

2015



ANIMATE YOUR FUTURE

ANIMATION AND PLAY PEDAGOGY SCENARIOS

FOUNDATION POCIECHA

„ANIMATE YOUR FUTURE” – ANIMATION AND PLAY PEDAGOGY

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„ANIMATE YOUR FUTURE” – ANIMATION AND PLAY PEDAGOGY

I. Introduction

"Education is what the child does in order to discover ... it is not about pouring information into an empty vessel."

Play pedagogy

“Pedagogy of play” focuses on the educational value of this field of experience, by claiming that play characterizes the two fundamental guidelines which are at the basis of education: the spontaneous and natural direction on the one side, and the intentional one on the other side. It is commonly assumed that pedagogy of play concerns only the latter of the two above-mentioned aspects of education, that is to say the design and management of playing experiences and materials with clear educational goals; instead, this discipline critically analyzes the whole playing experience, therefore trying to grasp its potentialities, its material conditions, and its overall meanings in the making of the subject.

The discovery of play as an emblematic index of the “discovery of childhood” underline three aspects: the first concerns the investment on play as an educational device. The second aspect focuses on the retrieval of the natural dimension of play, the third takes into consideration toys and their identity both as pedagogical devices and as media.

While there is no one definition of play, there are a number of agreed characteristics that describe play. Play can be described as:

- pleasurable-play is an enjoyable and pleasurable activity. Play sometimes includes frustrations, challenges and fears; however enjoyment is a key feature
- symbolic-play is often pretend, it has a ‘what if?’ quality. The play has meaning to the player that is often not evident to the educator
- active-play requires action, either physical, verbal or mental engagement with materials, people, ideas or the environment
- voluntary-play is freely chosen. However, players can also be invited or prompted to play
- process oriented-play is a means unto itself and players may not have an end or goal in sight
- self-motivating - play is considered its own reward to the player.

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Young children’s play allows them to explore, identify, negotiate, take risks and create meaning. The intellectual and cognitive benefits of playing have been well documented. Children who engage in quality play experiences are more likely to have well-developed memory skills, language development, and are able to regulate their behaviors, leading to enhanced school adjustment and academic learning.

Physically active play allows children to test and develop all types of motor skills. Play does not happen in a vacuum; it is usually undertaken within a physical and social space. One of the greatest benefits of playing is to assist with the development of social competence. Children can build relationships, learn to resolve conflicts, negotiate and regulate their behaviors.

In play, children usually have increased feelings of success and optimism as they act as their own agents and make their own choices. Playing is a known stress release; it is often linked to child wellbeing.

During training course participants got know different technics and methods for work with children and youth. All methods were supported development of planned in project skills and competences.

Development of small motor skills (hands, fingers, etc.), used methods:

- Dialog cards ECCO
- Handcraft paper gifts
- Conductor exercise

Development of big motor skills, such as body coordination, concentration nervous system, right body position, within used methods:

- Totolotek (Lotto)
- Animation sling of KLANZA
- Integration dances

Development of trust, cooperation in group and sense of entrepreneurship. Learning responsibility about own behavior and group work, conflict solving and support each other in activities. As well implementing common rules and norms, learning interpersonal communication and motivation to team work. Used methods.

- Blindfolded steeplechase
- 1 finger lifting
- Tower building
- 10 experience to live

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Development of imagination and creativity, which influence future entrance on labor market, social life and effectivity of work. It's increase level of motivation, concentration, develop perception, memory and logic. Methods used:

- Dialog cards SAGA
- Onion – interactive game
- ZOO – integration activity

Those are few examples of used tools and methods during activities, which provide participants with knowledge to create their own scenarios and be prepared for leading educational activities for other, taking into consideration different age, background and level of involvement and development.

We hope that those scenarios will be also useful for those, who work with children and youngsters in different countries.

Please feel free to use, modify activities you will find in scenarios and enjoy activities.

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Scenario I

Animation activities for people with disabilities

Authors:
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Daniela Bejinariu
Kristina Tsaikina

Target Group:

People with mental disabilities, aged from 6 to 12 (for group size approximately 15 people)

Topic :

Play Pedagogy for people with mental disabilities

Abstract: Concerning the fact that people with mental disabilities have always had difficulties to integrate within the community, the aim of our project/scenario is to provide necessary tools and methods to facilitate their inclusion in the society.

