

# Grade 2 Sample Lesson Plan: Media Influence

### **Objectives/Goals**

• The student will explain how media influences behavior.

#### **Materials**

- PowerPoint: 2nd Grade All About Me Media Influence
- Worksheet: Create a Television Character

#### Steps

- Using the Powerpoint as a guide, begin the lesson on slide 2. The teacher will introduce the topic of media influence and inform the students that the first
- topic will be commercials.
- Slide 3: Ask students to look at the "toys" and ask them if they own any of
- them.
- Slide 4: Allow students to watch the commercials. After each commercial, ask students how the commercial lures the person watching the commercial into buying their product. Ask the students to think about if watching
- commercials about toys increases their desire to have it.
- Slide 5: Introduce the topic of television characters and famous people from television.
- Slide 6: Ask students to look at the pictures and see if they can identify these
- people/characters from media.
- Slide 7: Ask students to reflect on how their role models or favorite
- characters affect them.
- Slide 8: Introduce the topic of the negative influence of media.
- Slide 9: Ask students to think about how media can negatively influence
- behaviors. Ask for volunteers to share.

#### Health Smart Virginia Sample Lesson Plan

- Slide 10: Watch the commercial and decide if it is a positive or negative influence on behaviors. Allow volunteers to discuss other commercials and
- the impact on their food choices.
- Slide 11: Summarize the lesson by reviewing the importance of being unique and not allowing media to negatively influence behaviors.
- Pass out the worksheet: Create a Television Character. Allow time for students to create this character and share it with a classmate, among their
- table, or as a whole group.
- Slide 12: End class with a classroom energizer.

#### References

• Mary McCarley, 2018

#### **Handout**

The next page includes a handout for the lesson. The handout is designed for print use only.

## **Create a Television Character**

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