The Lonely Stone Jeux Dramatiques (3 hour workshop)

This activity is followed by a short immersive video in German. Scroll down to watch.

Purpose

These learning activities are an opportunity to increase your confidence and competence in creative arts learning.

- 1. To engage in creative arts learning experience
- 2. To reflect on this experience in relation to your own teaching identity.
- 3. To apply this learning to classroom settings
- 4. To build confidence in digital literacy

The object

A stone



The mineralogist and the stone

Warm-up activity (30 mins):

The foundations of Jeux Dramatiques as a theatrical method is to engage with the other person. We start the session with a small activity for participants to engage with each other.

- Choose a role as either an expert or a stone
- The stones choose cloths/ scarfs to cover themselves with
- The experts chose brushes and tools to dig for the stones.
- The stones lie down in the room at a place of their choosing and cover themselves with the fabric(s)
- With the sound of the gong, the experts (either individually or as a team of mineralogists) venture out to dig up the stones, unearth them, clean, and brush them.
- Once all stones are discovered, they may be arranged in a museum and admired. The mineralogists may give imaginative names to the stones.



The Lonely Stone

The lonely stone (60 mins):

From a pile of stones that has been brought to class you choose one.

Then, you are introduced to the story of the lonely stone by a storyteller. "There was this stone that was found at a beach and the stone was asking for help from other stones. The stone had no memory and felt alone and lost. He forgot where he was from, what he was doing here. The stone sat on this beach and was hoping that someone would help him out with stories about themselves so he would start to remember."

Now think about:

- What is the story of the stone?
- How old is the stone?
- How does it look like?
- What's his name and where does it come from?
- Maybe you can already start thinking about the lonely stone at this beach, and what your own stone could contribute to help this stone, how could your stone help?

Choose a role you would like to play in the story of the lonely stone. Dress up with the costumes and props that you have available in class and design your playroom/stage.

The game begins with the strike of the gong.

The players shape their actions in accordance with their current sensations and experiences. The gameplay develops as free improvisation and enables the children to get intensively involved in their role. By omitting language, the inner dynamic arises through which many of our creative parts can only unfold.

Critically Reflecting

Critically reflecting (20 mins):

After the gong, you return to sit in a cycle.

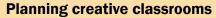
- How did you feel playing the role?
- What do you want others to learn from your story?
- What does the story/the whole process tell us, what do we learn from the story?



Reflection

Now think about these questions in relation to the learning experience.

- 1. How did you feel during the learning experience? Why did you feel this way? Did anything surprise you?
- 2. What new skills did you develop most during the activities?
- 3. What do you think the value of this learning was?
- 4. Did you experience creative arts as a student?
- 5. What advice would you give to a teacher who wants to reproduce this learning experience in school?



Now think about how you would bring this learning into your classroom. You are encouraged to plan your lesson using your professional imagination to create your unique plan.

- How would you link these creative experiences to the curriculum?
- How would you structure the lesson? (prompt see IO1 and IO2)
- How could you create the learning environment that you need?
- What could be potential barriers? How would you overcome these?
- How could your digital experience transfer into your classroom teaching?



