

A Question of Rules

with *Anne of Green Gables: The Animated Series*

Based on the episode “A Question of Rules”

A fun and educational tool for children –

Designed for parents and teachers.

Includes: videotape, parent/teacher guide and reproducible materials

Example 1-hour Workshop for “Anne of Green Gables: The Animated Series”

Goals for the workshop:

Learn social and emotional skills

Learn problem solving skills

Learn the importance of rules

Develop an awareness of the link between breaking rules and consequences

Theme: The importance of rules

Episode Summary:

The Avonlea kids prepare for their annual Hunt for the Golden Crown, which has very complex rules and rituals. The only problem is, the adults have given other rules which mean they won't be able to play this year. A dilemma ensues for Anne and the children: which rules should they follow? After thinking that rules are silly and unnecessary, Anne learns that certain rules are important to obey.

Learning Objective:

Encouraging children to explore why rules are important and how breaking them has consequences. Reinforcing that rules are made to serve a purpose and often benefit the majority will help build social and emotional skills.

Materials Needed:

- Anne of Green Gables: The Animated Series Video Tape
- Books
- Activity Supplies

Introduction:

Introduce yourself to the group. Include your background and a brief summary of what you will be discussing including goals for the workshop.

For Example:

- Introduce the kits (tape, book and theme book)
- Explain that the target audience for the program is children ages 4-8 years old.
- Note: It is important to remember the ages of the children involved when you are designing your workshop or activity. Older children will respond better to longer clips than younger children will.

BEFORE VIEWING**A) Brainstorming**

-rules with which the students are already familiar

Suggestion → the teacher gives an example of a rule related to classroom management and explains why the rule exists, s/he asks the students what would happen if the rule did not exist or if it was not followed. Introduce the concept of “consequences”.

students take a couple of minutes to work in pairs or small groups to brainstorm other rules related to school life

the teacher asks groups to share one of their rules with the large group and asks the large group why each rule is important

B) Discussion Topics

-Tell about a rule that you have to follow in your family or in the community. Why do you think that it is an important rule? What would happen if the rule was not followed?
**These questions could also be done as a written journal response – to be shared either in pairs or by a few volunteers in the large group.*

C) Presentation of “The Hunt for the Golden Crown” (yellow construction paper, scissors, glue or tape required)

-The teacher shows the students a “golden crown” made out of construction paper similar to the one in the episode. S/he explains that in the episode the children are going to trying to find a hidden “golden crown”. The teacher tells the students that they too are going to hunt for the golden crown! There is a miniature crown, exactly like the one the teacher has just shown them, hidden in the classroom! (The teacher will have hidden the crown before the students arrived.) Students are given “rules” for the search – 1. No talking 2. Once a student spots the crown, s/he must not call out or take the crown, but rather quietly walk around a bit more so as not to give away the spot where the crown was spotted and then sit down. The game goes on until all the children have found the crown or as long as time allows. The first child who sat down takes the crown from its hiding spot and shows it to everyone.

NOW VIEW

View the “Anne of Green Gables: The Animated Series” episode “A Question of Rules.”

The workshop can be run in a variety of ways. You can show the whole episode or break the episode into smaller segments.

AFTER VIEWING

Discussion (either in the large group or smaller groups)

- Which rules are broken in the episode? What are the consequences?
- Which rule(s) would you keep or create if you were a leader in the school, in your family, in your community? Why?
- Role playing activity inspired by Anne’s dream in the episode – in small groups, students create a short scene in which a rule (school, family, community) is broken and we see the consequences

DO ACTIVITY:

The length of time for the activities varies. Older children will spend time with activities than younger children will.

Sample Activities:

Rules All Year Long (markers/pencil crayons, chart paper optional)

Often, once we share the rules—whether at school, at home, or in the community—we only “review” them when they’ve been broken. Use your rules and/or expectations as language and writing activities every so often as a way to reinforce them.

-Write each rule or expectation on a long strip of paper or on the blackboard. Provide colorful markers (optional) for children to copy onto their own strips or in their notebooks. Collect and display in the classroom.

- Create a second strip of paper with the rules, but cut each word (or groups of words) apart. For example, *Do not talk when the teacher is speaking* becomes *not talk/speaking/ Do / when / is/ the teacher*. Six children come to the front and are each given one word/group of words each (for younger children, group more words together to make it easier). The large group must help to put the children and their words in the correct order. Alternatively a rule could be written on the board in jumbled order. Encourage children to put it together to make a correct sentence.

- Write different rules onto large sheets of paper. Have children illustrate each rule to create colorful posters.

- Write a nonsense story about a boy or girl that breaks every rule. What happens to him or her as s/he breaks the rules?

Anne Game (markers/pencil crayons, construction paper and cardboard required)

In groups, craft a simple board game out of construction paper and cardboard about Anne's adventures through Avonlea, and write up the rules on paper, so that other players know how to play the game. Alternatively, the game could be a simple card game or game using the blackboard – no other materials necessary.