



LITERARY BALL

Prepared by: Krystyna Rózga

Age of participants - 7-10 years old

Time required to carry out activities: 3 hours

Overall objectives:

- To create positive associations with literature
- To integrate and strengthen relations between participants
- To enhance creativity and imagination

Specific objectives:

- Team activity
- Using elements of a novel's plot for play and reenactment in activities

Methods:

- Dance routines
- Physical activities

Keywords:

Literature, books, dance parties, themed games, carnival ball

Materials:

- music reproduction equipment
- blankets – two per group of 10 people (l.c.)
- sheet of paper (l.e.)
- as many chairs as participants (ll.a.)
- sheets with a list of questions for participants (ll.b.)
- sheets with written characters to find and something to attach them to the participant's back (ll.c.)





I. DANCE ROUTINES

a) Freezing

The facilitator chooses from among the black characters who could do magic from participants' favourite books. For example: The White Witch from 'The Chronicles of Narnia,' someone from 'Harry Potter' etc.

Participants play to the music, and when it stops, a spell is cast on everyone – matching the chosen character: turning them into stone, casting the Petrificus Totalus spell, etc. Everyone must freeze in place, as if struck by a spell. The antidote is turning the music back on. The game is repeated several times.

b) The Magic Web of Reading

As the music plays, the magic of reading spreads around the room - it starts with two people holding hands who try to catch and include more participants. When one of the players is touched, they join the pair, also catching another person's hand, so that their reach is greater. A three-, four- and successively larger-person network forms. Participants try to wriggle out of the net's embrace, but in the end the net is so long that it can encompass all those who have not yet been captured.

c) Relay Race of Heroes

Ball participants are divided into groups of 10. The key to pairing may be the similarity of costumes, some common features related to the disguises, or simply the children's own choice.

Each group divides into five-people splits; one group of five goes to one side of the room, the other one goes to the other. The task is to transport each other from one end to the other with a magic vehicle (this could be a chariot, a flying carpet, a magic broom, a pegasus - appropriate to the children's literary interests). The right side starts: one person pulls another on a blanket; the one being pulled sits while wrapping the blanket with their legs and holding on with their hands.

The person who has been pulled goes to the end of the queue and will be the last person pulling.

The person pulling is now the one being pulled; in this way, each participant will be the driving force as well as the rider.

The teams race against each other; whichever team can transport all the participants from one end of the room to the other the fastest, wins.

d) A Visit to Different Worlds

Participants pair up and begin dancing together to the music. When the music stops, they need to quickly find another partner. This is repeated several times, and the participants make sure to dance with someone different each time.

e) Boat Trip

The facilitator chooses a novel in which the characters have travelled by ship. It could be 'The Voyage of the Dawn Treader,' 'Around the World in Eighty Days,' 'Peter Pan,' and any other novel featuring a boat trip.

Participants stand in the middle of the room, with the facilitator on a raised platform. The facilitator has an A4 sheet of paper in their hands, which imitates a deck. When the facilitator tilts the sheet of paper to one side, the participants behave as if it were happening to the floor beneath their feet; a tilt to the left means that everyone is pulled to the left by the force of gravity, a tilt to the right pushes them to the right.

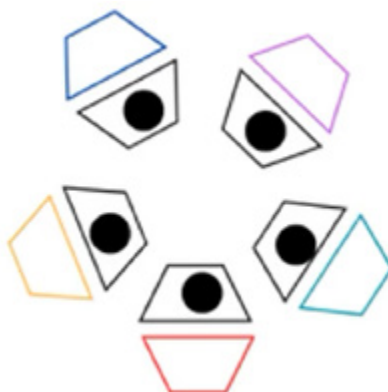
The sheet may wave, bounce, rise up and fall down, curl up, down, left, right...

While demonstrating, the facilitator weaves a story, highlighting the frightening moments of tilts, preferably drawing on knowledge of the novel's plot from which the idea was taken.

II. ICEBREAKER GAMES

a) Speed date

Chairs are arranged in circles in the room: some chairs with their backs to each other, some chairs facing them; two circles are to be formed, one inner and one outer. If there are a many participants, several such circles should be set up so that every participant has a seat. One circle should accommodate groups no larger than 10–12 people – a group that is too big will make the game drag out.

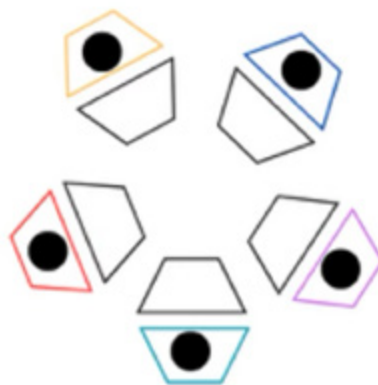


*(Black rhomboids are the inner circle; coloured ones are the outer circle.
The spaces marked with a dot are those of the speakers.)*

Participants take their seats and the person in the inner circle tells the person in the outer circle about their disguise, i.e., the book/hero that inspired them. They have 60 seconds. After the time is up, the facilitator announces a change and the people in the outer circle change places, moving clockwise to the place next to them.



(Arrows indicate the direction of change of people in the outer circle.)
Now, the outer circle talks about their disguise and the inspiration for choosing it.



(The spaces marked with a dot are those of the speakers.)
 The activity repeats until those in the outer circle return to their starting place.

b) Find People on the List

Preparing this game requires knowing the costumes of the participants; this can be done either beforehand or during the event.

Each participant is given a list with the characteristics and experiences of the literary characters. Within a specified time (the time depends on the number of participants), the participants run around and ask each other questions in order to find people who are dressed up as characters matching the description. One person can only be recorded with one attribute, even if it matches several points.

Sample list of features:

- a character who knew how to use magic
- a character who could count on their friend
- a character who comes from another country
- a character who had a pet
- a character who came from a fantasy world
- a character who was a girl



- a character who was a boy
- a character who had magical powers
- a character who did funny things
- a character who, during the game, has someone from their world present in the room
- a character who has defeated the forces of evil

The game ends after the allotted time and the facilitator checks how many people have managed to complete the full list in that time.

c) Who is My Literary Friend?

The game begins with the creation of a list of costumes; each participant can initially announce who they are dressed up as.

When the game begins, a card is pinned to each participant's back with a random character that someone else has dressed up as, in such a way that the participants do not know who their literary friend is. Participants can ask YES or NO questions. The task is to guess from the clues who the literary companion is and find them. Participants circulate around the room and ask everyone for details to help identify who has been written on the sheet of paper attached to their back. When a participant guesses who has been assigned to them, they ask the person in that disguise to take off the card from their back.

MODIFICATION

You can match participants in pairs so that they look for one another. For example, a Harry Potter has to find a Gandalf, and a Gandalf has to find a Harry Potter. At the end of the game, the pairs that found each other in this way can dance together.