

## 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	<b>PAGAR A TANTO HALDO</b>
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	Jacopo is a boy who lives in Pistoia. Jacopo was very sly. Every time he went to the market in order to buy horses and cows, he used to say that he would have paid if it had been hot. So Jacopo used to wear that red mantle in summer too pretending it was cold.
Educational potential	Teachers have chosen this tale because Jacopo is the Saint Patron of Pistoia and every year in July children can see ceremonies in honor of Saint Jacopo (The Clothing of St. Jacopo with fire fighters in the Cathedral, Giostra dell'orso,..). This story helps children to understand the typical local traditions.
Tale adaptation	Teachers have used Kamishibai to tell the story, children have made papier-mache horses and then teachers have used that stuff in physical paths. Children built a model of Giostra dell'orso by using recycled materials. In the classroom teachers made a medieval feast so children could taste old traditional dishes.
Media Sources	Teachers use LIM to show pictures of Pistoia and You tube to watch videos about Giostra dell'orso. <a href="https://www.youtube.com/watch?v=XcBTaiiXfjE">https://www.youtube.com/watch?v=XcBTaiiXfjE</a>
Main Characters	The main character is Jacopo. Jacopo is a very sly boy because under false pretences he never pays merchants.
Media Sources	<a href="https://www.comune.pistoia.it/6341/i-personaggi-di-pistoia/">https://www.comune.pistoia.it/6341/i-personaggi-di-pistoia/</a>

Characters habits and behaviours	Jacopo is very sly and he is a joker.
Media Sources	Teachers make a video by using children's activities and drawings.
Contextualisation	The story is set in Pistoia. Children get into contact with the Middle Ages through experiences lived inside their classroom. After that children visited some stables in order to take part to educational workshops. Moreover the Mayor of Pistoia invited the children to the Townhall and children gave the Mayor their book about Pistoia.
Media Sources	<a href="https://it.wikipedia.org/wiki/Pistoia">https://it.wikipedia.org/wiki/Pistoia</a>

*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*