edu-LARP scenarios
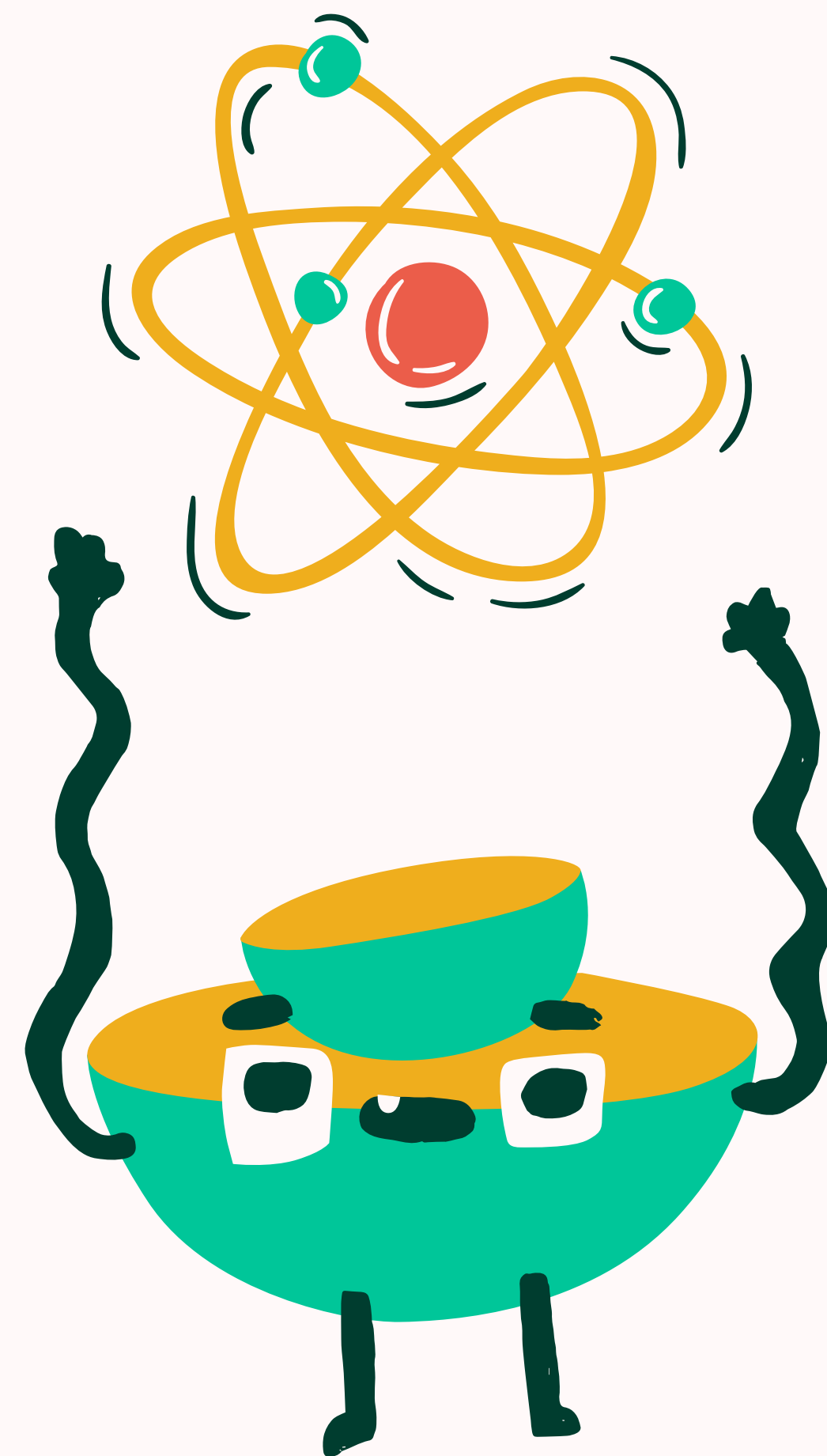
Strategic Partnerships within Erasmus+ Programme

LIFE EDUCATION THEATRE

Fundacja Youth Act
Thalia Teatro

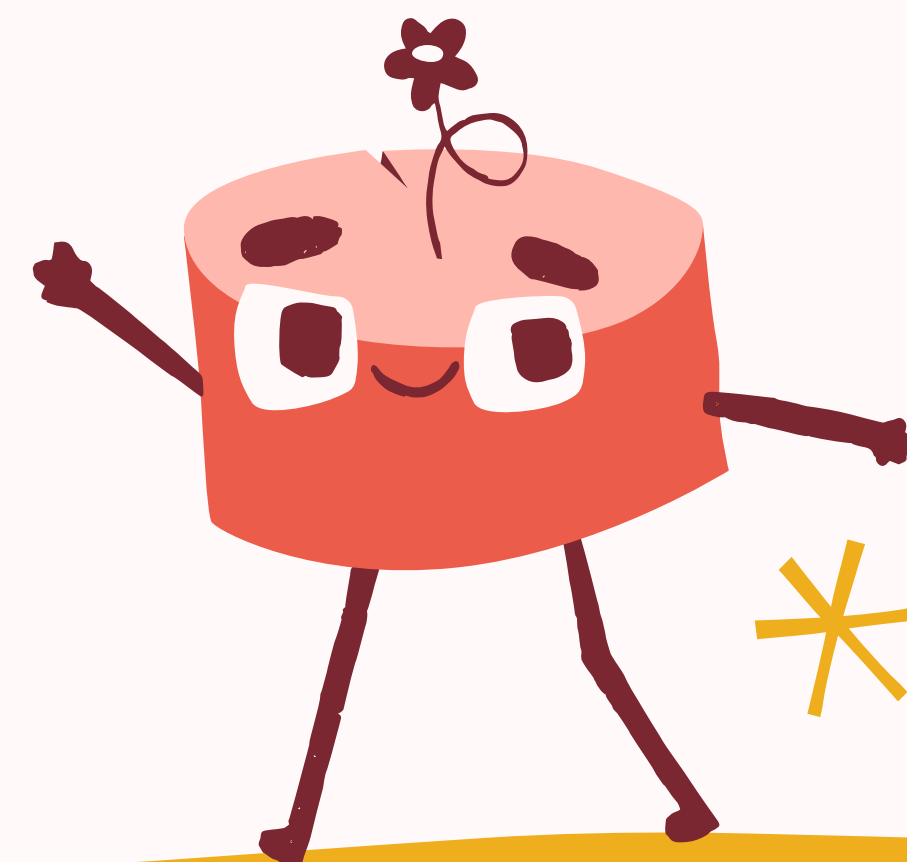KA205 Strategic Partnerships for youth
KA2 Cooperation for innovation

