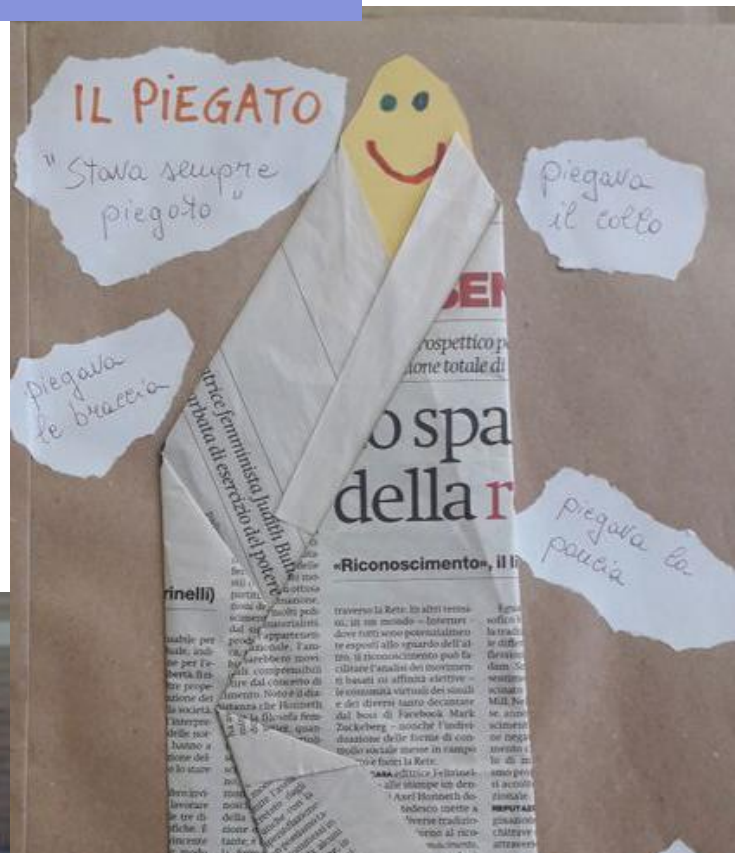


The 5 Misfits



The 5 misfits

An idea from:

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Age: 3-5 years

Keywords: #storytelling #bodyandmovement #images #bookcreator

Key question: *How can we make the characters of a book become the driver for self-esteem and participation using digital and analogical expression techniques?*

General objectives:

- Enhance communication channels, verbal and non-verbal
 - Fostering self-esteem and participation
 - Increasing attention and listening skills
 - Improving basic motor patterns and coordination
 - Valuing the particular aspects of each pupil's personality
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Time: 7 activities with the children of 40 minutes each for a total of about 5h.

Materials

At school	At Home
<ul style="list-style-type: none"> ● Illustrated books (The 5 Malfatti by Beatrice Alemagna) ● digital books, ● footage, ● theatre/shadow theatre, ● easy consumables (paper, cardboard, tempera, markers, etc.) ● scissors, ● glue, ● recovered/recycled materials. 	<ul style="list-style-type: none"> ● Computer/phone/tablet ● Audiobooks, ● paper, ● cardboard, ● scissors, ● glue, ● recovered material, ● colours, ● temperas, ● markers.

Software/ Apps:

Padlet	Book Creator	iMovie	Chatter Pix
<p>Objective: Virtual wall where images, videos, texts, drawings can be shared.</p> <p>Media: Computer; smartphone; tablet</p> <p>Link: www.padlet.com</p> <p>Alternatives Mural</p>	<p>Objective: Creating digital books</p> <p>Media: Computer; smartphone; tablet</p> <p>Link: https://bookcreator.com</p> <p>Alternatives Canva</p>	<p>Objective: Audio/video editing</p> <p>Media: Computer; smartphone; tablet</p> <p>Link: https://www.apple.com/it/imovie/</p> <p>Alternatives VN, CapCut, InShot, windows photos tool</p>	<p>Objective: Creating characters that speak by moving</p> <p>Media: smartphone</p> <p>Link: Android, IOS</p>

Short Presentation

Starting with the illustrated book "The 5 Misfits" by Beatrice Alemagna (also available in English, French and Portuguese), children take an artistic and emotional journey in which they discover that people's flaws are also what makes them special. At home with their parents, the children listen to the story, create their own misfits using simple materials, bring them "to life" with a simple app and invent a different ending for the story. At school, the children transform themselves into the characters in the story through a series of psychomotor and theatre experiences. The stories invented by the children and all their experiments will be collected to create an ebook.

Step by Step

Step 1

At
school

The educators introduce the children to the book "The 5 Misfits" by Beatrice Alemagna (available in Italian, French, Portuguese (Brazil), Spanish, Korean, English, Polish, Swedish, Chinese) and facilitate a group discussion/reflection by questions such as:

- Who is your favourite evil-doer? Why?
- Why do you think they are called Malfatti?
- How do the Misfits feel when the new character arrives?

Guided by the educators and in time to music, the children play at reproducing the movements of the various characters in the story.



For distance learning

The educators send a video reading of the book (or a video in which they themselves read the book showing the pictures) so that families can enjoy the story at the time that better fits them.

Step 2

At
home

Educators send parents a video reading of the book or an audio so that the children can listen to the story again in the company of the family. They also send a request to download the app Chatter Pix, to try it and play freely.

The children, with the parents, create their own misfit "marionette" using paper, cardboard or recycled material. The next task is to think of a name of the character and characteristics. With the app Chatter Pix the marionette can then be "brought to life" and present itself. The final products are sent to the educators, or uploaded in the common padlet. The character created in the family will be brought to school.

Step 3

At
school

Back in class children repeat the "hometask" and create other marionettes at school, in small groups. In the meanwhile the educators build a small "shadow theatre" with a recycled cardboard box ([how to](#)). When the Theatre and the marionettes are ready the shadow theatre can start:.



For distance learning

Educators share a video tutorial inviting parents to create together with their children a small shadow theatre at home using a shoebox, backing paper and the torch of the smartphone as a light source. And with the formerly created marionettes to play inventing new stories.

Step 4

At

The children, with the help of their families, think of a message they would like to send to one of the Misfits. Using Padlet they record and send an audio message to the chosen character.

home

Step 5

At
school

Having listened to the audios uploaded by the children, the educators prepare audio messages in which they respond to the children's messages, using Chatter Pix and making the figure respond by itself. In circle time, the children listen to the Misfits responses to the children's messages.

Guided by the educators and in time to music, the children play at reproducing the movements of the various characters in the story.



For distance learning

The educators send a musical video message in which they invite children and families to move in time with the music, trying to reproduce the movements of the characters in the story.

Step 6

At
home

The parents together with the children hypothesise an alternative ending for the story and represent it graphically. The drawings and the story of the alternative ending are photographed and sent to the educators.

Step 7

At
school

The educators create a digital book with the app book creator that collects the documentation of the experiences realised and the alternative endings invented with the parents, which are then projected in class.

For distance learning

Go directly to the conclusion.

Conclusion

Presence	Virtual
<p>Parents are invited to experience the character movement workshop in the classroom with the children. At the end of the workshop they will receive the QR Code linked to the digital book.</p>	<p>The digital books created by the children will each be linked to a QR Codes. The educators collect all the QR codes in a padlet to share with families.</p>

