

THE COTERIE

no small characters.

POINT OF VIEW LESSON PLAN

Created for use in your classroom after seeing
Imaginary Friends: Legend of Sinnissippi Park at The Coterie

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Literature Standards:

Assess how point of view or purpose shapes the content and style of a text.

Materials Included:

- Selected passage from *Imaginary Friends: Legend of Sinnissippi Park*

Student Objectives:

1. Students will be able to actively explore the point of view of multiple characters from *Imaginary Friends: Legend of Sinnissippi Park*.
2. Students will be able to create point of view memoirs for one character based on a moment from *Imaginary Friends: Legend of Sinnissippi Park*.
3. Students will be able to collaborate to recreate key moments from the play.

Assessments:

- Memoir: Students will write an individual memoir that exemplifies how point of view shapes content and style.
- Collaborative discussion: Students will compare and contrast multiple points of view and its effect on story.

Lesson:

Introduction

- Guided Imagery (5-10 minutes): In their desks, ask students to recall this moment from *Imaginary Friends: Legend of Sinnissippi Park* as you read the attached selection aloud (Appendix A).
Reflection Questions: Who are the characters involved in this moment? Urge students to think of characters who are present and not present during this scene. Where are they and what are they doing during this moment? How do they feel about what happened?
Teacher Note: While Jack, Pick, Wartag, and Deidre are the only characters present in the scene, the other characters are still involved. Urge students to think about everyone's reaction.
- Tableaus (15-20 minutes): Divide students into small groups of 4-5 and ask them to create three tableaus describing that moment: beginning, middle, and end.

**Tableaus are still and silent pictures students create with their bodies.*

Building Activities

- *Point-of-View Memoir (15-20 minutes)*: Students will now work individually. Each student chooses one of the characters to explore. They then write what happened from the point-of-view of that character.
 - *Teacher Note: Narrow down the available characters for this activity to three. I suggest Jack, Pick, and Wartag*
- *Partner Share (5-10 minutes)*: After finishing the allotted time for individual character memoirs, ask students to find a partner who chose a different character. Students will read their memoir to their partner. As one partner reads, ask the other partner to reflect on how the story is different from the one they told. Give time for each partner to share their memoirs.

Wrap-up

- *Collaborative Discussion(10-20 minutes)*: Bring the class together and have them sit in groups by the character they chose, so all Jack characters would sit together, etc.
 - What differences did you find in your partner's memoir versus your memoir?
 - What similarities did you find?
 - How did that affect your take on the story?Keep the collaborative discussion going by asking if students within each character group how their take was similar and different from the others in their group.
 - Where did you get a different perspective?
 - Why did you choose that idea?
 - How did it change your version of the story?

APPENDIX A

Selection from *Imaginary Friends: Legend of Sinnissippi Park* by Laurie Brooks

PICK

I need your help, Jack.

JACK

What can I do?

PICK

Listen to me. Wartag's gone into the woods. He means to set The Demon free. You have to stop him.

JACK

Me? I can't stop Wartag.

PICK

I can't do it locked in here.

JACK

But how can I fight Wartag?

PICK

You don't understand. There isn't anyone else. Stop asking questions and listen to me! You have to stop Wartag before he sets The Demon free!
(Wartag slinks out from behind Pick. Tufts of his hair are missing and he looks as though he has been through a fire. He is limping.)

PICK

What have we here?

DEIRDRE

Looks like day-old barbecuooooe. Smells like it, toooo.

PICK

This is what happens when you fool around with Demons.

WARTAG

You are cruel, Guardian, you and your ugly owl.

DEIDRE

Look whooooo's talking! Crispy critter.
(Deirdre laughs.)

WARTAG

He wouldn't play right. See? He hurt me.

PICK

Who let The Demon out of his prison?

WARTAG

I did. I did.

PICK

You have only yourself to blame.

WARTAG

I am afraid. The Demon is angry. Help me!

PICK

Let me out of this cage. Then we'll talk.

WARTAG

No. You'll win. Like always. That's no fun.

PICK

I can't help you while I'm locked in this cage. You know that.

WARTAG

No fair! No fair!

PICK

That's the deal.
(Wartag weeps like a baby.)

WARTAG

I don't trust you. How do I know you'll help me?

PICK

You'll have to take your chances. If you want my help you'll have to release me from this cage. That's the way of it.

WARTAG

I hate you, Guardian.
(Wartag brings his own, odd version of the magic. Lights swirl, the cage dissolves and Pick is free.)

PICK

That's better.

WARTAG

Conjure the magic, Guardian. Save me from The Demon.

PICK

I'm afraid I can't help you.

WARTAG

What?

PICK

You heard me.

WARTAG

But I let you out of the cage. You have to play fair.

PICK

So you say.

WARTAG

You cheating, lying Guardian. I hate you! I hate you! I hate you!

(Sounds of The Demon in the distance.)

Ah, The Demon is coming!

PICK

Like I said, you freed him.