Erasmus+

www.fb.com/LETLARP

"If you were born with the ability to change someone's perspective or emotions, never waste that gift. It is one of the most powerful gifts God can give— the ability to influence."

–Shannon L. Alder

...about the project

The project Life Education Theatre was design to help young people through educating the educators how to guide them for youth empowerment by innovative methods.

The aim of the project is to create educational LARP (Life Action Role Play) tool based on NFE approach for youth empowerment.

Objectives

The main objectives are:

-Development of educational LARP methodology for youth empowerment through combain the NFE methodology as experiential learning, improvisation theatre, british drama, theatre education into one complex educational tool for youth education.

-Decrease radicalism and social exclusion among youth and increase youth awereness of migration issue through 3 educational LARP scenarios.

-Train youth workers and educators how to design and implement educational LARP

-Train youth workers how to use experiental learning, improvisation theatre, british drama, theatre education methodology for youth education.

-Create the publication dedicated to educational LARP which includes manuals for youth educators how to implement educational LARP methodolody for youth empowerment

-Promotion of educational LARP methodology as NFE tools for youth education in non-formal and formal education background
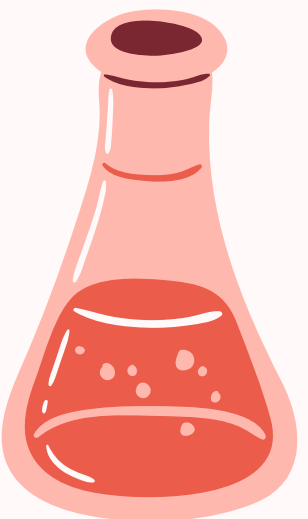
Fundacja Youth Act

Organisation Youth Act was created through passion to non-formal educational tools and methods and believe that this approach could improve local, national and European education system. Youth Act is aiming to promote NFE methods to work with youth in variety of topics like entrepreneurship, employability, soft skills, creativity, human rights, active citizenship. Through methodology of improvisation theatre, drama and coaching we want in sustainable approach influence youths development. We are working with young people to increase their creativity. We believe that by doing different workshops and activities we are helping them to think in a creative and open-minded way, to solve problems and think out of the box, all of them being crucial soft skills in everyday live. We are developing entrepreneurship skills among youth, as they nowadays are struggling with a high unemployment rate across Europe and are therefore in need of improving soft skills like managing, working in a team, creative thinking based on changing disadvantages to advantages, logical thinking and rhetoric presentation skills. We are promoting the programme ERASMUS+ and lifelong learning among young Poles, we are encoraging youth to take their life in hands with support of selfdevelopment activities. We are helping them with going abroad, to open their perspective to make them familiar with NFE. We are working among active participation in international projects by youngsters around Koszalin.

Thalia Teatro

The philosophy of "Thalia Teatro" is based on interactive play with a viewer. Following the principle of Comenius' "Schola ludus – School by play", the theatre offers a unique experience of learning by playing. We believe that it is important to provide educational value during the performance, especially if our audience are children and youths. The meaning of theatre for youngest viewers is to encourage parents to bring children to theatre again, because a theatre is a place where reality and fantasy meets. The theatre is not just a culture it is also way to life. It can be therapy it can be ecology theatre or social theatre. The theatre prepares interactive street, puppets or drama theatre in which children and youth can make a step on a stage and help characters makes them feel like heroes. The next one very important goal: the workshops for children, youth and pedagogues. Leaders involve in workshops moments when participants get own experience to perform, direct, write, animate puppets, make scenography and puppets. There are also workshops for children and youth from socially weak families and handicap people. Theatre is way how to be creative individual and work together on the stage. We try to create the bases of intelligent and tolerant society. Theatre prepares also workshops of improvisation and storytelling for youth and children, cooperates with schools and libraries in Slovakia and abroad.
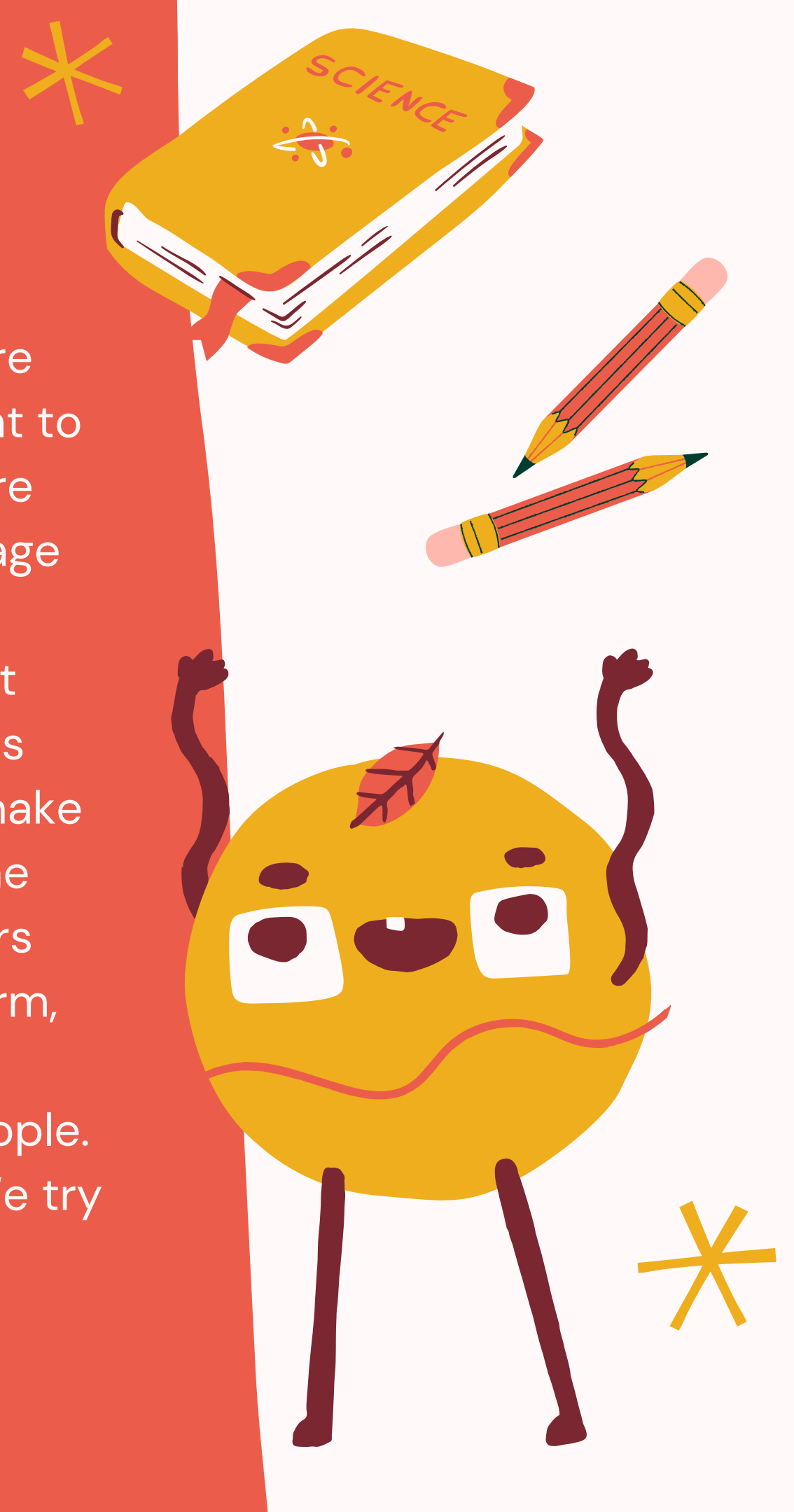
Scenario 2

