

## Session 2 preparation

In preparation for session 2 please take a look at the resources in this pack.

### Resource 1: Story Starter

This text is the start of a Mantle of the Expert context designed to be used with children between the ages of six and nine. We'll be using this text at the start of session.

After you have read it through once, read it again two more times. During the first re-read underline the parts of the text you think introduce the children to the five elements of story making – Characters; location; events; time; and tension.

On the second re-read look out for what are called the 'six dimensions of dramatic imagination' – sound/silence; movement/stillness; darkness/light. The purpose of these dimensions is to grab the children's imagination and draw them into the fiction.

*Imagine you are falling through the air. All around you are clouds rushing by, and the wind whistles in your ears. Suddenly, in a blaze of light, you break through into clear blue sky and see, far below, the outline of an island. Sea laps at its shores, smoke puffs from a grumbling volcano, a forest covers everything in thick green foliage. This is your destination.*











*You pull hard at the handle gripped in your hand. There is a sharp tug and you slow down. Looking up, you see the wide silk canopy of a parachute opening above you. Higher still, invisible among the clouds, is an aircraft. You can hear its engines buzz as it banks and flies off into the distance.*

*You look down again. The island is growing closer now and you begin to scan the shore, looking for a tiny strip of sand that will act as a landing place. You spot one. Adjusting the cords that control your descent, you turn in a slow arc*

and fly towards your destination. Just before you land, as the beach rushes up to meet you, you pull hard again on the cords and the parachute contracts, allowing you to glide gently on to the beach.

You look up again, and all around you are the descending figures of your comrades, those other members of your team, who have also come here to explore the dark interior of this strange and unknown island.

## Resource 2: Backpack Checklist

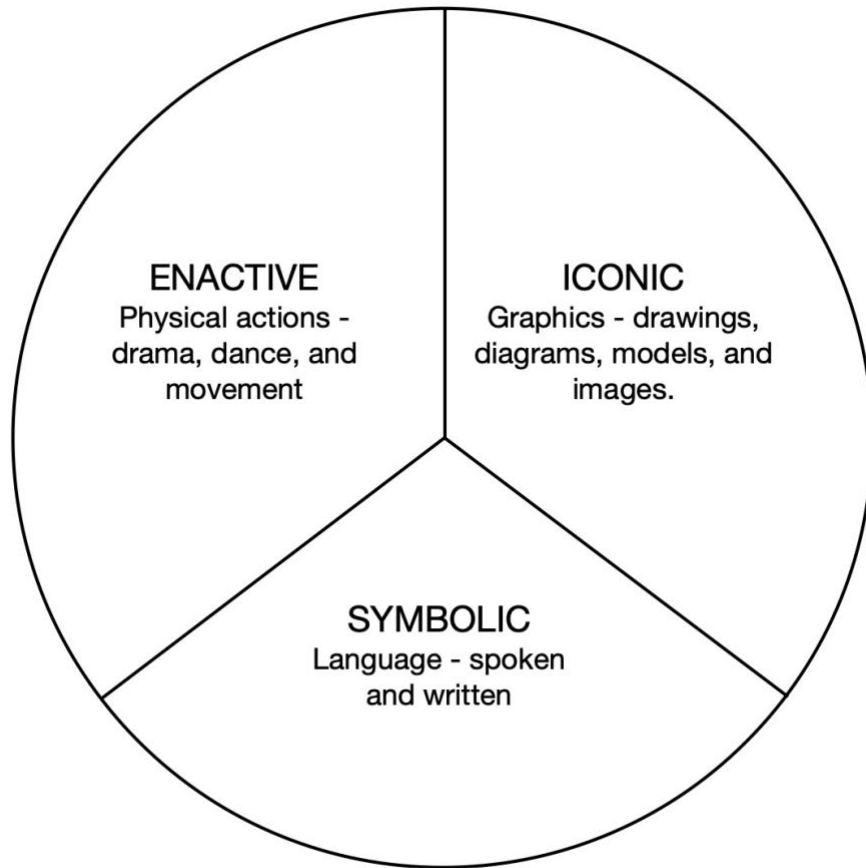
BACKPACK CHECKLIST		
 <b>PRIMARY GEAR</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Backpack and rain cover</li> <li><input type="checkbox"/> Tent</li> <li><input type="checkbox"/> Sleeping bag and stuff sack <i>(put a jacket in it at night and it becomes a pillow)</i></li> <li><input type="checkbox"/> Sleeping pad</li> </ul>	 <b>FOOD &amp; WATER</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Meals and snacks</li> <li><input type="checkbox"/> Extra food <i>(one day's worth)</i></li> <li><input type="checkbox"/> Stuff sack or large plastic bag <i>(for stowing food at night)</i></li> <li><input type="checkbox"/> Stove and fuel bottle or canister</li> <li><input type="checkbox"/> Lighter</li> <li><input type="checkbox"/> Cookset <i>(with pot grabber)</i></li> <li><input type="checkbox"/> Dishes, bowls, cups, utensils</li> <li><input type="checkbox"/> Biodegradable soap</li> <li><input type="checkbox"/> Small towel</li> <li><input type="checkbox"/> Water bottle(s)</li> <li><input type="checkbox"/> Water treatment method</li> </ul>	 <b>CLOTHING</b> <p><i>(quick-drying fabrics; no cotton)</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Hiking boots or shoes</li> <li><input type="checkbox"/> Socks <i>(plus a spare pair)</i></li> <li><input type="checkbox"/> Sandals <i>(optional, for around camp or crossing streams)</i></li> <li><input type="checkbox"/> Long-underwear top &amp; bottom</li> <li><input type="checkbox"/> Underwear</li> <li><input type="checkbox"/> Hiking pants and shorts</li> <li><input type="checkbox"/> T-shirt</li> <li><input type="checkbox"/> Long-sleeve shirt or pullover</li> <li><input type="checkbox"/> Fleece or insulated jacket</li> <li><input type="checkbox"/> Gloves</li> <li><input type="checkbox"/> Rain jacket and pants</li> </ul>
 <b>SUN/BUG PROTECTION</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Sunscreen</li> <li><input type="checkbox"/> Lip balm</li> <li><input type="checkbox"/> Sunglasses</li> <li><input type="checkbox"/> Bug juice</li> </ul>		
 <b>NAVIGATION &amp; EMERGENCY GEAR</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Topographic map</li> <li><input type="checkbox"/> Compass</li> <li><input type="checkbox"/> Cellphone <i>(with battery strategy and waterproof case)</i></li> <li><input type="checkbox"/> Whistle <i>(repeat a series of 3 blasts if you get lost)</i></li> </ul>	 <b>WILDLIFE SUPPLIES</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Watch</li> <li><input type="checkbox"/> Fire starter <i>(for emergency survival fire)</i></li> <li><input type="checkbox"/> Headlamp or flashlight</li> <li><input type="checkbox"/> Extra batteries</li> <li><input type="checkbox"/> First-aid kit</li> </ul>	 <b>CAMP BATHROOM</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Toilet paper</li> <li><input type="checkbox"/> Trowel for burying waste</li> <li><input type="checkbox"/> Hand sanitizer</li> <li><input type="checkbox"/> Plastic bags <i>(for used products)</i></li> <li><input type="checkbox"/> Toothbrush and biodegradable toothpaste</li> </ul>
 <b>TOOLS &amp; REPAIRS</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Knife or multitool</li> <li><input type="checkbox"/> Strips of duct tape <i>(for emergency repairs)</i></li> </ul>	 <b>WILDLIFE SUPPLIES</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Bear canister <i>(if required)</i></li> <li><input type="checkbox"/> 50' of nylon cord <i>(for hanging food from a tree branch)</i></li> </ul>	 <b>OTHER ESSENTIALS</b>

