



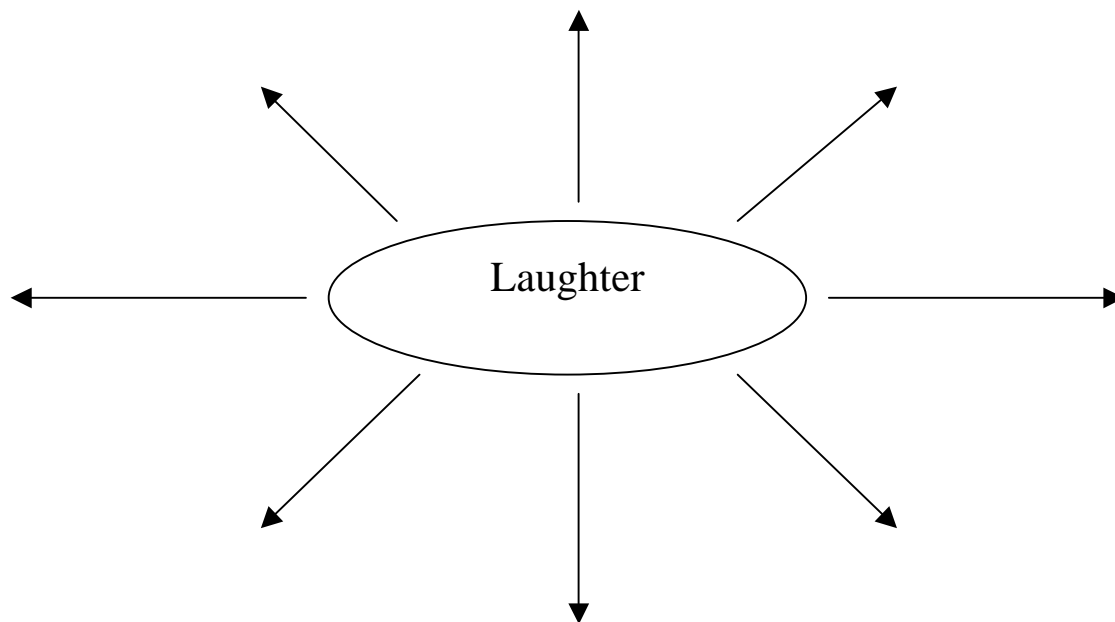
Humour Unit

Blackline Masters

What Am I Thinking or Saying?

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

Humour Journaling



Laughter is...

Viewing a Situation Comedy Discussion Questions

What tells you that this is a comedy?

What information does the title sequence give you about the situation?

What information does the title sequence give you about the characters?

Make some predictions about what might happen in the episode.

Investigating Humour

I. Two Types of Humour

A. Humour of Situation

1.

2.

B. Humour of Words

1.

2.

3.

4.

II. Types of Humour

A. Wit

B. Satire

C. Sarcasm

D. Irony

E. Farce, Slapstick, and Buffoonery

F. Parody and Burlesque

G. Mimicry

Humourous Situations

Type of Humour	Humourous Situation

Comedy Structure Discussion Questions

1. What will be the likely disruption?
2. Does the disruption usually come from inside or outside the family/work group of characters?
3. How is the disruption introduced?
4. Will the effects of the disruption be permanent?

Responses

Questions from Curriculum Corporation Free Lesson Plans. Talk About Laugh Situation Comedies
<http://www.curriculum.edu.au/download/lesspln/talkslp.htm>

Situation Comedy Storyboard

Picture Frame



Dialogue

Limericks for Display

Two elephants Harry and Faye -
Couldn't kiss with their trunks in the way,
So they boarded a plane,
They're now kissing in Maine,
'Cause their trunks got sent on to L.A.

By Kathryn Leon

There was a young lady of Wilts,
Who walked up to Scotland on stilts;
When they said it is shocking
To show so much stocking,
She answered, "Then what about kilts?"

By Charles W. Cooper

Limerick Elements

A limerick is a poem of a nonsense or humorous theme consisting of five structured lines. The poem has a regular rhythm and rhyme pattern and lends itself to puns and plays on words.

The rhyming pattern of the limerick is (a a b b a). This means that lines 1, 2, and 5 rhyme together and lines 3 and 4 rhyme together.

Each line in the limerick has a specified number of syllables. Lines 1, 2, and 5 may have anywhere from 7 to 9 syllables. Lines 3 and 4 may have anywhere from 4 to 6 syllables.

Each line in the limerick also has a specified number of accented syllables. In lines 1, 2, and 5 there are three accented syllables. In lines 3 and 4 there are two accented syllables.

The following is a diagram of the limerick form:

- Line 1 - 7-9 beats/syllables with 3 stresses/accented syllables
- Line 2 - 7-9 beats/syllables with 3 stresses/accented syllables
- Line 3 - 4-6 beats/syllables with 2 stresses/accented syllables
- Line 4 - 4-6 beats/syllables with 2 stresses/accented syllables
- Line 5 - 7-9 beats/syllables with 3 stresses/accented syllables

The following is an example of a limerick. Use the example to talk about the different parts of a limerick.

There was a Faith Healer of Deal,
Who said, "Although pain isn't real,
If I sit on a pin,
And it punctures my skin,
I dislike what I fancy I feel."

Author Unknown

Limerick Frame

Frame A:

There once was a _____ from _____,
All the while s/he hoped _____,
So s/he _____,
And _____,
That _____ from _____.

Frame B:

I once met a _____ from _____,
Every day s/he _____,
But whenever s/he _____,
The _____,
That strange _____ from _____.

