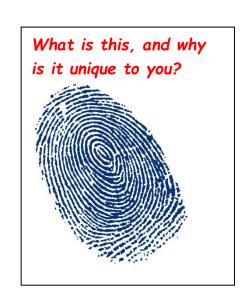
I AM ME by Judi Billcliff

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!







I Am Me: suggested activities

	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.
Language	 In the same group, list the things that bother you about it. In small groups, talk about how you could solve the problems
-anguage	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?
	 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.
Drama based	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
Extension	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 in this interpretation of the state of the
	individually or in small groups. Students will quickly learn while
	some may have good ideas, others will have drawing ability.
	When making up your own play, always discuss storyline first.
Performance	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
	yieiding.
	yielding.