



Drawing Moments from the Play

Students will exercise their visual learning and sequencing skills by drawing moments that they remember from the play.

1. After watching *Oskar*, review the play's key moments with your students. If you would like to review the play's entire sequence of events, a full list of key moments can be found on the "Key Moments" page of the Re-Sourced guide for *Oskar*.
2. After discussing the key moments of *Oskar*, see if your students can identify the three most important moments of the play using the following prompts.
 - First Key Moment: What problem is Oskar trying to solve? When does this problem start?
 - Second Key Moment: How does Oskar first try to solve the problem? Does it help?
 - Third Key Moment: What does Oskar finally do to solve the problem? What happens when the problem is solved?
3. Hand out the "Key Moments" templates to students. Ask students to draw one key event from the beginning, middle, and end of the play.
4. Once students have finished, they may cut out their drawings and staple the pages together as a booklet. Students may keep these booklets to remember what they learned from the play.

NAME: _____

DATE: _____

Beginning

Draw the most important moment from the beginning of the play.

A large, empty rectangular box with a dashed border, intended for drawing the most important moment from the beginning of the play.

NAME: _____

DATE: _____

Middle

Draw the most important moment from the middle of the play.

A large, empty rectangular box with a dashed border, intended for drawing the most important moment from the middle of the play.

NAME: _____

DATE: _____

End

Draw the most important moment from the end of the play.

A large, empty rectangular box with a dashed border, intended for drawing the most important moment from the end of the play.