



Air Raid Shelter # 1

Air-Raid Shelter #1

driver

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poet

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butcher

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farmer

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dentist

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soldier

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lawyer

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IT expert

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This is an oral language/improvisation drama game that can be tied in with a unit of work on World War II in history. In this set, there are eight cards with the name of an occupation written on them.

The idea is that you explain to pupils that they are living in a period of war and they have to go to an air-raid shelter, just like people had to do during World War 2. However, there is only room in the shelter for six people (or just two less than the number of pupils in the group).

Each member of the group must make arguments to the class as to why they should receive one of the six places in the air-raid shelter; they must explain what skill-sets they have, by virtue of their occupation, that would make them indispensable to the group in the air-raid shelter and why their survival is imperative in the aftermath of the outbreak of the war.

Each of the eight pupils should be allowed address the group uninterrupted, outlining their arguments for getting a place in the air-raid shelter. Once all eight have had a chance to speak, there should follow a period where the group can interact with each other.

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The class group then decides which arguments were most persuasive to allow that person to have a place in the air-raid shelter.

The emphasis should be on the scenario being as close to reality as possible. Pupils need to be reminded that you want to hear them speak as they act out the scenario, so it will not work if they laugh their way through the improvisation.

The aim of the improvisation should be on fluency of speech, conviction of the argument and the ability to “think on your feet” in reacting to the other person.

Resources used in this file from:



<https://www.teacherspayteachers.com/Store/Krista-Wallden-Creative-Clips>



<https://www.teacherspayteachers.com/Store/Hello-Literacy>