

MARGO SORENSON, AUTHOR

INSTRUCTIONAL STRATEGIES

Time Trap: Martin Luther King

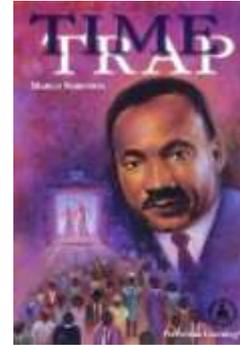
Ages 9-14

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Synopsis: Aleesa and Kenneth, two classroom enemies, are paired to work on a school project about the 1960's. As they begin their research, they find themselves transported to March, 1968, in a race to stop an American tragedy, the assassination of Dr. Martin Luther King, Jr. What can they do to change history?

Strategy: Ask students, "Think of a time you'd like to go back to, so you could change what happened. Write this down, and then write what would you have done differently, now. List character qualities you might use in this time travel situation. Patience? Humor? Courage? Intelligence? Kindness?" Say, "Sometimes, things happen that make us unhappy, but we keep going and try to handle them as best as we can." Ask students to think of someone they know, or a movie or TV character who is going through a difficult situation. Ask them to write down what advice or help they would give that person, if that person would listen to them. Ask students to share their advice with a small group, and the group will choose two pieces of advice to share with the class. Write these on the board. Then, individually, ask students to write a letter to the person they picked who was going through the difficult situation. Students can share, if they choose. Say, "Kenneth and Aleesa wanted Dr. King not to put himself in danger. What do you think Dr. King would have told them?"

Recommendations: Endorsed by the State Council on Black Minnesotans and the National Urban League. In legal and social compliance with the State of CA Dept of Education.