

I AM ME

by Judi Billcliff

If you ask me who I want to be,
The answer is.....I want to be me.
No one is better at me, than me,
I'm the best me there can be.

I can't be you, you can't be me,
Because we are unique you see.
No one's the same as you and me,
But together, you and I make..... 'WE!'

We are special, don't you agree.....

YES..... WE ARE!

*What is this, and why
is it unique to you?*



I Am Me: suggested activities

<p>Language</p>	<ul style="list-style-type: none"> • What does the word unique mean? • Make a list of your top three qualities e.g. honest, positive. • Make a list of the qualities you admire, or that draw you to other people. • What are some other words that could mean 'we?' e.g. team • Think about how you feel when working in a team. Then in small groups, list the good things about team work. • In the same group, list the things that bother you about it. • In small groups, talk about how you could solve the problems that some people find frustrating about working with others. • Make a group list of what teamwork needs in order for it to be successful. • Share with others about a time, when working in a team was really helpful. • What did you learn from others? • Why should we always be open to the opinions of others?
<p>Drama based</p> <p>Extension</p>	<ul style="list-style-type: none"> • Act out a short scene when teamwork goes wrong. E.g. a family picnic, cooking a meal together, a game, or any other idea that you have. • Act out one of the children telling their parent or grandparent how it made them feel. • Have a classroom discussion on what would've made it better. • Act the scene out again, but this time using ideas from the classroom discussion to make it a better experience. • Each student has a piece of card with their name on it, and others have to write (privately) one good thing about each person in the class. Then each student gets to see the qualities or talents that others see in them. • Come up with your own logo for 'TEAMWORK.' This can be done individually or in small groups. Students will quickly learn while some may have good ideas, others will have drawing ability.
<p>Performance</p>	<ul style="list-style-type: none"> • When making up your own play, always discuss storyline first. • Speak to the back of the room so everyone can hear you. • Make sure everyone in your team is included and knows what their job is within a scene. • Share your ideas, but always be ready to give in to someone else's idea if it might work better than yours. That is called yielding.