Mistery forest

Background story

Fantasy world with 3 groups of inhabitants:
a) elfs,
b) dwarfs,
c) humans,
d) NLP: magicians

1. There is a black power killing and destroying groups of inhabitants and their world. Black power appears suddenly and all three groups of inhabitants try to deal with it somehow. Inhabitants know that it's black magic, because it was written in old books, but nobody doesn't know when black power appears in the world.

2. All three groups of inhabitants have the same goal: to save their world

3. There are 4 areas.
– Forest where Elfs live,
– Normal City where Humans live,
– Underground city where Dwarfs live
– Spring.
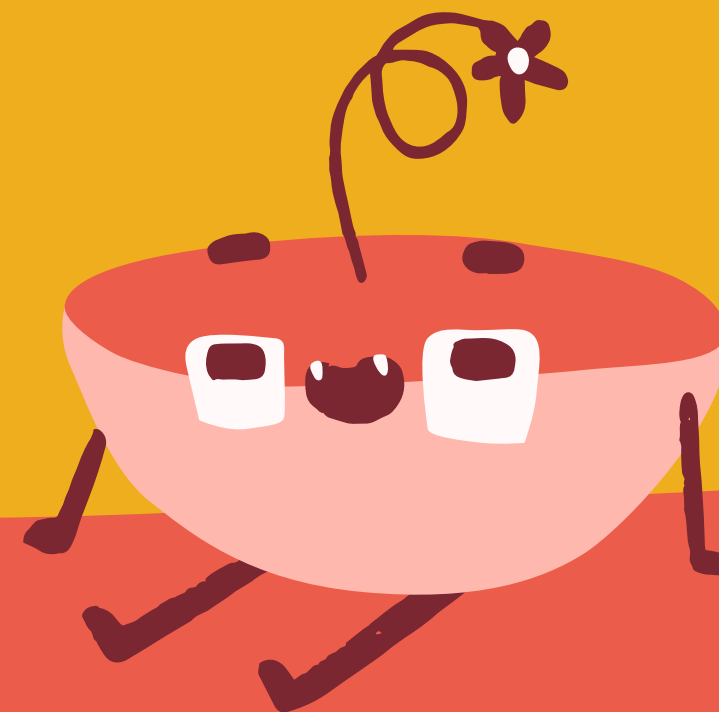
ELFS

- Are powerful
- They can produce herbs and potions from herbs, and sell them to other groups
- They are very old and they possess very ancient knowledge.
- They are connected to Nature.
- They use its sources for their purposes.
- They know how to disappear.
- They lived in their hidden worlds but the black magic destroyed some of their places and killed many Elfs. Now, they are ready for the big fight that will save them.
- They are selfish and want to cooperate only to have more chances to win. They do not want to share their knowledge and magic. They do it very carefully.
- They are not bad but they believe that other races are worse and destroy the world with the violence.
- The Elfs are proud and they do not trust others.

HUMANS (some of them are warewolves)

– They are smart
– They can produce lavender (and sell them to other groups).
– Humans are intelligent and they have learnt how to survive through the difficult times. Others tried to vanish their race as they believed that humans are the mistake of nature.
– They have invented technology and they use it to observe the world (GPS) to find a secret receipt, they have items that help them to communicate.
– They can fight with stones, but they should receive it at first

DWARFS

– They are stronger than human
- They can fight with axes, but they should receive it somehow from human.
- They are sensitive, they use weapons only when they have to or they feel really in danger.
- They live underground. They have complicated a road system. Only they know how to get around there, so it's really difficult to assault their base. Others get lost in their area.
- However, they are very peaceful. They could stay underground and live there without any outside help but they decided to help with saving the world as they have really good hearts.

