



Someone  
Like Me

## ART COMPETITION

# Win fantastic prizes up to the value of €750 for your school!

## Prizes awarded to:

- ◆ **1 Junior Winner per County**
- ◆ **1 Senior Winner per County**
- ◆ **1 Overall National Winner**

## Visit our website

**www.SomeoneLikeMeCompetition.ie**

**for more information and to access  
our lesson plan resources**

p.s. Early entries are in with a chance of winning a Creative Care Package from ReCreate\*

## DEADLINE FOR ENTRIES:

**December  
3<sup>rd</sup> 2020**

nda

Údarás Náisiúnta Míchumais  
National Disability Authority

Terms and Conditions apply.

visit [www. SomeoneLikeMeCompetition.ie](http://www.SomeoneLikeMeCompetition.ie) | [someonelikeme@realnation.ie](mailto:someonelikeme@realnation.ie)

Real Nation, 24 Arran Quay, Smithfield, Dublin 7

**\*Post your entries online with #SomeoneLikeMe for an extra chance to win!**

# Someone Like Me: Junior Lesson Plan

## Junior Infants to 2<sup>nd</sup> Class

### Introduction:

#### Guess Who!

Ask pupils to take turns in describing one of their friends in class. Other pupils guess who is being talked about.

#### Class Discussion

After the game, hold a class discussion about making friendships and getting on with others - how we get to know others; finding things in common; respecting differences between one another.

### Objectives:

- \* Appreciate and respect similarities and differences in people
- \* Develop pupils' awareness and understanding of disability
- \* Develop a shared understanding of how we should treat others in a caring, sensitive and inclusive way
- \* Promote a sense of belonging and connectedness
- \* Respond artistically and creatively to the theme of 'Someone Like Me'
- \* Facilitate and encourage pupils to respond to their own work and that of other pupils

### Curricular Links:

**SPHE** – Myself and others/Myself and the wider world

**Visual Arts** – All strand units

### Development:

- \* Pass a beanbag around the class, asking pupils as they receive the beanbag, to discuss their knowledge/experience of disability e.g. physical disability; sensory disability such as deafness and blindness; and disability as people get older e.g. the use of hearing aids and walkers.\*
- \* Group work – Draw a ship on the board (see image). Explain that this is a special ship – a 'Friend-Ship' which includes everyone on board. Give each group a page and ask them to draw/write about how we can include others (a person with or without disabilities) in our activities.

- \* Discuss and make a 'Friend-Ship' class poster showing all the ways the class can be inclusive.

**Optional: online activity sheet available from**  
[www.someonelikemecompetition.ie](http://www.someonelikemecompetition.ie)

\* For First and Second class pupils, you can explain that sometimes people can be born with a disability and sometimes a serious illness or serious accident can cause a disability.



### Plenary:

Explain to the pupils that they are now going to create a piece of art based on what they have learned, with the title '**Someone Like Me**'. They can decide if they want to create a class entry, school entry or an individual entry. Allow some time afterwards for pupils to respond and give a positive critique of each other's work.

You can share the message of '**Someone Like Me**' with a school display, by holding an art exhibition, or on your school website!

### To enter:

1. Send in your entry along with the completed entry form to the Someone Like Me Project Office at Real Nation, 24 Arran Quay, Dublin 7, D07 W620
2. A brief description explaining the ideas and motivation behind your pupils' piece (junior word count: up to 100 words). Please submit this in addition to the entry form.

For larger/3D pieces you can take photos and send in with your details.

### Remember

You can draw, paint, print, use clay, construct a 3D structure, use fabric and fibre, use digital media or get really creative and use mixed media.

