



Lesson Plan

Coat of Arms - Icebreaker

Summary

1. Subject: Team Building
2. Grades: K - 12
3. Objective:

This activity allows SMILE Club students to learn something new about a fellow student and share what they learned with the group.

5. Time Allotment: 40 to 60 minutes

Materials

Colored pencils, markers, or crayons.

Printout of Coat of Arms template.


Implementation

Learning Context

A Coat of Arms is a visual representation unique to a person, family, or group that conveys characteristics, achievements, and values of its owner.

Procedure

Instructions - Explain that students will be given four prompts. Students will then draw a response for each prompt in one of the four sections of their Coat of Arms shield. Upon completion of their drawings, students will switch their Coat of Arms with a partner. They will



interpret their partner's Coat of Arms and discuss each drawing. The student will then share what they learned about their partner with the group.

Prompts - Teachers can choose prompts that are SMILE or STEM related, more personal, or a mixture of categories. The options are endless.

Sample Prompts:

- *What is your favorite part of SMILE Club?*
- *What scientific topic would you like to learn more about?*
- *What is your greatest strength as a student?*
- *What is one of your favorite hobbies?*

Step 1. Draw - Students work individually for 10 minutes to complete their Coat of Arms by drawing responses to prompts, in each of the four sections. Remind students to use pictures only, not words in their drawings. Let students know that artistic ability is not important because the purpose of the drawings is to convey information.

Step 2. Interpret - Students partner up, (it may be beneficial to partner with someone they know the least about). Partners exchange their Coat of Arms drawings.

The students take turns for three to five minutes each to interpret the meaning behind their partner's drawings. Initially, students should not give each other clues about their work unless their partner is very unsure of what a drawing represents. After hearing the interpretation, the original artist can share any additional meaning behind their responses with their partner. If students are in a group of three, allow them a few extra minutes for interpretation.

Step 3. Present - Each student takes three to five minutes to share with the group what they learned about their partner.

Alterations

Teachers can modify this activity to best meet the needs of their SMILE Club. Here are some sample ideas:

- Have each student present their own Coat of Arms as opposed to switching with a partner.
- Work as a group to create one large Coat of Arms that represents your unique SMILE Club. This can be displayed as a source of pride and inspiration at your weekly meetings.