RULES OF THE LARP

There are three teams – in this case Humans, Elfs, Dwarfs.

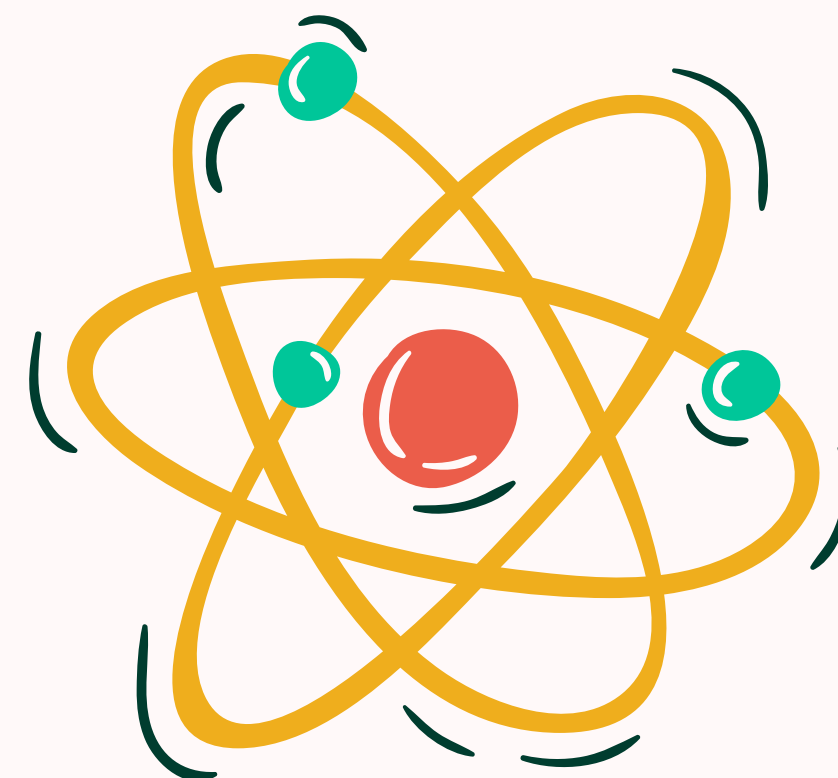The place of game is clearly defined: There is just one spring, and everybody knows where it is.

"Unicorn" – the player puts a hand to his forehead creating a Horn, it means that he is currently out of the game and can go to the toilet, for example.

Only items marked with a tape participate in the game.

ATTACK

1. Safety is the most important thing!
2. "Red is Red" – a password that is spoken by a player when someone violates his space, causes him pain, etc.
3. "YOLO" – the password that the player says when he wants the scene to be played more realistically.
4. "Knock down" – the password spoken by the player, grabbing the opponent's arm. When person behind touch oponent´s shoulder oponent falls down and is knock down.The opponent falls to the ground for 3–5 minutes and during this time the player can take things that the fallen opponent has.
5. "Kidnap" – kidnapping is possible in a 3:1 situation, three people from a one team (kidnappers) can kidnap one person from the opposite team.
6. Tying (Binding) with a rope – we can tie our opponent's arms and / or legs. The opponent cannot free himself, only the other person can free him.
7. "Search" / Stealing – a signal that the two players makes when they decide to search the other person and take his things (2:1 situation). It is also a signal when one person steal when one person from other team is knock down (1:1 situation).
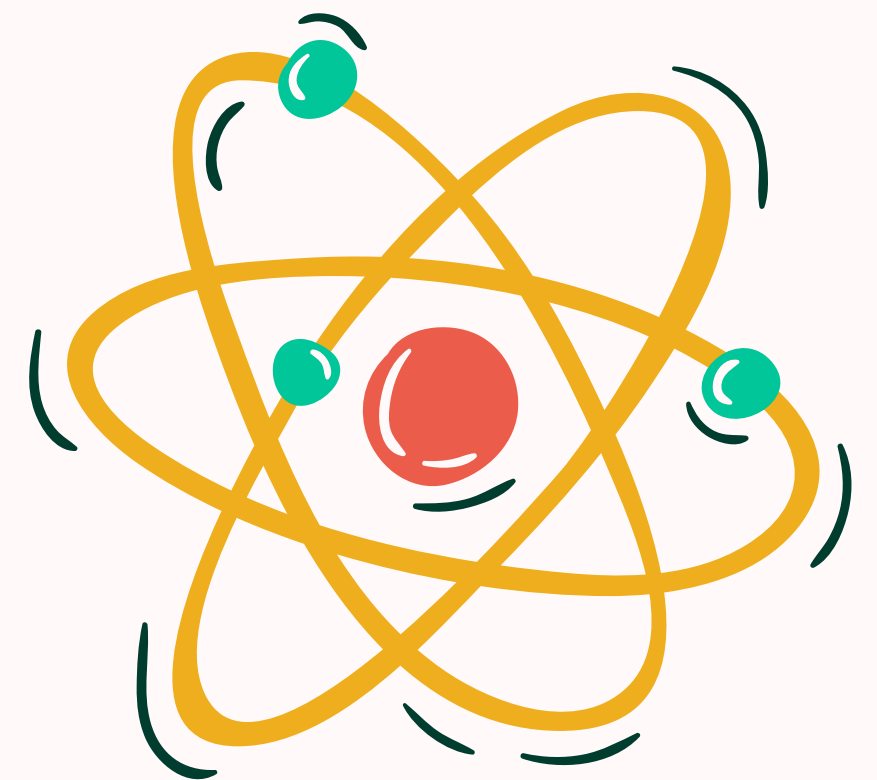
PRODUCTS
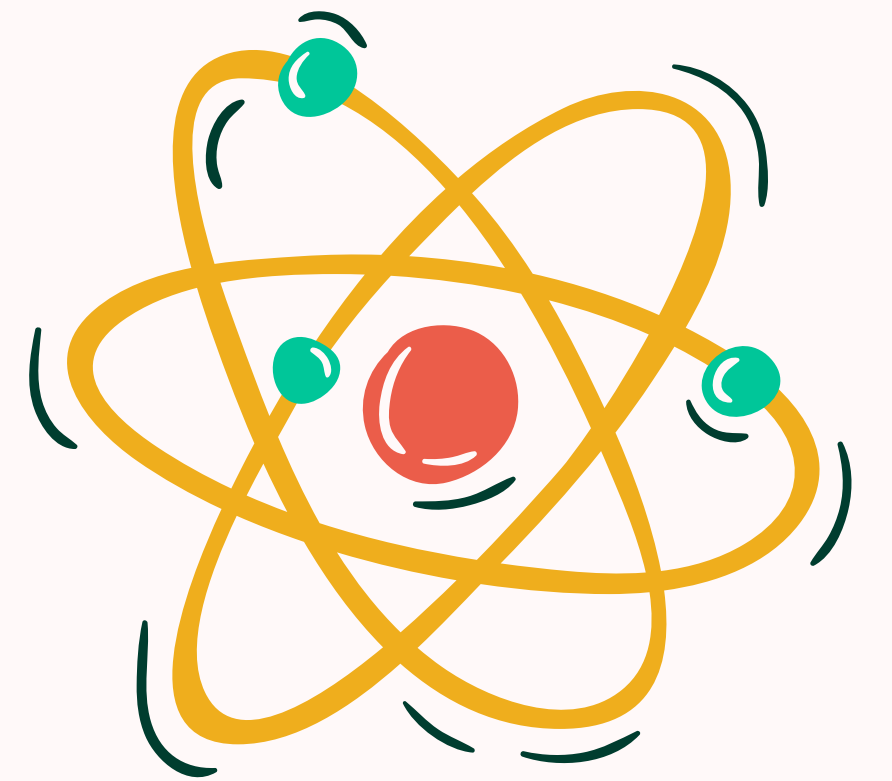
Herbs (elfs)
the main elf has a ability to prepare the potion of truth

