

Fantasy out there!



Through the classroom window, you can see the sky, but if you stick a plastic sheet on it with drawn dinosaurs, superheroes or UFOs, it will look like a bygone era, a comic book come true or an alien invasion! Turn the classroom window view into a Jurassic Park jeep window, a panoramic view of Stark Tower or a Space Invaders game level!

No printable resource needed.

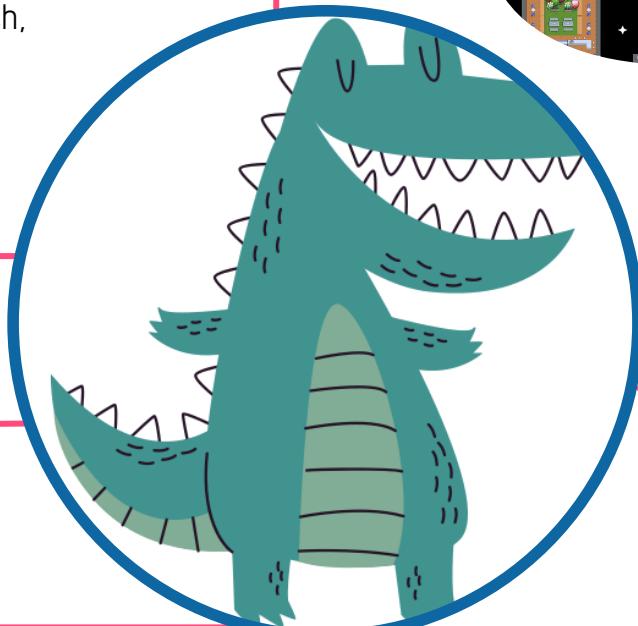
Additional material needed:
transparent plastic sheets, clear double-sided tape, glycerine paint (oil-based) in the form of a felt-tip pen (posca type) or with a brush, scissors, watch

Territory 4 - The Fantastic Factory



Total duration: 60 min.

Player count: 2 - 12



Linked SDGs



Learning objectives



Imagining, realising



Being sensitive to questions of art



Understanding the relationship between object and space



Implementing an artistic project



Developing my spirit of autonomy, cooperation and responsibility - Cooperating and sharing

Game modalities

8 - 12 years old

Indoor

In the classroom

Work in group

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Pedagogical interest and topics targeted

Create and Remember a story: Together children create and give shape to a fantastic story, their creativity, imagination, memory and cooperation.

Storytelling is an effective tool for children's learning and development. According to recent research, storytelling creates empathy in children, fosters their brain development and lays the groundwork for the development of social, communication and interpersonal skills. Introducing them into the world of story-telling their creative thinking and problem-solving abilities are encouraged. It gives way to their imagination, develops language and emotions, and strengthens relationships. Fantasy out there is played in teams where children have the opportunity to cooperate and create together fantastic stories. It simultaneously develops their teamwork and communication skills and introduces them to the creative process.

Aesthetic decoration: brings a decorative trait to the classroom, visible through the glass from inside and outside.

Fantasy out there contributes to educating children in community service by being involved in activities such as decorating the school environment. It demonstrates to children the artistic process and develops their aesthetic sense in design.

Understand the process of creating an attraction, playing with perspectives and making unplugged augmented reality: Fostering imagination and logic in children allows them to create original scenes and photographs.

Augmented reality is an indispensable trait of today's digital world and the way modern society interprets information. Augmented reality (AR) is an experience where designers enhance parts of users' physical world with computer-generated input. Augmented reality supports children's learning through demonstrating features of the studied objects in nearly real-life conditions, e.g. natural events, the universe, etc. It is an attractive career path. In Fantasy out there, children receive their first impression of what augmented reality can be and how it impacts others.





Game rules

Game narrative: The goal of this game is to allow children to do what they are not meant to: draw on the classroom glass! Fantasy out there! is a cooperative game where players draw and create a story together.

Role of the teacher and game organisation: We will call the children, **players**, and the adult in charge, a **gamemaster**. While the players take turns, it is the gamemaster who decides on the order of taking turns and the length of the game phases.

Game rules: Each turn is made of three consecutive phases:

- **artistic creation** phase
- **composition** phase
- **tale** phase

A game stops after an hour at the most, or when all players have been storytellers at least once during the tale phase. The game could also be played during several days, weeks and even months, resuming the tales from where they stopped the last time.





Game rounds

Round 1 - Artistic Creation Phase

During this phase, all players draw, paint, or create together everything that they want/imagine on a transparent sheet. This phase has fixed and known for everybody duration,

Round 2 - Composition Phase

During the composition phase, all players take turns to add their work to the collective art piece, by taping it close to the others on the classroom glass. This can be done with double-sided adhesive tape.

If it is often possible for a player to keep their first story idea, it is still necessary to rethink to combine those of the other players to have a story of the scene made by all the images.

Players may decide to superimpose the sheets, with their transparency allowing them to change the scene. The sheets can also be cut into several parts before integrating them into the scene to better match the player's vision.

Round 3 - Tale Phase

During the tale phase, all players take turns as storytellers in the order from the composition phase.

This is when the tale become alive little by little. It is repeated from the beginning every time by each storyteller, who then adds their narrative at the end to contribute to its final version. The added narrative could be in the form of a single word or a short sentence.

If a player doesn't remember the whole story, they could be supported by the other players or the gamemaster.



Going further



Topic 1 - Storytelling skills

To further develop skills in storytelling you may wish to refer to other Unplugged games, among which: *Brainstorming, The Perfect City, Pop-up city of the Future, etc.*

To read more about the importance of developing storytelling skills you may see the following resource:
<https://www.playskipy.com/blog/art-of-storytelling-for-kids/>



Topic 2 - Aesthetic sense

To further develop aesthetic sense and creativity you may wish to refer to other Unplugged games, among which: *The Perfect City, Pop-up city of the Future, etc.*

To read more about the importance of developing aesthetic sense you may see:

- <https://bit.ly/3LWBsmq>
- https://www.scirp.org/html/2-6302236_51211.htm



Topic 3 - Augmented reality

To learn more about the benefits of using augmented reality in learning you may refer to:
<https://saferkidsonline.eset.com/uk/article/get-to-know-augmented-reality>

