



Activity : Quiet On Set!

Quiet on Set is a game to teach students about media representation and food allergies as well as role playing with food allergies. All activity pieces are in the activities section of the website.

P.S. Tell students every time the phrase "Quiet On Set" is announced, students must all say "shhhhh!" at the same time following.

First, have students separate in groups of 2-4 depending on your class size. Explain to your students the rules of the game (which are similar to charades).

Rules:

Every group that volunteers will be given a scenario to act out that pertains to food allergies, for example, using an EpiPen. Each group has to act out the scenario given as a group with everyone playing a part. For example, in the EpiPen scenario, one student may play the person who is having an allergic reaction, another student may play a bystander, and the third a parent. After 10 seconds (use a timer) students may say 2-3 words while acting. They can be any 2-3 words and there are some examples included per card. After another 5 seconds, students may add a sentence per person to their acting. The students watching the performing group should try to guess what the scenario is by raising their hands and taking guesses as a group. If students guess the scenario correctly, then it is the next group's turn.

- 1. Start by splitting students into their groups whether by choosing their own groups or you as the teacher splitting them up.**
- 2. Explain the rules of the game.**
- 3. Choose the group that wants to go first. Give each group their scenario and show them the part each student can play as well as some sample sentences/words.**
- 4. Give students 10 seconds to prepare.**
- 5. Tell students their time is up for preparation. Then, tell students that after the class counts to three, everyone says "Quiet On Set, shhh!" then the class says "Action!" and the performers start.**
- 6. Start the timer and follow the rules for when students can use sentences. Tell students at different time stamps what they can and cannot say. Try to make sure they don't break the rules and give hints as students approach the 45 seconds mark or get tired.**
- 7. After a student/group guesses the scenario, have a new group go.**