

SDG2: Future of Food

MM5: The Food We Eat



Micro-Module 5: The Food We Eat

Exploration and Experimentation

Lesson 12: Play it Back - Part 2

Subjects: Art and Design, Agricultural Science, CPSE, Home Economics, SPHE

Lesson Title and Summary: Play it Back Part 2

Playbacks, like presentations, allow us to share what we know or our ideas about a topic with an audience. While presentations can be very formal and final, playbacks are based on stories and open opportunities for real time feedback.

In this lesson, learners will playback their key learning outcomes from this module. They will use storytelling to communicate their research into food production and food trends and will have the opportunity to get feedback from their teacher and peers.

Vocabulary: Playback, Presentation, Roleplay, Storyboarding, Storytelling

In this lesson, the learner will:

- Practice playback techniques
- Use design thinking methods
- Self-direct the format of their playback
- Practice time management
- Develop communication skills
- Learn the importance of feedback

Materials

- Worksheet: Play it Back Part 1, Lesson 11
- Internet access
- Markers/pens/pencils
- Paper
- Anything learners require to present their playback



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ACTIVITY INSTRUCTIONS

Activity 2: Playback (50 mins)

1. Check in with learners that they have completed crafting their playback from the previous lesson.
2. Remind them that they should have any supporting materials / devices set up and ready to go. This made clear in the last session and you can allocate time to do this depending on requirements.
3. Remind them they have a minimum of 1 minute to present their playback and 1 minute for feedback.
4. Clear an area for the learners to playback while the rest of the class gather around. This could be at the front, back, or centre of the classroom. Try not to have learners sit at their desks as they should be fully engaged in this activity.
5. Taking it in turn, each learner (or pair) should deliver their playback.
6. Depending on the size of the class and time available, allow minimum of 1 minute for playback plus 1 minute for class feedback. Use a timer to keep everyone on time!
7. At the end of each playback, encourage the class to provide feedback. Here are some prompts:
 - a. What did you learn from this playback?
 - b. Was the story funny, interesting, confusing, exciting etc.?
 - c. Did you find the format of the playback interesting or helpful?
 - d. How might they improve their playback next time?
 - e. Do you have any questions?

Depending on class size they may have to work in pairs to ensure that there is enough time for playbacks and feedback.

REFLECTIVE EXERCISE: 3-2-1 (10 mins)

- Three things they feel they have learnt from the tasks.
- Two things they found most interesting and would like to explore more.
- One – their opinion they have about the tasks.

Use Post-its or a mentimeter survey - www.mentimeter.com to gather reflections

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EXTENSION / REDUCTION ACTIVITIES:

Reduction: For a shorter lesson, split the class and run two classes to reduce the number of playbacks.

Extension: For a longer lesson, watch the video 'Storytelling is Our Real-Life Superhero' if not watched in the last session.

Option B: Have learners make notes on each playback then, watch the Pro tips video by Michael Kenney. Allow learners to share how they would improve their playback having watched the video, with other learners referring to their notes on each playback and offering suggestions

MEDIA BOX: (materials, online video links, extra resources, case studies etc)

Toolkit and Guide: Playbacks by IBM Enterprise Design Thinking
<https://www.ibm.com/design/thinking/page/toolkit/activity/playbacks>

Video: Pro Tips, Michael Kenny [1:42 mins]

Video: Storytelling is Our Real-Life Superhero [11:52 mins]
https://youtu.be/gaZfLvkP_aM?si=3dvaYhuMqNG_FLCN

Video: Be Memorable! How to Start a Presentation with a Story [2:09 mins]
<https://youtu.be/T7bk5csUzUo?si=qk5Qc1HITQjSNFM6>

Blog: The Science Behind The Art of Storytelling
<https://www.harvardbusiness.org/the-science-behind-the-art-of-storytelling/>

Methods and Examples: Storytelling in Research by Methodspace
<https://www.methodspace.com/blog/storytelling-in-research>

LOCAL TRIP / EXPERTISE / ADDITIONAL WORK AND ASSESSMENTS

Linked lesson: MM5: The Food We Eat, Lesson 5: A Story About Food

Learners can continue to practice their playback with peers, family members or friends. Ask them for feedback: Were they engaged? Did they understand your story? Could you improve aspects of your communication?