

<http://digilit.weltgewandt-ev.de>

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|---------------------------|---|
| <b>Activity title</b>     | <b>Approaches to digitalisation</b>   |
| Overview                  | Exercise based on free theatre methods  |
| Objectives                | <ul style="list-style-type: none"><li>- Playful mind-opening towards a topic; participants bring their own thoughts and perceptions of digitalisation in and transform them a (body) shape,</li><li>- Sensitising to body language,</li><li>- Group building by fostering an exchange among the participants and creating a context in which participants experience belonging,</li><li>- Overcoming fear to play scenes/theatre.</li></ul>   |
| Materials                 | -Paper, pens; space for group work  |
| Time                      | 1,5-2 hours depending on the group size   |
| Group size                | 4-20 persons  |
| Instructions for trainers | <p><b>Brainstorming:</b> What does digitalisation mean? Aspects of the term (15 min.)</p> <p><b>Fresh-ups</b> to get into theatre work (see Games and Exercises) .</p> <p><b>Statue theatre:</b></p> <ol style="list-style-type: none"><li>1. Explain that we are creating a museum resp. its 'objects' related to an issue.</li><li>2. Invite participants to build pairs.</li><li>3. After participants have created the sculpture, invite them to agree on a title.</li><li>4. Invite the participants to put the title next to the food of the sculpture.</li><li>5. When all pairs finished, invite the „sculptors“ getting out of the room.</li><li>6. After a while, the group comes back to the room. They are now visitors of a museum. Each person presents an 'object'. Depending on the time, the trainer asks the other visitors about their perceptions, interpretations, questions, etc. in terms of the object.</li><li>7. Moderating the discussion.</li></ol> |
| Debriefing and evaluation | What aspects of digitalisation did you get to know? What questions do you have now? How was it creating body shapes? How was it 'being created'?  |
| Tips for trainers         | <ol style="list-style-type: none"><li>1. All people can be actors. One idea of the Theatre of the Oppressed is to overcome the distinction between actors and the (passive, consuming) audience.</li><li>2. What participants do is based on their free decision. If anyone avoids taking part in an exercise, it is o.k. All is voluntarily.</li><li>3. Making mistakes is o.k.! :-)</li></ol>   |

*Challenges that might occur:* .

In this exercise participants work with the body of another person



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resp. allow a 'sculptor' shaping the own one. All should already have got to know each other at least through fresh-up exercises. The trainer invites all making the sculptures with respect to the person.

Remark:

This kind of role-playing represents an attempt that was made to create the Theatre of the Oppressed (Augusto Boal, 1931-2009) by giving the audience the means of production rather than the finished artistic product. Theatre or role-playing is a common process which includes everyone (who want this). Instead of listening/just consuming reflects the result (the theatre piece) a collaboration of actors and non-actors. In this regard, theatre is a laboratory of democracy.

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|---------------------------|---|
| <b>Activity title</b>     | <b>History of digitalisation</b>  |
| Overview                  | Exercise based on free theatre methods  |
| Objectives                | <ul style="list-style-type: none"><li>- Playful mind-opening towards the topic digitalisation and its history,</li><li>- Practising reading and understanding a text (as native speaker or as learner of a foreign language),</li><li>- Fostering the capacity to act,</li><li>- Group building by promoting an exchange among the participants and creating a context in which participants experience belonging,</li><li>- Overcoming fear to play scenes/theatre.</li></ul>  |
| Materials                 | <ul style="list-style-type: none"><li>- Newspaper/blog articles, speeches, poems, reports, books, the Declaration of Human Rights, the constitution of a country, etc.</li><li>- Space for group work, scene (self-created)</li></ul>   |
| Time                      | 2-3 hours depending on the group size   |
| Group size                | 10-20 persons or more   |
| Instructions for trainers | <p><b>Fresh-ups</b> to get into theatre work (see Games and Exercises)</p> <p><b>Newspaper theatre:</b></p> <ol style="list-style-type: none"><li>1. provide texts,</li><li>2. participants (p.) chose texts on the history of digitalisation they want to work with,</li><li>3. p. come together in smaller groups,</li><li>4. p. read the texts in different ways, e.g.:<ul style="list-style-type: none"><li>- simple reading: without any comment,</li><li>- connected reading: different articles which build up a contrast or contraction,</li><li>- rhythmical reading: like a tango, a waltz or a march or ...,</li></ul></li><li>5. the small groups agree on a common topic which raises main interest of the article/text,</li><li>6. p. create scenes on this topic,</li><li>7. p. play the scene to the whole group,</li><li>8. discussion: what did the audience see? What came in their mind regarding the topic? Own experiences?</li></ol> |
| Debriefing and evaluation | What about your perception of the topic? How was it to read the texts in the different ways? What did p. feel?  |
| Tips for trainers         | Newspaper theatre is quite simple – in its basic form – and can easily be adopted in various educational contexts. This kind of role-playing represents the first attempt that was made to create the Theatre of the Oppressed (Augusto Boal, 1931-2009) by giving the audience the means of production rather than the finished artistic product. Theatre or role-playing is a common process which includes everyone (who want this). Instead of listening/just consuming reflects the result (the piece) a collaboration of actors and non-actors. In this regard, theatre is a laboratory of democracy.   |



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