



Projekt dofinansowany przez Komisję Europejską w ramach programu “ERASMUS +”  
Tytuł projektu „Teatr w walce z wirtualnymi zagrożeniami”

All prepare the scenarios for the preventive activities (as theatrical activities) from the chosen virtual threat, duration 45-90 minutes, run with people with learning disabilities.

You have to think how to show the chosen issue (threats from the virtual world) to people with learning disabilities so they can understand that it links to a specific risk.

Suggested plan for a session:

Date:02.01.2020

Participants: Disabled people and teachers of our institution

Duration: 51 minutes

1. Type of activities- preventive/ theatrical/drama – acting out scenes showing chosen threats from the virtual world. : pereventive and theatrical activities
2. Subject of the session / chosen virtual threats : Our subject of sessions are digital addiction. We chose phone and computer virtual threats.
3. Form of activities – individual / small groups / large group up to 20 participants (to choose): We are small group which has 17 people.
4. Methods (e.g. oral, role-play, observation, copying, assisted movement, own activity, poly-sensory stimulation, cognitive enhancement, etc.) : We used medhods of oral,role play,own activity and musical.
5. Teaching aids (e.g. board games, colouring, presentation, camera, computer, etc., depending on the needs of the session) : We had board games,camera,presentation,computer,musical tools.
6. General aims (e.g. developing cognitive skills, developing social skills, developing team working skills, developing independence skills and responsibility for own safety and safety of others, etc.) : Our general aims are developing cognitive skills, developing social skills, developing team working skills, developing independence skills and responsibility for own safety and safety of others.
7. Operational goals (you must describe what you want to achieve from the activities, e.g. the participants are familiar with the threats of the virtual world, they find out about situations leading to the risks and how to avoid them, etc.) : We want to achieve participants should have awareness of how to avoid the risks of virtual threats when they encounter in their lives. When they are interested in arts,music or any kind of theatrical activities they can overcome virtual threats.
8. Progress of sessions

„Theater in the fight against virtual threats”  
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**Introductory part** (e.g. introducing the subject of the session and the way of running it, also props needed for the session, etc.) : The life of family members and their relationship with each other. A one of the members of the family child has digital addiction and how the child reflects her addiction. The child always interested in his/her computer and phone. The child has lack of connection with real life and family members.

**Main part** (e.g. talking about situations/examples of meeting the virtual threats, short role plays showing the threats, short role plays showing how to avoid them, or how to solve conflicts, etc.) : When the father takes the internet bill from the postman, all the family face up the threat of digital addiction. The family decide to take their child for treatment. When they get on the bus to go to doctor, family see that even the bus driver and some passengers are digital addicted.

The family don't accept their child is addicted and not staying their child in the hospital during treatment.

**Final part** - discussion about the session, summarising the outcomes, if the role playing was recorded – then reviewing the recording. : There are a lot of young people supported with rehabilitation in hospital. The children that take treatment for a while, they give up their addiction habits. They start to interested in other activities such as art, games, music, folk dance, theatre performances and board games etc.

Families are invited to see the difference after treatment and children and families are happy.

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