

SNOW WHITE AND THE SEVEN DWARFS

INTERACTIVE FAIRY TALE STORYTELLING FOR CHILDREN



Preface

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Project: VAST: Values Across Space & Time

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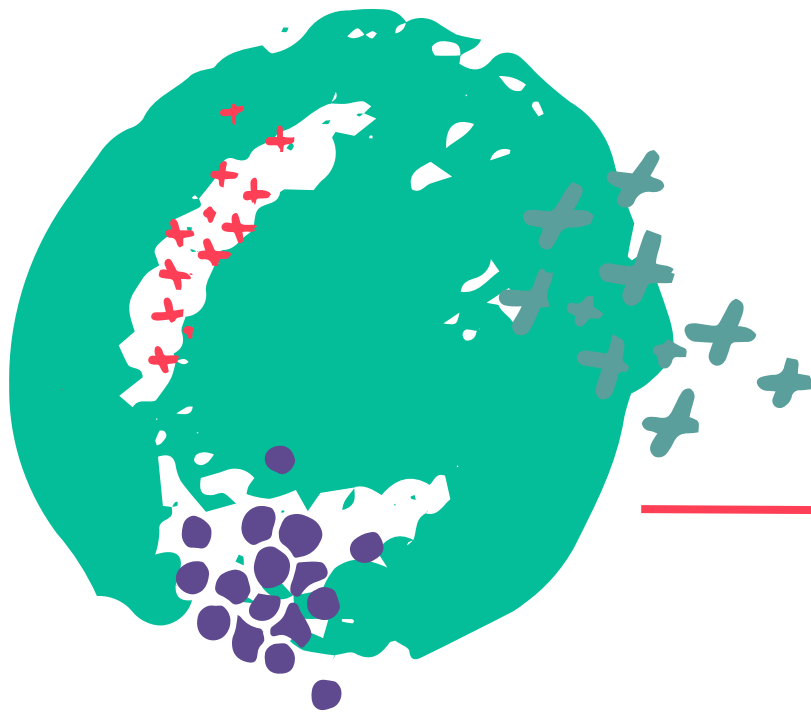
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overview

The H2020 European research project VAST- Values Across Space & Time is a collaboration among the National Center for Scientific Research 'Demokritos' (Greece), National and Kapodistrian University of Athens (Greece), the Athens & Epidaurus Festival (Greece), Università degli Studi di Milano (Italy), Fairytale Museum (Cyprus), Museo Galileo (Italy), Universidade NOVA de Lisboa – NOVA (Portugal) and Semantika (Slovenia).

The project envisions to study the dissemination of the European values (such as freedom, democracy, equality, tolerance, dialogue, human dignity, the rule of law) in space and time through the use of digitised materials and intangible cultural artefacts as well as to explore the communication, reception and perception of these values in the modern era. For the purposes of this research, three pilots have been described concerning: 1. the theatre/ancient drama, 2. the scientific texts of the 17th century, 3. the fairy tales.

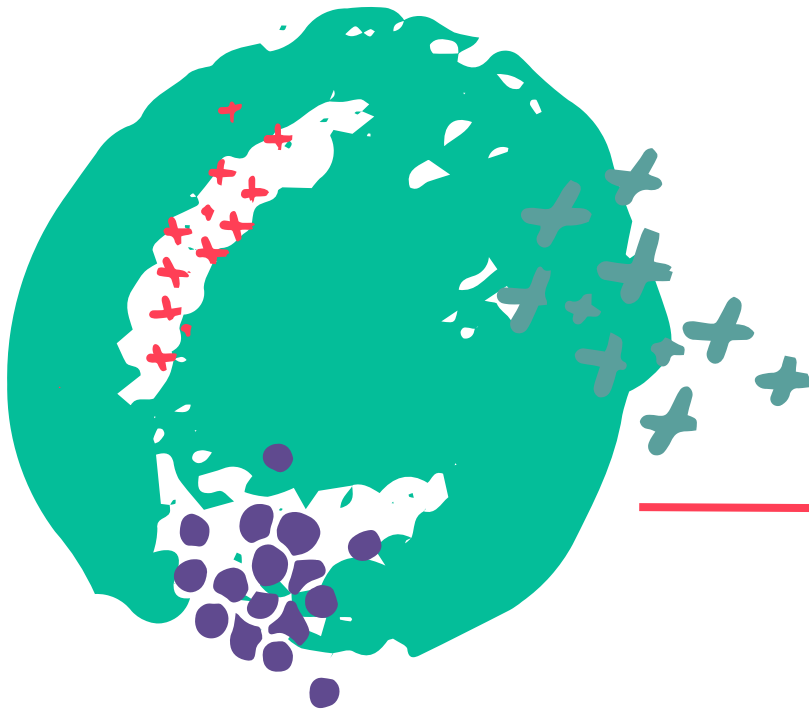
A digital platform has been developed, as part of the project, with open access to citizens. In this platform, values-related scientific and educational materials and research evidence/results will be posted, as well as various tools for scientific and research study.

