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 and Mrs. Cossano*

* **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 (work time 12/16) will be supplemented with at-home
    - Create a prep sheet (bullet points is fine).
    - **Cite all sources.**
    - Address how your character would view 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. ***Thesis: To what extent does your character represent the 1920s?***
  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.

**Day of Speakeasy Schedule**

* + 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)

**Turn in:**

1. Stapled Packet: 1) Notes 2). 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:**

**20 pts Process both SS and LA gradebooks**

**15 – Note sheet and thesis**

**5 – Sources – credible, 3 minimum**

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

**10- Oral Participation in Character Conversations - portrayal, accuracy, depth**