

[illegible]

To follow up the reading of the graphic novel and to segue into the next chapter, the resource suggested a couple of activities. The one below is what I chose:

- 1. Divide the class into small groups of 3-4 students, given them following scenario: You own a restaurant specializing in burritos, and you have been approached by classmates who want to become franchisees. Role-play negotiations with each to see if you can reach an agreement. Do not stop at fees and royalties. How are you going to set standards and make sure they are being followed? What kinds of on-going services are you going to provide, and who is going to pay for them? Have one student play the role of the owner of the burrito restaurant, and the other students act as potential franchisees. After they perform the role play in groups, you could have one or two of the groups repeat their discussions in front of the entire class.***

Demonstration of creativity:

The graphic novel approach was an excellent opportunity to engage students who might otherwise have a difficult time processing ideas and text in a more rigid and text-heavy medium. Furthermore, graphic novels provided a context for students and allowed them to relate to the material on a more personal level.

The role-play activity was an excellent opportunity for students to display what they know as well as come up with questions they still might have.

Some of the students chose the type of businesses they wanted to base the discussion of franchising around. This was good because it also meant a higher level of engagement.

Evidence of learning:

This is an example of one groups role-play. This demonstrated to me that some of the students understood the content and were beginning to feel comfortable talking about franchising while using business terminology.



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