## Resource 3: Geographical Features

<b>jungle</b>	<b>mountain</b>	<b>hill</b>
<b>river</b>	<b>cliff</b>	<b>beach</b>
<b>waterfall</b>	<b>grasslands</b>	<b>valley</b>
<b>rapids</b>	<b>delta</b>	<b>woodland</b>
<b>cave</b>	<b>volcano</b>	<b>bay</b>
<b>creek</b>	<b>swamp</b>	<b>lake</b>
<b>underground river</b>	<b>stream</b>	<b>pond</b>

*Resource 4: Bruner's three forms of representation*

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# Dimensions of Mantle of the Expert

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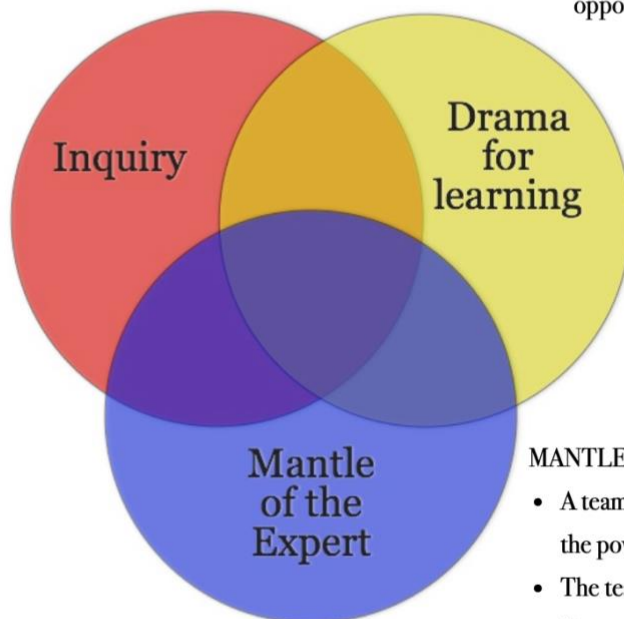
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## INQUIRY LEARNING IS:

- Collaborative
- A process of investigation
- The curriculum is explored & developed, not delivered
- Students ask questions & contribute ideas
- Students are guided and supported by the teacher
- Learning is planned around inquiry questions
- Opportunities are created for reflection & evaluation

## DRAMA FOR LEARNING IS:

- Is created by people
- Is clearly signed as fictional
- Happens in 'now' time
- People participating adopt the roles of others
- Involves the deployment of 'tension'
- Events can be stopped and started creating opportunities for reflection



## MANTLE OF THE EXPERT IS:

- A team of experts with responsibilities and the power to influence & make decisions
- The team work for a client
- On a commission
- That requires working on various activities and tasks