

**EXAMPLE N. 3****FRIENDS IN THE WOODS**

- The presented play-workshop activity finalised the development of the concepts of respect for others and of friendships.

The starting point is represented as a fairy-tale in which the protagonists are, preferably, animals.

A floor goose-game, made with natural materials, is born from the story. The children have an active role throughout the “journey”. On one side, they imitate the characters; the rules of the game, on the other side, offer parents and teachers useful suggestions to improve the interaction of the children among themselves and the interaction between children and adults by talking, telling stories, laughing and imitating.

- **Times:** a minimum of eight meetings each lasting two hours

AIMS	CONTENTS	MATERIALS/METHODOLOGY
<ol style="list-style-type: none"> <li>1. To stimulate democratic cohabitation to respect and accept others.</li> <li>2. To develop socialisation and integration between different cultures.</li> <li>3. To facilitate interaction though active, expressive and manipulative play activities.</li> </ol>	<ol style="list-style-type: none"> <li>1. The story  <p>The game is based on the story of different animals who live in the woods and are not always aware of each other’s presence.</p> <p>The pheasant thinks he is the master of the woods so, every time he is out walking and meets other animals, he wants to let out a cry: “GO AWAY, GO AWAY FROM MY WOODS”, so all the animals ask themselves why they must go away considering that no-one bothers another. For example, the pheasant wants to drive the mole away from the woods but he makes himself understood that he does not bother anyone because he lives underground, the same being the case of the fox who does not steal the food of others because, even if they live together in the same habitat, they eat different things, and, the same is said of the other</p> </li> </ol>	<p><b>Materials</b></p> <p>The materials used are always salvage and natural materials thus giving maximum credibility to the game from the environmental and informative points of view for the child.</p> <ul style="list-style-type: none"> <li>• Rigid cardboard for the squares.</li> <li>• Thin Bristol cardboard of different colours.</li> <li>• Sand from the sea and rivers.</li> <li>• Earth and soil.</li> <li>• Dry leaves from different plants</li> <li>• White chalk</li> <li>• Liquid glue and water</li> <li>• Paints</li> <li>• Tissue paper</li> <li>• Wax crayons</li> <li>• Coloured chalk</li> </ul>

animals.

Finally, the pheasant meets the woodcutter, who is building a small hut, and also shouts at him: GO AWAY, GO AWAY FROM MY WOODS"; the woodcutter explains that he must not be afraid because he would never hurt him or any of the other animals.

So, all the animals and the woodcutter live happily together in the woods respecting each other and becoming friends.

## 2.The game

Throw a dice and start from a chosen square, which represents one of the four seasons (sprinkled with powdered chalk mixed with water).

a) The squares are placed in order (numbered on the back).

b) Then the squares with designs of the four seasons (sprinkled with powdered chalk mixed with water) are positioned as desired, as are the joker/forfeit squares (green). The teacher chooses a forfeit because this square has two windows, one of which represents the sea, a different habitat.

c) The game finishes on the biggest square (the woods).

- The game starts on a square with one of the four seasons (sprinkled with powdered chalk mixed with water); the children, who will be the "counters" of the game, form a line one behind the other. (2 - 6 players is recommended).

- Crepe paper
- Seeds (beans, lentils, peas ...)
- Package paper
- Cloth

## Methodology

1. Reading the chosen story.
2. Group discussion to characterise the personalities, places ...
3. Planning the game and individual squares.
4. Choosing the materials to use (preferably natural and re-cycled materials).
5. Dividing the children into small groups and allocating the squares to be created.
6. To freely create the squares: simple, bi-dimensional, the pop-up technique ... (to number the squares on the back in progressive order depending on the plot of the story).
7. Arranging the squares on the floor in numerical order (in circles, in line , and zig-zag ...)

- The game is played with a dice which has the following on each side:

The colour blue, the colour red, the colour green, F = Forward, B = Back, and a pheasant.

- The dice is thrown and when it shows:

Green (go to the green square)

Blue (go to the blue square)

Red (go to the red square)

F (go forward one square)

B (go back one square)

Pheasant (miss one turn)

- When you arrive at a square of the woods, you can open the window and ask the child which animal is represented.

At this point, the player and all the other children form a circle (if it is decided that the course is circular), do the movement or sound of the animal represented (e.g. flap the wings, cheep cheep, cra cra .....).

- Pheasant: move the arms as if flying and shout: "go away, go away from my woods".
- Hedgehog: open hands on the head and move the fingers upwards.
- Fox: mime a long tail.
- Mole: dig.
- Ants: form a train altogether.
- Hare: leap.

- Owl: make big eyes and the sound.
- Woodcutter: mime the action of cutting wood and shout "chop, chop".

The game proceeds until all the squares have been cleared (penultimate).

At the end, the winning player opens the last square which represents the woods in which all the animals met during the game are found reunited. They take the hands of all the children and form a circle.