

INTELLECTUAL OUTPUT 1

LINGUISTIC CREATIVITY

4 Creativities Project №2019-1-BG01-KA201-062354







INTRODUCTION

The aim of FCREATIVITIES project is to improve the teachers' abilities to generate a creative education, leading to the creation of students who are able to think, analyze and solve daily problems. We **will develop new linguistic skills** and competencies through the incorporation of new proposals, spaces, methodologies, and resources that will increase the students' ability, creativity and the skills for innovation. These activities will be used **with 10 to 12 years old students**, promoting their motivation and creativity. The activities will be composed for **more than six working activities** which will contain the different activities that we will elaborate with our students.



New life of an old story



Divide the group in small groups depending on the number of all – each subgroup is good to consists of 3-4 people maximum. Each group picks-up one of the favourite fairy tales. Explain that each group should change the already chosen fairy tale. The trainer can choose what to be changed out of the following – the setting but leaving the original heroes; the scenario but leaving the original heroes; the heroes but keeping the original scenario. The trainer may suggest or give different sub-groups the three different options.

After the elaboration of the stories they are presented to the whole group.

This is a group activity which develops creativity, listening and reading comprehension, imagination, creative writing. It can be performed indoor or outdoor. The stories can be written or re-told, depends on the level of the group and the vision of the trainer.

At the end of the activity participants give feedback.







- Develop creative thinking
- 2. Develop imagination
- 3. Develop writing skills



Warm-up (10 minutes)

Core activities (30 minutes);

Presentations (15 minutes);

Feedback – (5 minutes)



If the activity will be performed indoor there sheets of paper and pens/pencils are needed.



Tips

With more advanced participants the activity can be transformed in the following way which actually is the most difficult – to keep everything in the initial story but to change the character of the heroes – for example the good ones to be bad and vice versa, some of the heroes to behave strange in some situations.