in this Facilitator Guide.

What is the Live-On-Film performance?

AND THE WINNER IS... is a 45 minute live-on-film educational theatre performance from Perform Education and performed by two professional actors.

AND THE WINNER IS... features a selection of the best NZ 2020 Children's Books, **encouraging students to engage with reading in an active and energetic manner**, reinforcing the idea of **inclusiveness** and **celebration of endeavour** rather than competitive results. Along the way, students are invited to consider that **true winners aren't necessarily the fastest of strongest but the ones who stand up to be counted when the going gets tough.**

The live-on-film performance includes a customized **junior, general or senior version** of the performance to cater the program for classes/grades to suit:

- JUNIOR VERSION: Grades 0-3
- GENERAL VERSION: All grades, or, any mixed levels across the primary range 0-8
- SENIOR VERSION: Only when grades 5 and above i.e. 5&6, 7&8

AFTER YOUR VIRTUAL INCURSION

1. Have all teachers, staff and facilitators go to PerformTeachers.com, click on the name of this program, and evaluate the program – they will then go in a draw to **WIN \$200** for their classroom!
2. Then jump back onto PerformEducation.com
3. Log into this Virtual Incursion program using the same password you used to view the performance
4. Utilise the year-round educational resources including digital games, activities and videos for your students
5. Take the opportunity to schedule a live-stream 'Meet the Actors & Creatives' session and have students chat directly with our team.
6. Now schedule a date for 2021 – with options once again for **LIVE** and **VIRTUAL** incursions!

MANY THANKS FOR YOUR ASSISTANCE AND SUPPORT!

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PERFORMANCE 'RUNNING GUIDE'

Outlined in order below are student interaction segments where teacher assistance is helpful. There's nothing you need to prepare – it's easy-to-follow while viewing.

- Pick a student from Team Jonno to make a rhyme with the word “cat” **(no timer on screen)**
- Pick a student from Team Claire to make a different rhyme with the word “cat” **(no timer on screen)**
- Both teams continue the rhyming challenge by calling out more words that rhyme with “cat”. Each team should take turns calling out, starting with team Jonno **(20 second timer on screen)**
- Team Jonno to make as many rhymes as possible with the word “back” **(20 second timer on screen)**
- Team Claire follows, rhyming with the word “tall” **(20 second timer on screen)**
- Pick three competitors from Team Jonno to compete in standing triple jump **(no timer on screen)**
- Pick three competitors from Team Claire to compete in standing triple jump **(no timer on screen)**
- Pick three competitors from each team to stand wherever has space, to prepare for the “hop, skip, jump” challenge **(20 second timer on screen)**
- Competitors get time to practise the challenge **(60 second timer on screen)**
- Competitors compete **(2 minute timer on screen)**