Concrete aims:

- to develop communication skills through interactive games and simulations
- to illustrate risk taking, problem solving situations in order to teach them different behavioral patterns
- to promote imagination, creativity and independence in order to make them feel comfortable in the society
- to introduce them into the feeling of belonging to the group, to include in their comfort zone new people

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Tools & Methods:

Introductory games :

1. Name and Gesture

Time: 25-30 minutes

Making sure that there is plenty of space, gather the group into a big circle. Ask everyone to think of a gesture they will be doing while saying their name. No extra materials are required. Every person should imitate the gesture and say the person's name out loud.

2. Nametags



Time: 20 minutes

Distribute a sheet of paper to all of the people in the group, and then ask them to fold in half and by ripping the paper they should create human shape and then write their name on it.

Needed materials: paper, markers.



Team-building (generating an escape from the comfort zone):

1. Common figure

Time: 30-45 minutes

The sense of this game is to create a figure within the group under the terms that are established by the leader. For example, in the group of 15 people must be used only 10 feet and 5 hands, which can stand on the floor/ground. Participants should cooperate with the members of the group and develop logical skills. As a result, they should create a word or a figure.



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2. Conductor

Time: 30 minutes

For this game ask the group to sit in a circle on the floor, then select one person to exit the room. While the person is standing outside select one person who will be the “conductor” of the group. That person has to show some movements to the rest of the group and the others have to repeat. The aim is for the person who was standing outside to find out who is the conductor.

Competitional (developing individual’s abilities):

1. Colours

Time: 30-45 minutes

Participants are standing in a circle around the rainbow circle opposite chosen colour. One colour can be chosen up to 3 persons. The leader is naming one colour and the participants of the named colour should change the position, running under the rainbow circle. Others should hold a circle in order to let named colours to run under. Participants learn to distinguish colours, even in foreign languages. Also they need to be faster, than the opponent.

Materials required: circle rainbow made of fabric.



2. Fruit Salad

Time: 20-30 minutes

For this game you will need accessories like rainbow circle (the photo above) or you can play with chairs where everyone are in the circle and every color represents one kind of fruit, and then there is one person who will be pronouncing random fruit names and then the persons who are representing that fruit should change their places running under the rainbow circle or simply if you are playing with chairs they change their seats.

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3. Math-Mix

Time: 20 minutes

Form a circle from chairs and everyone must be seated, but for one person. Each person gets a number from 1 to 5 (so there are 3 persons with the same number, in order to avoid disorganization). Someone stands in the middle and names one mathematical function that results in an existing number, maximum is 5. The persons with that number must change seats and the one standing in the middle must struggle to find a seat of his own (e.g. the person in the middle says $1+2$ and all the persons who are 3 must change seats). When the facilitator says *Abracadabra* everyone must change seats. No extra materials needed.

Communicational (establishing the basis of proper understanding)

1. Massage story

Time: 20 minutes

The participants stand in the circle, holding the arms on the back of the persons in front. The leader is reading/telling the story and participants should simulate/animate the story on the back of their colleague. Through this game, participants should pay attention to leaders words, develop their imagination and contact with others by touching.

No materials needed.

2. ZOO - animals from plates

Time: 45-60 minutes

For this activity you will need paper plates, glue, colour paper and any other cutouts that would be required for creating the animal. Before the activity prepare eyes, tail, legs and other body parts for the animals. Give one plate to each member of the group and also let them choose a color for their animal. Distribute the pre-cut body parts and let them glue them and make their own animal.



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3. Space:

A room of minimum 30 square meters. It could be any accommodation of the center, school, camp.

Energizers:

1. Big Fat Pony :

Time: 15 minutes

Form a circle. The facilitator must show the participants the moves from this [illustrative link](#). Everyone must follow accordingly.

Broken Telephone

Time: 45 minutes

Outdoors activity. Participants are divided in a three teams. (Division is made by counting 1-3). Teams should stand in a line, the distance between lines is 5 meters. The first line should loudly tell a phrase, the second line should make a noise by screaming in order the third line couldn't hear what is the first team telling. The goal of this game is to recognize the phrase of the first team.

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Scenario II

Animation activities for children age between 7-11 years

Authors:

Rita	Viegas
Fernando	Cristóvão
Evgeniia	Golikova
Aleksandra	Boneva
Snezana	Bozova

Target Group:

Artistically talented kids

Topic: Life as an art

Aims:

- Develop creativity and imagination
- Improve skills in different forms of arts
- Experience and promote un-formal education

Methods:

1. Name Games

Toss Ball

Arrange the group in a circle. One person starts off by saying the name of someone else in the circle, and tossing the ball to them. That person then in turn says the name of a different person, and tosses the ball to someone else who has not yet received the ball. That continues until everyone in the circle has received the ball once. In a second round, participants have to say the name and age and in a third round, the name, age and hobbies.

