



## RAISE PRACTICUM EXEMPLAR ACTIVITY TEMPLATE

**Name:** Lily He

**Affiliate Organization:** Young Audiences of Houston

**Art Discipline:** Theater

**Title of Activity:** Magic Rocks

Exemplar Focus: Warmup Activity

**RAISE Connections:**

- ☒ Social-Emotional Learning      ☐ Healing-Centered Education  
☐ Culturally Responsive-Sustaining Pedagogy

**RAISE Principles:**

- ☐ Community Grounding & Routines      ☐ Creative Choice & Voice  
☒ Emotional & Somatic Engagement      ☐ Interpersonal Belonging & Relationships  
☐ Reflection & Radical Imagination

**Summary:**

Guided imaginative play, using “Magic Rocks” as the transition and resetting into the next role.

**Rationale:**

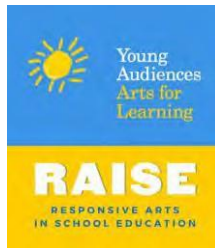
Can be used as Warm up activity or an imagination/improv component of a class.

**Goals:**

Students will learn to improv the role the teacher gave and have the agency to come up with their own version of the role/character. Students also will be given the chance to select their own role/character to play.

**Materials and Supplies Needed:**

Just your voice, body and imagination.



### Outline:

When I say Magic Rocks, please give me your rock form. Magic Rocks do not move; magic Rocks do not peek. When I wave my magic wand, magic rock will become a **lion**. Walk with a quiet toe, using your padded paws. Move silently and smoothly. Pause, lower your body, stare straight ahead at your prey, you, pounce!

Magic Rocks! Magic Rocks do not move; magic Rocks do not peek. When I wave my magic wand, magic rock will become a **snake**. Slither slowly across the grass, freeze completely when you hear a sound, curl tightly into a ball, raise your upper body, stick out your tongue, suddenly you strike!

Magic Rocks! Magic Rocks do not move; magic Rocks do not peek. When I wave my magic wand, magic rock will become a **bird/fish/growing tree**.

Comment on your student's different shape of the bird/fish/tree.

Remind them they can act out at high/middle/low level.

Magic Rocks! Magic Rocks do not move; magic Rocks do not peek. Pat a student gently and ask, what should Magic Rock become **next**? Everyone will act out the students' suggestion.

This will give student's agency to choose their own character they would like to act out. Students usually expect the teacher to finish the story, you may add some story lines there or just simply be that character, walking around.

### Any Additional Comments:

When students are over excited or started to talk or act up, call "Magic Rocks" quicker to reset them. Choose some quiet characters to calm them down. Remind them this is a movement and imaginary game rather than a talking game. Need to focus to feel your character.