Conditions for preparation:

- whole team should be around the main elf
- all team is presenting ritual
- main elf collected 5 different herbs
- herbs are grow by team
- each herb can be steal separately by other team
- there is no possibility to grow different herbs at the same time, just one by one
- for growing one herb needs 1 hour
- growing start after first potting

Potting:

- there is just one spring in the world, it is for all characters.

- If a character needs water should go to the spring.
- There is no possibility to share water and to save water.
- If a character has water, he has to use it.
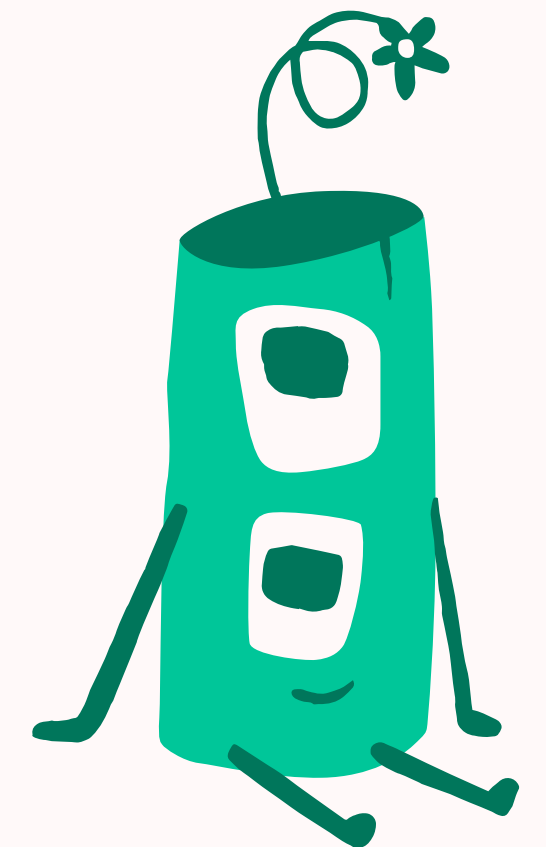- A character can use one "water" just one time.
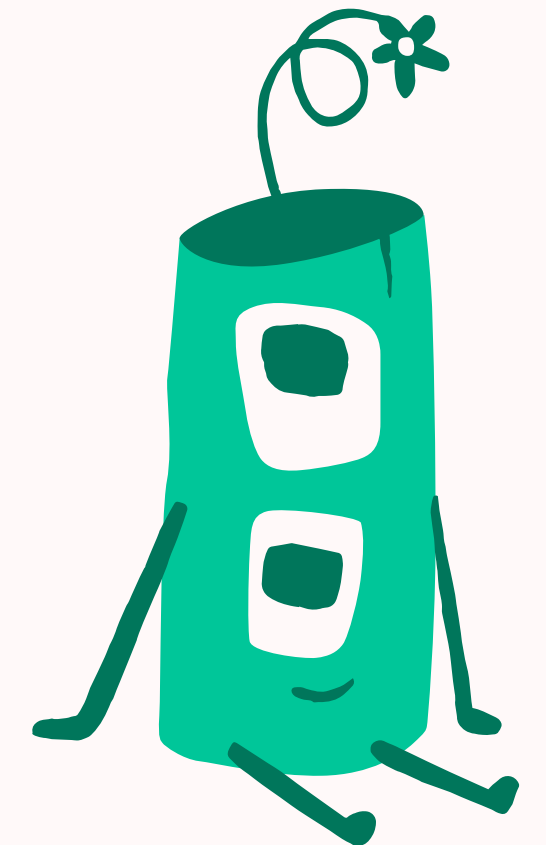
Growing a herb
– team needs 1x water

Attention
All herbs grown by elfs can humans eat or use as spices for lavender soup.
The food for elfs is lavender: every elf has to eat at least one time per game. They can share levander between their own to eat.