Material: Ball

Time: 30min

Space: Open space

Size of the group: Any

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Name Tag

Use colorful papers to create little humans. First fold the paper sheet in half and then rip it in a way to create a human shape. Each kid should color and decorate his own and use it on his body.

Material: Color pens and paper sheets

Time: 10min

Space: Open space

Size of the group: Any

Integration Dance



Big Fat Pony

Arrange the group in a circle. One person starts off inside the circle and runs around singing:

“Here I go ride my pony, ride, ride ride, my big fat pony.

Here I go ride my pony. This is what they told me.”

Then, the person stops in front of someone and dances and sings to that person, first face to face, then back to back and then side to side:

“Front, front, front, to my lady,

Back, back, back, to my lady,

Side, side, side to my lady.

This is what they told me.”

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Then that new person goes inside the circle as well, and together with the other person repeats steps 1 and 2, and this goes on until everyone is inside the circle.

Material:

Time: 10min

Space: Open space

Size of the group: Any

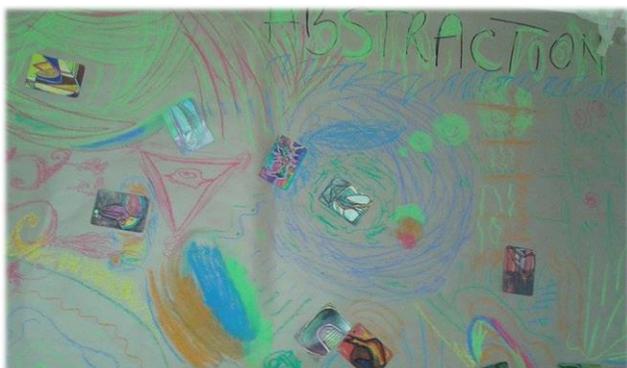
2. Painting

Watercolors

Wet a watercolor paper and drop some watercolor splashes on the paper and let it spread through the water. Afterwards let the paper dry, pass it to another person and try to paint something out of the resulting shapes.



Group paint



Chose a topic and create a group panel with paintings from everyone regarding that topic.

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Wax and black paint

Paint a full paper with different colors and shapes using wax pencils. Then cover it with black paint. Afterwards use a plastic knife to scratch the black paint and create colorful drawings.

Materials: Watercolors, watercolor paper, pencils, wax pencils, panel any other painting materials

Time: 90min

Space: Open space

Size of the group: Any



3. Music Exercises

Reading

Each player has a different instrument, like boomwhackers or boom boom sticks, marked with colors accordingly to the sound they produce. Then, together they have to play some song, reading a color map, where each color represents the time to make their instrument sound.

Creating



With different instruments the kids have to create some music composition.



Materials: Boom boom sticks or other improvised music instruments, like glasses with different quantities of water, spoons, etc and music sheets in color map form

Time: 30min

Space: Open space

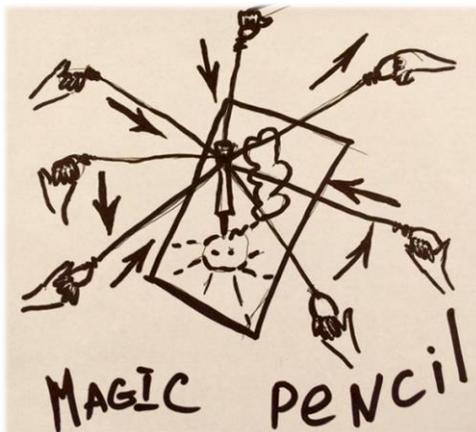
Size of the group: Any

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4. Other Activities

Magic Pencil

Form two groups. Give a pencil to each group and a string to each player. In each group every player must give a knot with his string around the pencil and hold the other end of the string. They must chose something to draw, and holding just with one hand the end of the string they must draw it together in a big paper sheet taped to the floor.



Material: Strings, two pencils, two A0 paper sheets

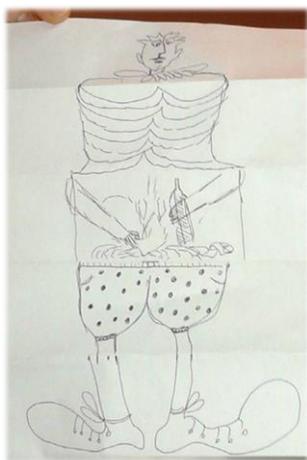
Time: 20min

Space: Open space

Size of the group: At least 6 participants

Team imagination drawings

Form a circle with the group, give a paper sheet to each player and fold it in five. Each player starts drawing something on the first rectangle of each sheet and then must fold it in a way that the next player doesn't see what he drew, but leaving a little bit of the drawing to be continued. Then the player must pass the sheet to the person on the right and he must continue the drawing in the next rectangle. The game keeps going until all sheet is completed. The result should be something like in the example picture.



