

YOUR VOICE. YOUR CHOICE.

LEARNING OUTCOMES

Students can express their creativity while addressing the problems with sugary drinks

SUPPLIES NEEDED

depends on type of project, drawing/painting supplies, cameras (phones work), computers

RESOURCES

<http://yvyc.hocounsweetened.org/winners>

<http://youthspeaks.org/thebiggerpicture>

AGE GROUP

Middle School & High School

Allow students to express their creativity while incorporating the better beverage discussion. Encourage students to play to their creative strengths while addressing the issues that have been discussed concerning sugary drinks. The main message in all projects should be how prevalent sugary drinks and sugary drink marketing are in their lives. Here are a few ideas for creativity challenges:

- Provide students with magazines and have them create collages revolving around sugary drink advertising. Have a class discussion about the effects of advertising on the decisions we make as consumers.
- Allow students to write a poem, short story, or screenplay reflecting their feelings about how sugary beverages have impacted their lives.
- Artistically inclined students can create a painting, drawing or even comic strip.
- Born performers can produce a short video, song or podcast.

Note that these activities are ongoing and may take a week or two to complete, with work outside of the classroom possibly being required. Projects may be more appropriate for an art, theater or media class. Students should be able to work in small groups or alone and should be prepared to share their finished projects with the class. Teachers may want to consider requiring a 1-2 page written document to accompany the project explaining the students' motives behind their creation.