Stones (dwarfs)

– dwarfs eat stones

– sometimes they yields gemstone – they cannot eat them

– yielded in a mine

– gemstones are collected by dwarfs

– each hour they can yield 10 stones. Gemstone dwarf (one character) has to responsibility check each 10 stones if there is no gemstone. For checking he needs water. He can wash stones just in the spring. He has to clear all 10 stones, it takes 10 minutes. Water is just in the common spring. Everybody from teams can go alone or with others near the spring. When he clears 10 stones in the water, he still finds 1 gemstone. With this one gemstone he has to run back to the mine and save it (then the team chooses one paper where it is written which one gemstone it is). All the next 9 stones are for eating.
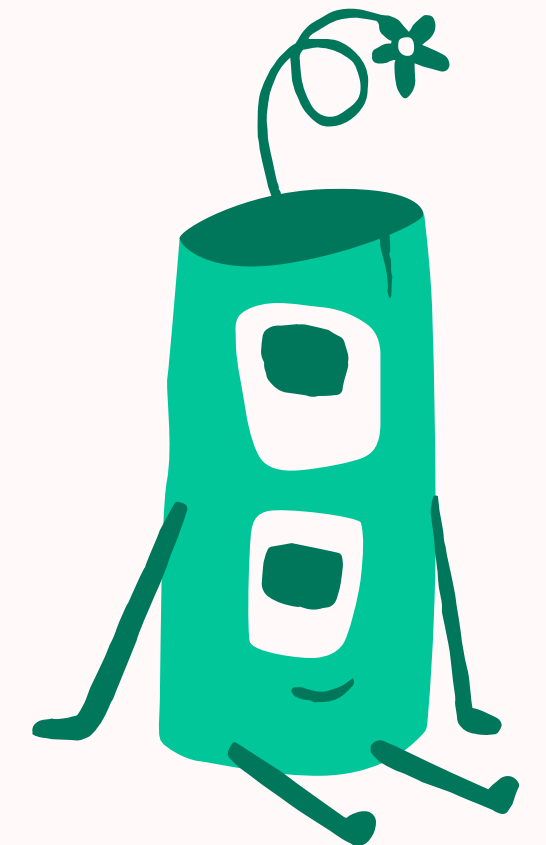
Types of gemstones
a) gemstone red – amulet of love – If anybody shows it to another character, the second character falls in love with the first character and cooperates with the first character and does everything that the first character wants. Fall in love takes 1 hour.
b) gemstone green – heal every character after attack. If any character has it, he can be healed. The power of gemstone can use each character just one time per game.
c) gemstone blue – escape – If character has it can escape from any situation without wounds
d) gemstone gold – it is just nice and there isn't any magic, but humans want it, because they can make bottles for lavender perfume
e) gemstone silver – make visible – If somebody has it and shows it and spells "make visible" – all invisible characters around him will be visible.

Attention
– Humans want to collect gemstones and because want to be rich and trade with it (they can buy something and change it with other groups or masters – directors of game /NPC/
– Humans use stones as a gun – if they collect 50 stones (including gemstones) they can fight with it.
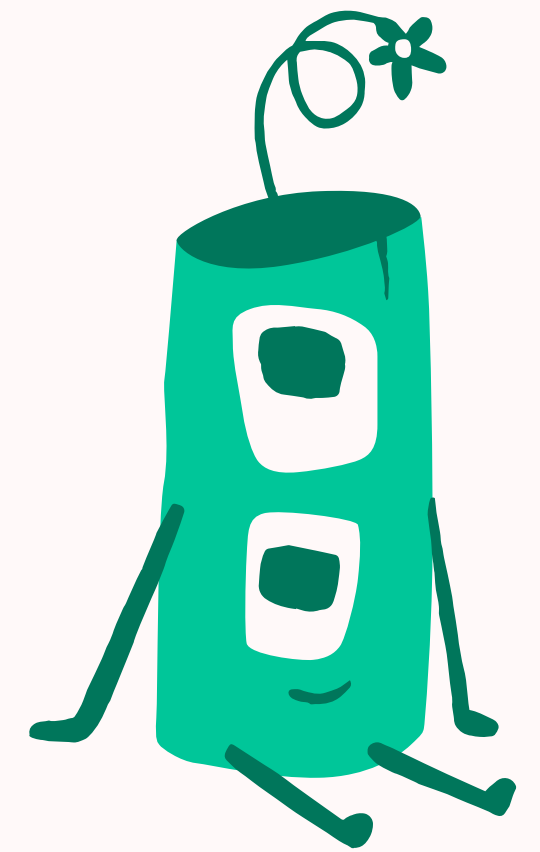
Lavender (humans)

Humans make from it soup (for eating) and perfumes

– The smell of lavender makes a distance from another character 1 meter.

– for soup they need herbs as a spices

– for perfume they need gold gemstone – from it they make golden bottle for perfume

– from one golden gemstone, they can make 3 golden bottles for perfume (symbol is a golden paper)

– for growing lavender – they need water from spring. If a character has water he has to use it, no save it and share it with the second character. One water can be used just one time.

– for one bottle of perfume they need all levander growing one hour

– for soup (they can eat it or sell it or prepare it as a poison for others according to receipt, that all characters can find during the game) they need all lavender growing one hour

– they have to pot the field 1 x per hour

Attention:

