

IO2.B – GUIDELINES TO PRODUCE THE STORY'S PLOT AND DIDACTICAL TOOLKIT

The Toolkit will provide preschool teachers and pupils families with innovative, media based tools to be used with children to make them autonomously learn about different traditional tales, start to face diversity of cultures, and interpret the story and describe them through creativity i.e. drawings, collages etc. and promote cognitive and non-cognitive social skills among the children through the discovery and presentation of traditional tales through images, pictures, photos and videos.

Project partners experts, in cooperation with preschool teachers of the participating kindergartens will work on 2 traditional tales selecting them among the one presented by the pupils' families 1 being linked to the local area and 1 representing another culture/ethnic/religious group.

The project partners' experts will adapt the Tale plot, create didactical contents and collect images, photos, sounds, videos to be used by pre-school teachers with children.

The collection of the visual sources will be used both to produce billboards to be shown in the classrooms and through their digital version to be stored in the website so to be used as further teaching/learning resources.

Title of the Tale	The Boboli Gardens
Country	<input checked="" type="checkbox"/> Italy <input type="checkbox"/> Lithuania <input type="checkbox"/> Spain <input type="checkbox"/> Romania
Tale typology	<input checked="" type="checkbox"/> Local traditions <input type="checkbox"/> Intercultural traditions
Tale summary	<p><i>In this tale the main character is the children's fantasy. The children's fantasy is intertwined with the Boboli Garden's sculptures.</i></p> <p><i>The Boboli Garden is a park in Florence which is the home to a collection of sculptures.</i></p> <p><i>Gigo is a very curious and impatient child. He lives a special adventure in the Boboli Garden.</i></p> <p><i>Gigo gets lost in the garden and here he finds a guitar. When he sees the guitar, his grandfather's words come into his mind : "with the help of good music, you are never alone". He plays the guitar and he falls asleep. Immediately after the statues become alive: magical girls begin to dance, a fat and naked man is sitting on a turtle, a horse with its knight is riding out of the pool, Ocean and Neptune are vying for the sea sceptre; a flying horse takes the child away.</i></p> <p><i>Gigo gets to know the world of dreams.</i></p>
Educational potential	We have chosen this story because it is set in a garden where a tangle of branches represents the meeting point of different cultures. Fantasy brings children to new knowledge, experiences, emotions and a fantastic trip.

Tale adaptation	<p>The story was adapted to the needs of the class; the guitar is an instrument that helps the children to develop an interest into music listening.</p> <ul style="list-style-type: none"> • Graphic and pictorial activities with music (“Giochi Proibiti”); • Making of a garden scale-model inside a guitar.
Media Sources	We used slides with garden pictures and YouTube to listen to music.
Main Characters	<p><i>The main character is Gigo. He is a curious and dynamic child. Other main characters are the statues in the garden: some of them are mythological characters, others are ancient characters.</i></p> <ul style="list-style-type: none"> • <i>To make a book in 3D without pages;</i> • <i>Motor games to identify the characters in the story.</i>
Media Sources	https://it.m.wikipedia.org>wiki>giardinodiboboli

Characters habits and behaviours	<p>Gigo: <i>he is a very curious child.</i></p> <p>Statues at the entrance: <i>they always laugh and they are silly;</i></p> <p>Perseus: <i>he is brave;</i></p> <p>Pegaso: <i>he is very susceptible</i></p> <p>Ocean: <i>he is sleepy and capricious. He is always fighting with Neptun;</i></p> <p>Neptun: <i>He is very nervous. Neptune strucks the ground with his trident in order to spring forth water from the land. He is always fighting with Ocean;</i></p> <p>Braccio di Bartolo: <i>he is likeable, he was a court jester of the Medici family.</i></p> <p><i>To make an identity card of the tale characters.</i></p>
Media Sources	<p>We made a Power point with the pictures of the statues and the related graphic representations made by children.</p> <p>Children have learned to identify feelings and play with them.</p>

Contextualisation	<p>The story is set in the Boboli Garden, an historical park in Florence. In the park we can see grottos, fountains, garden temples, little ponds and a collection of sculptures dating back to old times (from the Ancient Romans to the 20th century)</p> <ul style="list-style-type: none"> ● Graphical activity on computer by using the programme Paint; ● To make a book that describes the gardens in the different seasons. ● To make a garden inside the box; ● To make a boardgame "Snakes and Ladders. <p>This activity gives children a chance to get to know numbers.</p>
Media Sources	<p>https://it.m.wikipedia.org>wiki>giardinodiboboli</p>

*To be decided how to make the information available on the Portal.
The descriptive texts will be translated and made available through different .pdf version*