



## Harry Potter Defence Against the Dark Arts DIGITAL

Professor Flora (Taught in Role)

Harry Potter Camp at The Rose Theater (Omaha, NE)

<b>Dates:</b> July 13th-July 17th, 2020 <b>Time:</b> 1PM-4PM	<b>Ages:</b> 10-14 Class was taught three times to groups of ten
<b>Location:</b> Virtual Camp on Zoom	<b>Instructors of Camp:</b> Sarah Gordin, Brian Guering <b>Instructor of This Class:</b> Sarah Gordin

### Overall Camp Description:

Using Creative Drama to explore the world of Harry Potter with magical classes and arts and craft and role dramas. It is Summer School at Hogwarts and the students are ready for some very magical adventures.

### Objectives of the Camp:

1. Students and directors will create a safe and comfortable environment for students to learn and play together.
2. Students and directors will create a close knit ensemble that supports each other emotionally and artistically.
3. Students will identify and explore the three tools of acting: body, voice, and imagination by acting out the characters and scenes from the first five Harry Potter books.
4. Students will create new stories and characters inspired by the world of Harry Potter
5. Students will explore elements of theater creation and design
6. Teachers will challenge students to add depth and meaning to their original scenes with these new characters
7. Students and teachers will create a final sharing where students are comfortable and confident sharing their work with family and friends.

**FOCUS OF CLASS: Learning the Patronus Spell and working on defeating the Dementers**

**DRAMA FOCUS OF CLASS: Creative Drama Roleplay Utilizing Imaginations**

**Items Needed: Markers, blank sheet of paper, and a White Sheet**

### Schedule

- 10-10:10am Introduction- POP QUIZ!
- 10:10-10:20am Body, Voice, Imagination Warm-Ups
- 10:20-10:30am Focus and Art Project
- 10:30-10:40am Quiz and Statue Work
- 10:40-10:55am Patronus Spell
- 10:50-11am: Final Connecting Activity

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Activity	Objective	Dialogue/Questions Asked
Introduction and “Pop Quiz”: What is a patronus? (10 Minutes)	Introduce my character (Professor Flora) and introduce the lesson	“Hello- my name is Professor Flora, and we are going to be talking about one of the hardest things that a wizard can accomplish- the Patronus spell. Can someone tell me what a Patronus is? What does it do? What is a dementor? What conquers it? What do you need to think of to defeat a dementor?”
Warm-up Body and Voice (10 Minutes)  Body: Wand Aerobics (using our wands that we made to do stretching).  Voice: “Expecto Patronum”- trying it in our voices different ways- playing around with pitch and volume. Each student does it two different ways and we repeat.	Warming up our acting tools of the voice and body.	“So, in my free time, I am a wand aerobics instructor at Hogsmeade Village, follow me...”  “Expecto Patronum is the spell that we use to defeat the patronus. However, it works for each wizard differently. We need to find the way that saying the spell works for you. In order to do this, we are going to explore pitch and also volume. You each get two times of saying Expecto Patronum however you want. Then everyone in the class repeats how the person did it.”
Happy Memory: 10 Minutes Each person (in role) thinks and draws their character's most happy memory.	Developing the character even further- figuring out what makes the character happy. Also, an art project for the class- different ways of using imagination and	“So in order to conquer up a Patronus, we must think of our happiest memory. As your character, can you come up with and draw your happy memory?”

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	visualization. .	<p>Once they are finished drawing, ask about the sensory details of the memory.</p> <p>“What is the smell? What is the taste? Sound? Is the happy memory in Hogwarts? Is it related to magic?, etc”</p> <p>“When I count to three, you are going to make a statue of your happy memory... 1, 2, 3. Great. Now that we have our happy memories- we can move on to learning about Patronus.”</p>
Patronus Quiz (5 Minutes) : QUIZ IS BELOW...	Allows the students to know what their patronus is and what they are going to shapeshift into... imagination and body skills. Also character building.	“Everyone has a different patronus, just like everyone has a different way of saying the spell that works for them. We are going to take a quiz to see what Patronus is conquered up when you successfully complete the spell.”
Patronus Shape Shifting (5 Minutes)	Making statues with our bodies and preparing for the ultimate patronus test.	“Now that we know the different types of Patronus- Snake, Black Dog, Stag, Phoenix, Otter” we are going to create these animals with our bodies underneath our sheet and really have the animals come to life with movement and sound.”

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Defeat a Dementor!! 15 Minutes	Putting everything together that we learned in class about Patronus. My co-teacher plays the dementor and they enter with a black sheet over them. One by one, a student will come on screen. Another student will be there with a white blanket over them (ready to become the Patronus). The student completing the spell will first introduce their character's name, will say their happy memory, and then announce what shape their Patronus takes. The student might need to say the spell 3 or 4 times, before the dementor ducks down and is defeated. That's when the other student knows to form the Patronus.	"Now, that we know how to defeat the Dementors, it's about time we bring in one to practice on. I will put you in pairs to do this task. When you are not completing the spell, you will be the Patronus for the other person. First up we have ____ Student. First state your name, your happy memory, and what your Patronus is..."
Review! And Reward House Points! (5 Minutes)	Wrapping up	"I'm so proud of all the work that you put into this spell. This is one of the hardest spells that a wizard can accomplish and you all attacked it bravely. 20 Points to Hufflepuff, 20 Points to Ravenclaw!"

REFLECTION: This was my first time teaching an entire class in Role and it was quite fun. I was able to teach this class three times, and really felt like I got my footing on how to teach it after the first time. I figured out ways to explain what we were doing to the class in order to have smoother transitions between activities such as Pop Quiz questions, point giving, etc. I realized that I needed to make the quiz a bit shorter so I changed that after the first class. During Defeat the Dementor: when students are doing the spell, due to this being an online class, I had everyone turn off their cameras except the pair of students, the dementor, and myself. This made it a lot easier to focus in on each student's turn and to really give them individual attention.

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# Patronus Quiz

What would you choose to try to win back a Wizard who went over the dark side?

- A)** Thorn      **B)** Leaf      **C)** Blade      **D)** Wand      **E)** Love

You happen across a screaming plant in pain, what do you do?

- A)** Break      **B)** Fix      **C)** Improve      **D)** Nothing      **E)** Look at a Textbook

What would you make your house out of?

- A)** Mud      **B)** Wood      **C)** Stone      **D)** Earth      **E)** Plants

What do you do when someone is in danger?

- A)** Escape      **B)** Lead      **C)** Save      **D)** Create Help      **E)** Start with deep breaths

What question do you first ask?

- A)** Why?      **B)** Who?      **C)** When?      **D)** Where?      **E)** How?

What color is your soul?

- A)** Black      **B)** White      **C)** Grey      **D)** Green      **E)** Blue

What item do you pick?

- A)** Elder Wand      **B)** Resurrection Stone      **C)** Invisibility Cloak      **D)** Time Turner  
**E)** Gryffindor Sword

What skill would you focus on mastering?

- A)** Talk to animals      **B)** Super Strength      **C)** To Fly      **D)** Healing Powers      **E)** Teleportation

If you got mostly A's: Snake

If you got mostly B's: Black Dog

If you got mostly C's: Stag

If you got mostly D's: Phoenix

If you got mostly E's: Otter