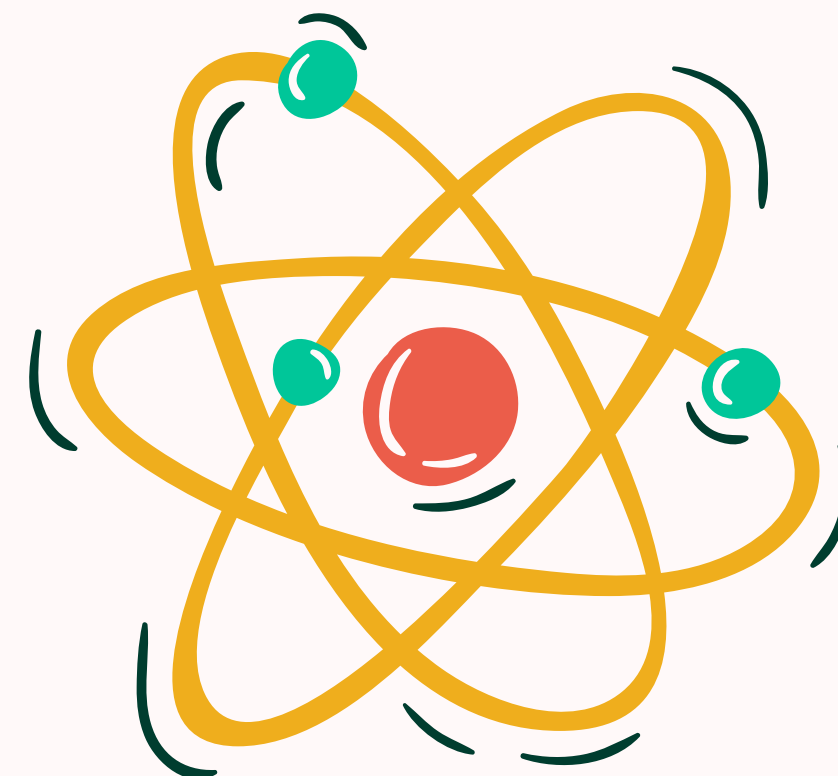– the food for elfs is lavender: Every elf has to eat at least one time per game. They can share levander between their own.

If the field/mine is free, the player can take it over to get products.
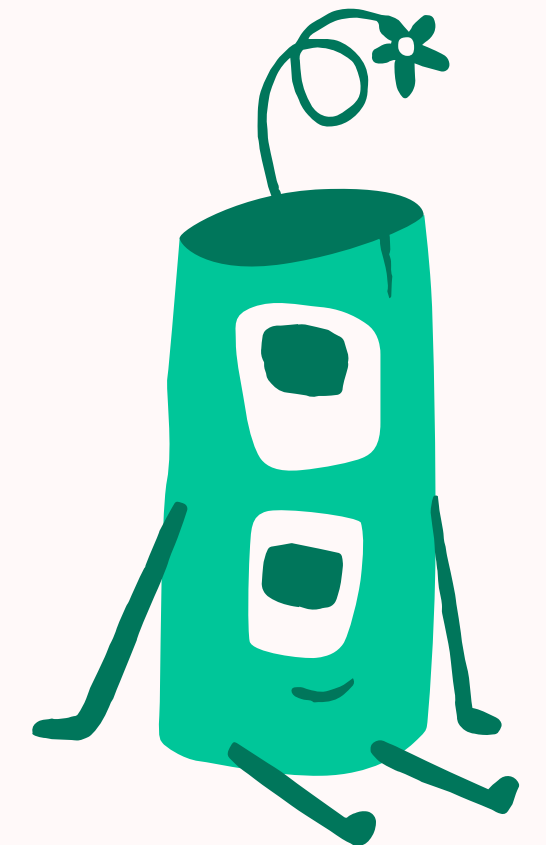
STARTING SETTINGS

Objects and quests valid from the beginning of the game:

1.All:
Game starts in a prepared place. Each group has its own location.
- They receive materials to create their place during the game (kind of decorations) and other props they will find during the game.

2. Elfs
– They have some potions (no more than 2).

3. Humans
– Some of them will be werewolves, which means that at night they transform into the beast, they can't control themselves (but they can learn how to control from Elfes). If they want to, they can chained themselves to not hurt anyone but it depends on a character.
– They have some golden stones (no more than 10)
– They have some devices to communicate (like self phones, no more than two)

4. Dwarfs
–They have some axes (no more than 2)

QUEST AND TASKS

Main goal

– stop black magic destroying the world
- there is a possibility to destroy black magic (monsters) by special poison (according to the secret receipt). Players didn't know it from the beginning of the game, but they receive the information about the existence of a secret receipt during the game.
– To find a recipe
– To cook the poison
- Receipt:
poison lavender soup: ingredients: levander 3 doses (3 times growing) with 3 different herbs
Conditions:
soup cooked in golden–silver pot (created by humans from golden stone and silver stone produced by dwarfs) with water from spring. Cook for 15 minutes. Pot is created by humans when they collect one silver and one golden gemstone, and there is around the cook the whole team of humans and they sing their special song (song has to be created by the whole team, and has to have new unknown melody and new words. Pot can create just humans with blacksmith competence.

The poison is cooked by the main elf (After the elf learned competence of cooking) he receives the status main elf). Around the main elf have to be voluntary or by force at least one human and one dwarf. If all three characters are together and holding hands, they create fire important for cooking. The poison can be cooked anywhere.

How to use lavender poison: depends on creativity of teams.

Personal quests

– 2x: any character: to betray their group, join the bad side.
– 2x: any character: to become the inner spies. No one knows who this is. This character is trying no to show up himself.
– 2x: any character – to win 3 personal fights
– 2x: any character: avoid taking water from the spring to other group (character from other group)
– 2x: any character: to steal poison and use than use it (no save it)
– 1x: any character: to give poison as a birthday gift at the birthday party to a character from other group
– 2x: any character: to beautify the spring (with decoration…)
– 1x: any character: to follow and discreetly spy the black magicians no.2 – guardian
– 1x: any character: to learn 1x neutral competence + 1x fight competence

Tribe´s quest

– Make friendship with other group
– to sell something to other group
– to buy something from other group

Quest

During the game there are some quests that characters should fill. There are three groups of quest:

a) personal quest for individuals – it is chosen by individuals in the beginning of the game. It is a secret of each character.

b) group quest for groups – they are chosen by groups in the beginning of the game. It is a secret of each group.

c) main task: stop the black magic destroying the world. (for everybody, for each group) – who fills it is a winner of the game. It is known from the beginning of the game. Directors of the game established it as a rule. Winners can be: group or black magic.