Frames were taken from: <http://darkwing.uoregon.edu/~leslieob/limericks.leslie.html>

How to Tell a Joke Quiz

1. If your joke was 1 sentence in length:

Great! That is just the way to keep them, short and sweet!

2. If your joke was 2 sentences in length:

Good! You've got it! Short and sweet is the way to go

3. If your joke was 3 sentences in length:

You're on the right track! Jokes should always be three sentences or less.

4. If your joke was 4 sentences in length:

It's too Long. Jokes should be three sentences or less.

5. If your joke was 5 sentences in length:

It's too long. Jokes should be three sentences or less.

6. If your joke was more than 5 sentences in length:

See number three!

This framework was taken from: <http://www.jimrichardson.com/telljoke.html>

Steps to Telling a Joke

There are five steps to telling a joke:

1. Before Starting
2. Selecting the Joke
3. The Set-up
4. The Delivery
5. The Punch-line

Before Starting

Remember this...

- Good grooming is important. Be sure to look presentable.
- Being personally offensive or threatening isn't funny.

Selecting a Joke

Remember this...

- Short jokes are usually better than long jokes.
- Know something about your audience before trying to tell them a joke.
- Before telling a joke to someone, put yourself in his/her shoes.
- Know yourself.
- Pick a funny joke.

The Set-up

Remember this...

- Avoid trite or inappropriate set-ups.
- If you are unsure that the jokee hasn't already heard the joke, don't ask them by using the punch line to describe the joke.

The Delivery

Remember this...

- Tell the joke in a language your audience speaks.
- Tell the joke to a crowd who will understand the context.
- Don't try to use a foreign language if you don't know how to pronounce it.
- Use full sentences.
- Don't use contractions or TLAs (Three Letter Acronyms).
- Don't touch a cliché or a pun with a ten-foot pole.
- Don't use profanity.
- Avoid jokes requiring accents if you can't do the required accent.

The Punch-line

Remember this...

- Before telling a joke, clearly remember the punch line so, when you get to the end of the joke, you don't mess it up.
- If you don't remember a joke's punch line clearly, a cardinal rule is the funny part always belongs at the end.
- A premature punch line is never a good one.

Notes from: http://www.yucc.yorku.ca/~dmitryb/fun/tell_jokes

Jokes and Situations

Jokes

Have the students find a joke to use by searching the Internet, or have some appropriate joke books available for the students from which to do research.

Situations

.....

You are a new employee at an organization. Your boss has invited you to join him/her for lunch. You feel a little uncomfortable because you don't really know your new boss yet, so you decide to tell a joke to lighten the atmosphere.

.....

You are attending a conference. You have been asked to make a speech in front of your colleagues. Public speaking is not something with which you feel incredibly comfortable. You decide to start your speech with a joke to loosen everybody up.

.....

You are at a party. You have just been introduced to a group of people whom you haven't met before. Within the group are people from different cultural backgrounds. Trying to be friendly, you decide to tell a joke.

.....

You are working at a construction site. The physical labour is difficult and monotonous. You decide to bring all of your co-workers back to life by sharing a joke with them.

You have just run into an old friend from a few years back. Your situation in life has not changed very much from the last time you saw this person (i.e. single/married/single with children/married with children/etc.). Thinking that your friend is still in the same situation from when you last saw him/her, you begin to tell a joke that in the past may have been funny to both of you, but is not now.

Create your own situation:

A large, empty rectangular box with a thin black border, intended for the user to write their own situation.

Charting Comedy Structure

Stable State	Disruption

Cartoon Thumbnail Sketches

Things for which to Watch

Expression

Simple dots to which a line or a circle or both have been added to create expression

Heads

Shape and size

Mouths – look at the different styles and the moods they create

Noses, eyes, eyebrows, and hair come in an endless variety

Bodies

Shape and size

Neck or no neck

Arms and legs – moving or still

Clothing – how does it determine age, gender, occupation, or social status? How are different textures and patterns created?

Hands – How do they add to the action of the drawing? How many fingers? Life-like or squiggles? Nails or hand creases?

Feet and shoes – different styles

Animals, fruits and plants, and inanimate objects

See the notes under expressions, heads, and bodies above

Human features – Does the artist give the animal human features?

Cartoonists' Clichés

Commas around a character to show movement

Squiggle or a shadowy shape beneath the character, which shows he/she is in midair

A light bulb suggesting the character has an idea

Droplets around the character showing perspiration or crying

Stars and planets indicating a crash or a collision or a punch

Eyeballs or pupils outside their sockets suggesting the character was startled or terrified

Clouds behind a running character

Shading in the cheek area suggesting the character is embarrassed or hot

Streaky lines behind a running character suggesting speed

Stars, rings and circles around a character suggesting he/she is dazed or stunned

Sparks and puffs of dust suggesting the character has stopped suddenly

"S" lines showing the character has been zigzagging

ZZZZ showing the universal sign for sleeping and snoring

Hearts showing a character in love or smitten

Other clichés common among cartoons

Lettering

Capital letters or small letters


Words written in bold for emphasis

Words broken in the middle to wrap to the next line

Comparing Cartoons

Sunday Strips	Daily Strips
Comic Books	Animated Cartoons

Analysis Grid

	1	2	3	4	5
Purpose (Why did the artist create the cartoon?)					
Audience (For whom was it intended?)					
Humour (Does it make you laugh?)					
Message (What is it trying to tell us?)					

Daily Strips

Sunday Strips

