



## Zimmer Twins Lesson Ideas

### **Media Arts. Develop greater media literacy.**

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**Example:** Write a commercial. Learn about persuasive advertising techniques and propaganda in the media

**Example:** Analyze movie or restaurant reviews and students write their own. Observe how restaurant reviews use a pattern to describe each restaurant. Create a chart during a prewriting activity to clarify the ideas and structure of a restaurant review. Develop a restaurant review in the form of an animated movie.

**Example:** Divide the class into small groups. Have teams develop fact or fiction movies based on short articles about a subject (animals, history etc...). At the end other groups have to guess which is fact and which is fiction.

**Example:** Students produce a news segment where they explain, inform, describe, analyze, comment, review or advise about an issue

### **Social Studies, History, Media Art**

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**Example:** Encourage students to convey opinions by writing about a contentious issue (environmental/school politics etc...) Half the class will develop an animated movie supporting an issue, half will formulate a movie against the issue.

**Example:** Use the story builder to create movies that state an opinion such as, "If I was Prime Minister or President what problems would I fix? If I was mayor what would I change about the city?"

**Example:** Bias and Stereotypes. Using the Zimmer Twins characters as spokespeople, develop role-playing scenarios that explore gender discrimination and equal rights.

## English and English as a Second Language

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**Example:** Use metaphors and similes to build interest in writing

**Example:** Work in the story builder to develop more effective writing styles. Learn about the thesaurus, and use a variety of adjectives to generate more interesting sentences.

**Example:** No More Repetition. Use conjunctions to improve writing style and string ideas into meaningful sentences.

**Example:** Proofreading exercises – peer exercises to check grammar and spelling in movies.

**Example:** Develop an exciting opener to grab the attention of your audience. Use this opener to create an animated movie.

**Example:** Create your own movie starters. Switch with a buddy, and develop the ending to their movie starter.

**Example:** Short stories: how character, setting, plot effect the story

**Example:** (English as a Second Language) Compose a story using five sentences. Create a character that is angry. In the story explain why your character is angry. Focus on one theme (e.g. Character, Story plot, Character traits, Tone...).

**Example:** (English as a Second Language) Character traits. Students pull a character trait out of a hat, and then write a story. The character's actions must fit whatever traits have been given without using the actual words. Other students must guess.

**Example:** (English as a Second Language) Students use the story builder to create a movie that describes going to the store to buy 4 things. Students brainstorm for shopping items.

**Example:** Collabo-write! Use the story builder to work on group tasks. Divide class into small groups. Pick opposing ideas for debate. Students create a movie describing why their side is right. The other team collabo-writes on the movie, and explains a counter argument.

**Example:** Use magazines or newspapers for reference. Students use these to research sentence openers. Record a list of these of openers in a writing journal, use a thesaurus if needed. Use collected sentence openers to create a five-sentence paragraph about a given subject.

**Example:** (English as a Second Language) Use pictures to reinforce a story.

**Example:** (English as a Second Language) Use the story builder as an aid to study word order such as Verbs, Nouns, Adjectives.

**Example:** (English as a Second Language) Word sequencing.  
Teacher creates a story with the story builder tool using familiar vocabulary  
Teacher then shuffles the movie clips around so they are out of order. Students must put the stories into the right order.

**Example:** Similes. Teacher explains what a simile is and why it is used. Teacher shows students how to use the story builder. Students practice creating similes as a whole group. Students then practice writing similes in groups of 2 at the computer. This lesson may be adapted to a variety of themes including, rhymes, homonyms, mood, and appropriate tone.

**Example:** Comparing stories. Developing short movies set in the present, past and future.

**Example:** Use the following list of set words and actions included in the Zimmer Twins Movie Editor to help develop descriptive animated movies. Use the 4 steps of the writing process (Prewriting, Drafting, Revising, Editing) to encourage excellent writing skills.

<b>Talking actions</b>	<b>Moving actions</b>	<b>More moving actions</b>
agrees angry bored confused disagrees dizzy examines happy impressed plots plugs ears relieved scared seeks surprised suspicious tease	announces lectures reads aloud reports sings talks thinks whispers yells celebrates chases crowd surfs dances drops faints falls finds flies floats gives hides hugs lands	laughs leaves levitates meets plays rides rocks runs sits sneaks sleeps stands steals struts wakes walks