Material: Papers and pencils

Time: 15min

Space: Open space

Size of the group: At least 4 participants

5. Role-Playing Games

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Silent Story

Three players get out of the room and the others chose a scenario to represent without speaking. The first player comes in and must figure out what the others are representing, but no one tells him if he is right or not. Then the second player comes in and the first player must represent what the others were doing. Again he must figure out what the player is representing and do it again to the following player. And the players win if the third player figures out correctly what the chosen scenario is.

Material: -

Time: 15min

Space: Open space

Size of the group: At least 6 participants

Role-play dancing

Form a circle with the group. On at a time each player starts dancing imitating some activity (eg. shopping, swimming, reading, etc) and the others must dance accordingly to the chosen topic.

Material: -

Time: 15min

Space: Open space

Size of the group: At least 6 participants

6. Story-telling games

Saga cards

Gather the kids in a circle. Put Saga or some other cards with random pictures in the middle. The first player takes a card and begins telling a story using the picture from the card.

The next player takes one more card and must continue the story, using the next picture. The game goes on like this until there are no more cards left. The last player must finish the story.

Material: Saga cards or other cards with pictures

Time: 30min



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Space: Open space

Size of the group: Any

7. Plastic Arts Activities

Nature collages



Have the kids collecting materials from nature, like sticks, leaves, sand, stones or grass and then do collages.

Material: Paper, glue and nature materials

Time: 30min

Space: Open space

Size of the group: Any

Origami

Use colorful paper sheets in square shapes and show the kids the steps to produce an origami zoo.



Material: Colorful paper sheets and scissors

Time: 30min

Space: Open space

Size of the group: Any

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8. Dance

Fruit Salad

Everyone should stand in a circle and hold an imaginary basket. Then they should collect imaginary bananas from the tree and put it in the basket, then cut the fruit and run with the basket. The dance should be repeated using different fruits, like raspberries, strawberries and so on. Moves depend on place where the fruit grows. In the end should be the move of proving the fruit from the salad.

Material: -

Time: 5min

Space: Open space

Size of the group: Any

9. Relaxation

Painting on the back



Lay down on the floor, turned back on top of a big paper sheet. Pick two painting instruments, and while listening relaxing music and the sound of narrator telling calming things, with lights closed, paint something of your imagination.

Material: Paper sheet, pencils and relaxing music

Time: 15min

Space: Open space

Size of the group: Any

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Scenario III

Animation activities for children and teenagers

Authors:

Emilian	Ceredeev
Marius	Cazacu
Radek	Maly

Topic: Cooperation as a way of life

Aims:

- To make a random group work as a team
- To learn from the games and experiences
- To trust each other and not to underestimate the power of the teamwork
- To bring out their creativity in front of the others

Methods:

1. Ice-breaking games
2. I am and I do;
3. Toilet paper game;
4. First impression;
5. Cat and mouse; (45min., papers, cards, pencil, markers; outdoor)
6. Energizer and trust games
7. Riding horse
8. Balloon game
9. Build a machine
10. Creative pencil (45min., balloons, ropes; outdoor)
11. Team building games:

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TREASURE HUNT:

Write a poem about a nature.

Draw a view from nature(everyone)

Tell one to each other something you know about nature.

Name 4 types of trees

Translate “animal” in every single language you know

Find other things in nature that starts with the letters of “nature”

Try to imitate birds that you hear

Make a crown by flowers.

Collect some different opinions from random people about the environment around us

Imagine how would you feel if you were an animal at least for a day.

Time: 3h with the breaks out

Explanations:

I am and I do:

that’s a game to know each other. Someone should start saying “I am (name) and I do (specific thing about himself). And everyone have to do the same.



Toilet paper game:

everyone take a piece of toilet paper. After that they have to say something about them as long as they roll the paper.



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First impression:

is kind of ice - breaking game in which the group can easily connect between each other with telling the first impression they got about the person that they choose from the box (in the box will be the names of the all participants)



Balloon game

is an energizer in which everybody have to attach the rope to the neckle which is conected with baloon and they have to blow the baloons to the others but keeping your own baloon alive.

Creative pencil:

is a game in which the participants have to be separate in more groups and each group have to draw something that they will choose with one pencil. The pencil is conected with rope for each person and they together have to draw only holding the rope with one hand.



