

# Mr P's Moshi For Schools Lessons: **Bend It Like Dribbles**





### Mr P's Moshi For Schools Lesson Series

is a focused sequence of CASEL-aligned lesson plans. Built around the magical Moshi world, the lessons use audio content and characters to bring social-emotional learning to life across topics like self-regulation, awareness, and making friends. Take-home sheets are included with each lesson so that kids and families can practice mindfulness in and out of the classroom.



**Academic Standards:**

ENGLISH : En1/1g Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas

En1/1h Speak audibly and fluently with an increasing command of Standard English

En1/1i Participate in discussions, presentations, performances, roleplay/improvisations and debates

**Objective:**

To show my understanding of a story by speaking in a role as a character.

**Essential Questions:**

Can I speak in the role of a character?

Can I recount the events of the story?

Can I record myself speaking in the role of a character?

**I Can:**

I can create a video speaking in the role of Dribbles.





## Bend It Like Dribbles

Now we will listen to a story called 'Bend It Like Dribbles'. This is Dribbles! Click on the picture to begin listening:



[https://app.moshikids.com/schools/play/Bend\\_It\\_Like\\_Dribbles](https://app.moshikids.com/schools/play/Bend_It_Like_Dribbles)



After listening to the story, Bend it Like Dribbles, ask the children to recount the main incidents from the game. List these as a class.

Ask children what happens at the end of a football game? Sometimes the players are interviewed. Ask the children to think what Dribbles would say if he was interviewed at the end of the game.

Hand out a picture of Dribbles to everyone in the class.

Ask the children to open the app Chatterpix and tap “use photo”.

Use the camera and take a picture of Dribbles.

Draw a line where the mouth would go and this should light up the red record button.

Children can then press the red record button where they get a 3 second countdown and can then record themselves for 30 seconds in the role of Dribbles. This will give them a great opportunity to empathise with a character but also recount the story in their own words.

Once finished, the children can press play and listen back to their effort. Encourage the children to think about ways they can improve their recording by using better vocabulary including more key information. Children can press the red record button to have another go and improve their initial effort.

When happy, the children can tap next, and next again and tap the save icon in the bottom right corner, this will export the recording as a video.





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