/Note just for directors: Winners can be all groups of inhabitants, if they start to cooperate during the game)

Description of characters and NPC (non-player character)

There's neutral magician (NPC) + 2 black magicians (NPC)
players don't know who is neutral, who is bad. Players can recognise it just according to their own experience during the game.

Neutral magician – is a master of competence (excluding fight competence). Everybody who wants to learn something follows him. He cannot teach more than one character from the same team at the same time.
That means he can teach 1 – 3 different characters at the same time.

Black magician no.1: master of fight competence. Everybody who wants to learn something follows him. He cannot teach more than one character at the same time.

Black magicians no. 2: guardian of secret receipt. He knows that the secret receipt (levander poison) means the death of magic (also black magic with magicians, and neutral magic).

SKILLS AND COMPETENCES
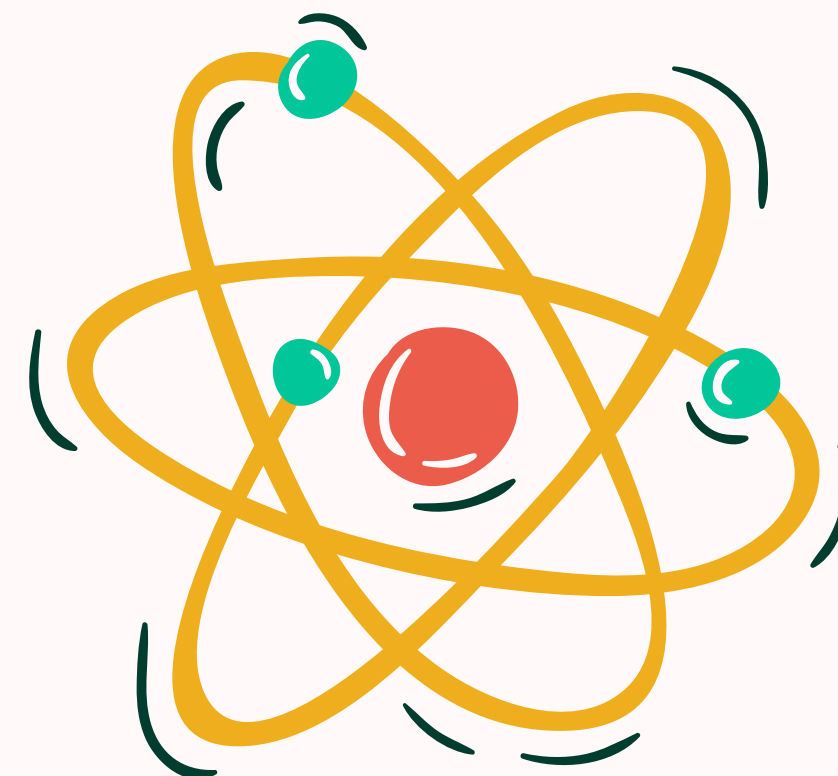
Invisible for 1 minute (time to learn: 1 hour)

any character can learn it

Blacksmithing (time to learn: 1/2 hour). Only for Humans

be use for creating pot (important for cooking of lavender soup, using the competence in practice the character needs normal stones – let's say cooper), creating of bottle for lavender perfume (in practice, characters need golden gemstones), creating silver–golden pot for a secret receipt – levander poison

(need golden and silver gemstones), creating ax (humans just produce it, can sell it, ax is used as a weapon by dwarfs)

Cooking (time to learn: 1 hour).

–Just one elf can learn it and then receive the status "main elf".

–From humans anybody can learn it (also more people) – just a character with competence can cook lavender soup.

Fighting (time to learn: 1/2 hour)

–Humans– learn to fight with stones – without competence character cannot use stones for fight.

–Dwarfs – learn to fight with axes – without competence character cannot use ax.

Gemstones identification (time to learn: 1 hour)

– just dwarfs – characters with competence can wash stones and identify between stones gemstones.

NOTE!

There is specific time to receive (learn) skills.

What does it mean to learn skill: During the time of learning (receiving the skills) participants do the tasks required by the director as a character in the game. Participants do it at a specific time, for ex. one hour.

After it the director (master/teacher) gives a diploma as a confirmation of new skills.

From now a participant can use a new skill in the game.

Worksheet

Participants (both groups) are asked to discuss about their group and create story of groups.

Proposal for discussion:

Question 1: Values of group

Answer 1:

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Question 2: Believes of group

Answer 2:

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Question 3: Symbols of group

Answer 3:

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Question 4: Gods

Answer 4:

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Question 5: Rituals

Answer 5:

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Question 6: Fears (what they are afraid of)

Answer 6:

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Question 7: Desire (what they want)

Answer 7:

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Question 8: Roles in the community (in group)

Answer 8:

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Question 9: Hierarchy of those roles.

Participants of each group pick up a card with number 1 – 5 and choose the character roles according to their position (role). No. 1 is the highest position in the group. No. 5 is the lowest position in the group.

Answer 9:

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Question 10: Decision making process in their group (establishments)

Answer 10:

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Question 11: Trading system

Answer 11:

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Erasmus+

The Erasmus+ programme aims to boost skills and employability, as well as modernising Education, Training, and Youth work. The seven year programme will have a budget of €14.7 billion; a 40% increase compared to spending levels between 2007 and 2013, reflecting the EU's commitment to investing in these areas. Erasmus+ will provide opportunities for over 4 million Europeans to study, train, gain work experience and volunteer abroad.

Erasmus+ will support transnational partnerships among Education, Training, and Youth institutions and organisations to foster cooperation and bridge the worlds of Education and work in order to tackle the skills gaps we are facing in Europe. It will also support national efforts to modernise Education, Training, and Youth systems. In the field of Sport, there will be support for grassroots projects and crossborder challenges such as combating match–fixing, doping, violence and racism. Erasmus+ brings together seven previous EU programmes in the fields of Education, Training, and Youth; it will for the first time provide support for Sport. As an integrated programme, Erasmus+ offers more opportunities for cooperation across the Education , Training , Youth , and Sport sectors and is easier to access than its predecessors, with simplified funding rules.

Contact us

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