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Riding horse:

this is a game in which the participants are sitting in a circle. There is a leader who is telling them what should they do. They can go on the road, in the mud, pass the fans, his wife children etc.



Building machine.

The game is about being connected to each other and work as a team. There is a person who starts the game, s/he makes some movement and sound, the next person should attach to the first person with different movement and sound and so on. At the end all of them are going to look as a machine.

Treasure Hunt:

the purpose of this game is to create a team. The animators will hide some pieces of paper (with tasks) somewhere they can be easily found. After that, participants have to search the clues to find them. Also participants should work as a team to complete every task. When they finally find the last clue, they also find “the treasure”.



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Scenario IV

Animation activities for kids (4-6 years)

Authors:
Veronika Pokorná
Katarina Jenčíková

TOPIC: WORLD AROUND US

Group size: 16 kids

WHAT EVERYTHING IS FLYING

AIMS: Development of fine and gross motor skills
development of fantasy
Extending vocabulary
Self-awareness and surroundings
Cooperation

MATERIALS:

String, big paper, pencils, markers, pastels, sticky tape, book of fairytales (about everything is flying), big paper flowers (blue, red, yellow, orange, purple, pink), small colors papers (pieces), straws, music (Butterfly waltz; children's music about something is flying), color papers, glue, scissors, moving eyes, pet-caps (a lot of), pegs.

GAME - Name's game – spider web

We are sitting in a circle. Trainer has a string in his hand, he holds its end and rest of string is sends to another child. He is holding this string till the end. The child catches the rest of string and holds it one hand and second one hand sends the string to another. The child is also holding the string till the end. We are continue like this until everybody has part of string. We let guess kids what it could be, what we are holding...-> we have spider web (Its good, because all of us are connect together). The sending string we can complete by saying name aloud). Then we play on spiders. Trainer shows on one person, which became spider and that person pass the spider web on the other side. Before he will do it, he says the name next spider, who is going to change him. One passes spider web and changes place with another.

We can do it harder and lift the spider web or have two spiders in the same time.

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GAME - Spider's chase

We are keeping the topic of spiders. Everybody knows spiders eats flies. Now, children are flies and between is one (or two) spider, which wants to catch all the flies. Who is caught, stays in that place. The no-caught fly can save caught fly that it will run around caught fly twice.

Brainstorming – What everything is flying

We have a big paper where it is written: What everything is flying. Trainer talking with children about it. We will find it's not just flies, insects animals...Then children draw what they think its flying. Then we put this big paper in a visible place.

Fairytales about something what is flying

We read the fairytale (letadélko Káně – czech fairytale about small plane) and sometimes we omit some word in text (but logical to complete) and say „BAM“ instead of it or different signal and children will try to complement it.

GAME – Butterflies

We are turning into beautiful butterflies. Children have a straws like butterflies have suckers. On the floor are paper flowers, for example 6, but everyone has different color. We have small paper pieces of these 6 different colors. Children take a piece of paper but just by straw (butterflies don't have hand neither) and take it to the flower of the same color. After that we have the same pieces and flowers of one color together.

Than we are talking about pollinating flowers. So we figure out together we need mix all color pieces to each flowers, just with straws of course.

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Singing

For beginning vocal exercises, sing a song (about something what is flying – Czech Cesta do Afriky), we are improving by use some instruments and finally we have little dance on this song

Walking out

We can visit some the bird world or breeders of birds or beekeeper ->just to be on the air and see something real one.

Fairytales, table games, calm down activities

Manufacturing – Birds in nest

First part – we are starting with nests. Children on one paper draws nest - outline. They pluck the second paper into pieces. Then they glues these pieces to the outline nest.

Second part – we are making birds, to put them in nest. Children on one paper draws color birds and cut it by scissors. Finally, they stick a bird in a nest.

GAME – Birds and cat

In the middle of the place where we are playing are a lot of pet – caps, which is seeds for birds. Children are birds and everyone have pegs in their hands like beaks. They want to have the as much seeds, as they can. But they can catch only one seed from the beak and take it to the nest – only by beaks. But in the place is also a cat (trainer or child). And cat want to catch as many birds as it can. Who is caught, must take the pet-cap and return it to the nest. Then the caught bird can return to the game and continue with taking seeds from the nest.

Evaluation by Brainstorming

At the end of the program we are going back to the drawn paper, and we are talking about what from that we met this day...

„ANIMATE YOUR FUTURE” – ANIMATION AND PLAY PEDAGOGY**Authors of publication:****Participants of training course “Animate your future!”****Redaction:****Igor Lisin
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