GG - 1920s “Speakeasy” Activity

*Dear Amazing Junior Students,*

*You are cordially invited to partake in the bee knees of classroom activities. On ­ , the classroom will be transformed into Skyline’s swankiest speakeasy (use your imaginations!). You will represent some of the decade’s most influential figures. It’s the cat’s pajamas – and so are you!*

*Your Adoring Humanities Teacher,*

*Mrs. Santos*

* **OBJECTIVE:** communicate the significance of your individual’s lasting impact on American history.
* **Requirements:**
  1. Conduct biographical research on your assigned person

Against prohibition

Fact

Fact

Fact

Modernist

Fact

fact

* + - in class research time (library work time Friday 1/12) will be supplemented with at-home
    - Type your research notes (bullet points is fine).
    - Cite all sources in research document.
    - Address 4 of the following topics and include supporting evidence:
      * Prohibition,
      * Women’s rights,
      * Economy,
      * Race Relations,
      * Modernism vs. Tradition
      * technology/science (cars, radio, planes),
      * American Dream,
      * pop culture of 20s (music, movies, clubs, dancing)….
    - Facts should drive topic position/stance. For example, your research notes could look like
  1. Biography Poster 8.5x11 (or larger if you like)
     + Image(s) of your character (This could be drawn, symbolic, or pictures; must demonstrate effort/thoughtfulness in design).
     + Be creative: Is your celebrity a movie star – make a poster advertising one of their movies. Is your celebrity a politician? Make a campaign poster! Want to liven-up a dull poster? Add some “fun facts!”
     + Influence/significance of your character (bio, facts, accomplishments, interests, characteristics, famous quotes, core beliefs…). A bullet-point list is fine.
     + ***Thesis: What was this individual’s lasting impact on American history?***
  2. You must embody your character at all times in the classroom.
     + Symbolic costume/prop, mannerisms, language (see slang terms)
  3. Complete talk-time improvisational conversation *as your character*.

IMPROVISATION

The first rule of improvisation is to AGREE.

The second rule of improv is to not only say YES, say YES, AND. (go with it)

The next rule is MAKE STATEMENTS. (your job is to support each other. Set each other up for successful dialog. Use your words/voice and your body/face for effect)

THERE ARE NO MISTAKES only OPPORTUNITIES.

* 1. Complete reflection & self-assessment

**Day of Speakeasy Schedule**

* + Biography posters set up around the room for preview of “guest list”
  + Characters will then be given a conversation topic starter (see topics to consider above). Everyone is responsible for being a conversation starter at some point. Conversation may naturally stray from topic as characters steer it. Follow the convo thread - go with it! Participate in conversation! Ham it up! Use 1920s slang appropriately. (rotate topic and repeat)
  + Reflection and self-assessment.

**Turn in:**

1. Research document: Submit to turnitin.com by Tuesday 1/16
2. Biography poster: Submit in class 1/18
3. Stapled Packet: 1) Poster notes 2) Reflection & self-assessment. Submit in-class



**Extra Credit Opportunities:**

* + Dressing up as your character (more than symbolic prop) – school appropriate 2.5
  + Themed food/beverage – school appropriate 2.5

**Grade/Scoring:**

**40 pts Culminating both SS and LA gradebooks**

**15 –Oral Participation in Character Conversations - portrayal, accuracy, depth**

**10 – Poster: Polished Presentation and accuracy of information and thesis**

**10 – Research typed and submitted to turnitin.com**

**5 – Sources – credible, 3 minimum**

**15 pts Participation both SS and LA gradebooks:**

**10 – Notes on peer’s posters**

**5 – Reflection**