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For Ages 10+

Teaching With Movies

Thematic and integrated
learning through the use of
two popular movies.

Written by Leonie Westenberg. © Ready-Ed Publications - 2006

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TEACHERS' NOTES



The units of work contained in this book use a thematic, integrated approach. Much of the work is independent or may be completed in small groups or pairs, alongside or post viewing of the film as a class.

Using movies in the classroom is often a motivating factor for students. It also allows the curriculum to meet the students in their current interests within modern technology.

These units cover the curriculum areas of English, Mathematics, Science, Personal Development, Technology and Design, Social Studies and the Arts standards. The suggested age range is 10+.

A good movie, like a good book, can touch our lives. Film and media form a large part of a child's experiences within today's culture. Students turn to movies for entertainment, comfort and guidance. These units of work extend the students' interest in films, using a multiple intelligences approach and thus catering for a variety of learners, at differing levels of ability.

The activities within each unit provide relevance and context for the students, encouraging them to construct meaning. The activities are planned to integrate knowledge and skills across the curriculum. Various tasks allow for team work and collaboration as well as flexibility and adaptability.

Each unit has worksheets, information, pre- and post-viewing activities, extension learning experiences and research processes.

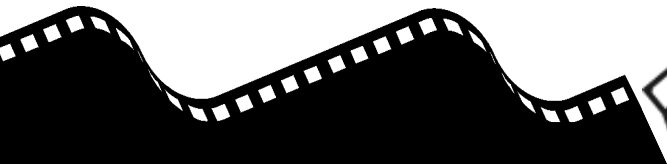
A section of general activity pages has also been included, which can be used for any film of choice – either films in the classroom or films that students have viewed independently. These sheets are multi-use and the same activity sheet may be completed for several different films. The sheets may also be assigned for homework or independent study.

Leonie Westenberg

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Myths, Fairy Tales and Legends

- A **myth** can be described as an old legend. It can also be the story of an imaginary belief.
- A **legend** can be described as an old story that is often repeated.
- A **tale** can be described as a story about imaginary people and events.

1) Think of one tale, myth or legend that you know of. Or, find a book of tales, legends or fairy tales from the library. Write the title below.

2) What is this tale, myth or legend about?

STAR WARS: A NEW HOPE is often described as being a legendary tale, in the style of many old myths and tales. We see the good and bad characters and the triumph of good over evil.

3) Do you think *Star Wars: A New Hope* is a legend, myth or tale?

Why or why not? _____

4) Choose a myth, fairy tale or legend and fill in the chart on page 6. Compare your answers with the answers of others in your group. Are there similarities and differences between your fairy tales, myths and legends?



Myths, Fairy Tales & Legends Chart

- 1) Title of story: _____
- 2) Where did the story come from? (You may have to do some library or Internet research.)

- 3) Hero or heroine/s (good characters):

- 4) Villain (bad character – the main character opposing the hero/heroine):

- 5) Relationship between the good and bad characters:

- 6) What is the main goal or mission of the hero or heroine of the story?

- 7) What has to be overcome in order to reach the solution?

- 8) What is the solution to the obstacle?

- 9) Is there any kind of magic or higher force used in the story? Explain.



Myths Chart for *STAR WARS: A NEW HOPE*

After you have shared your story findings from page 6 with your group, complete the chart below for *Star Wars: A New Hope*.

| | |
|------------------------|--|
| Hero or Heroine/s | |
| Other Villain | |
| Relationship | |
| Mission/ goal/quest | |
| Obstacles | |
| Solutions | |
| Magic? | |