

Subject of the class scenario:

A meeting with a story – create your own story.

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Time of performance: 60 – 90 mins

Participants: children aged 7 – 12

Place: Alfons Karny Museum of Sculpture

General goal: development of literary interest in participants.

Specific goals:

Cognitive goals

- The participants know who Alfons Karny, Nicolaus Copernicus, Fryderyk Chopin were.
- The participants know how a story is built.

Training goals

- The participants practice listening/reading comprehension.
- The participants develop their imagination.

Didactic goals

- Participants get accustomed to the museum space – the museum becomes a friendly place to them.
- The participants are able to work in a group.
- The participants are able to speak their mind and listen to other people's opinions.
- The participants respect other people's work and appreciate their ideas.

Methods of work:

- mini-lecture,
- mind map;
- work with a text;
- work with worksheets.

Forms of work:

- group;
- collective.

Teaching aids:

- text *Friendship for Life and Death* – included in *Tales from the Museum* by E. Ślącza-Poskrobko and M. Sianko (the book including this text is available as a hard copy at the Alfons Karny Museum of Sculpture and as an audiobook on: www.sztukabezgranic.muzeum.bialystok.pl);
- worksheets;

- blackboard/Bristol paper;
- A4 sheets of paper, marker pens;
- scissors.

Course of the class:

1. The educator greets the children at the museum. He/she gives a brief profile of Alfons Karny.
2. The participants listen to the story Friendship for Life and Death, written by their peers, which is set at the Alfons Karny Museum of Sculpture. On the basis of the heard story, the educator and the children prepare a mind map for the word story. He/she brings up such aspects as: introduction, development, ending, characters, setting, main plot, subplots. The children search for portraits of the heroes of the story (Frederic Chopin, Nicolaus Copernicus) among the sculptures at the museum hall. The educator asks who these people were.
3. The participants form teams of several children each. They receive paper sheets and marker pens. The educator tells the children that a rhyme repeats through the *Tales from the Museum*:

*The magical hour has stricken,
The sculpture family awakens.
Those who slept during the day
Will by night have much to say.*

The team's task is to write down as many answer variants as possible to the question what would happen if the sculptures at the museum came to life. The group that gives most different answers wins. A special prize may be granted to the team that gives the most interesting and most original proposal.

4. The participants remain in their groups. Each team cuts out three sets of cards and spreads them face down. Group members draw two cards each. The group's task is to arrange a story from the drawn cards. Each group must have a designated person to write down the emerging story. Every team reads its story aloud.

