

THE MINDFUL SCHOOL

Student Lessons



CONCEPT:

TO DRAMATIZE A CARTOON

EXERCISE NAME:

MY GAME

EXPLANATION:

IN THE LESSON, CHILDREN WATCH A CARTOON THEY LIKE. IT IS THE CHILDREN'S JOB TO STOP THE MOVIE 3 TIMES AND DRAMATIZE IT EACH TIME IT STOPS. THE SCENE TO BE STOPPED IS DECIDED TOGETHER WITH THE CHILDREN. THE SCENE IS CHANGED 3 TIMES. THAT IS, THE CARTOON IS STOPPED IN 3 DIFFERENT SCENES AND DRAMATIZED.

METHODOLOGY

CARTOONS ARE FLUID. WE CONSTANTLY FEEL THE FEELING OF WATCHING THE NEXT EPISODE AND WE MOVE ON TO THE NEXT EPISODE WITH CURIOSITY. HOWEVER, THE CARTOON IS STOPPED WITH THIS EVENT. THE CHILD GETS INTO THE CHARACTERS AND TRIES TO ACT OUT THE SCENE. IN THE STOPPED SCENES, THE CHILD IS ENCOURAGED TO THINK IN DETAIL AND THINK CREATIVELY. THIS ACTIVITY ALSO FOCUSES ON BALANCING THE EXCESSIVE CONSUMPTION TENDENCIES OF CHILDREN.

REFLECTION QUESTIONS (CHILDREN OR FACILITATOR)

"WHAT WAS IT LIKE TO STOP YOUR FAVORITE CARTOON IN AN EXCITING SCENE?"

"HOW DID IT MAKE YOU FEEL TO PLAY THE CHARACTERS HERE?"

REFERENCES: ORIGINAL

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