Do not miss visiting!

The educational activity entitled '*Interactive Narration: Snow White & the Seven Dwarfs*' was designed in the context of the VAST project and targets children aged 6 to 9 years old. This activity relies on the principles of non-formal education, where learning is achieved through interactive methodologies and tools such as role-plays, video games and simulations.

Fairy tales are an excellent tool both for enhancing children's cognitive development and for helping them understand the norms and values that govern interpersonal relationships and society in general. Through fairy tales, children can identify with the hero, externalise deeper fears as well as comprehend and adapt values such as solidarity, empathy and kindness. This handbook is designed to provide suggested educational material for members of youth organisations, museums or schools who wish to work with the transmission of values through fairy tales.

Enjoy reading!



activity

Institution

Fairy Tale Museum (Nicosia)



Audience

6-9 years old

Title

Snow White and the Seven Dwarfs (Interactive Fairy Tale Storytelling for Children).

Description

Snow White and the Seven Dwarfs by the Grimm Brothers is one of the most popular classic children's fairy tales. Snow White, a girl of stunning beauty, tries to escape from the attempts of her evil queen stepmother to hurt her, since the magic mirror of her stepmother recognizes Snow White as the most beautiful of all the girls. This interactive storytelling takes the children deep into the forest, at the home of the seven dwarfs, and through creative activities, it allows them to understand values emerging from the story.

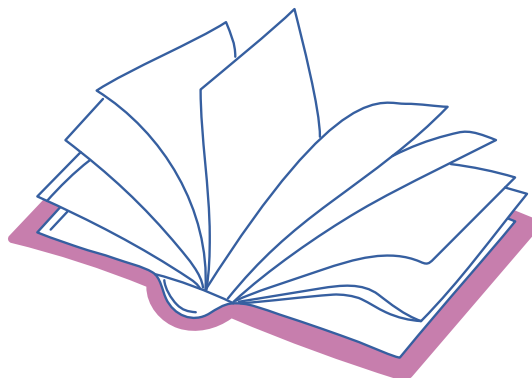


Educational Objectives



Through this activity the children are expected to:

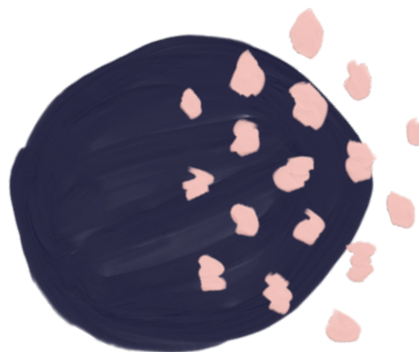
- 1 come into contact with values as they appear at the fairy tale and in their lives
- 2 understand the meaning and role of values in today's life
- 3 enhance their social and emotional skills in the context of friendship, empathy, kindness and other emerging values
- 4 exercise their critical thinking about behaviours as these emerge from the heroes' behaviours
- 5 activate their imagination and spend some creative time



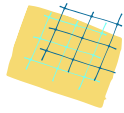
Expected outcomes

After completing the activity, the children:

- 1 will have understood the values present in the fairy 'Snow White and the Seven Dwarfs' fairy tale
- 2 will have an overview of the role values play in their life
- 3 will have understood the concepts of loyalty, empathy, kindness, honesty and why they are important in their lives
- 4 have worked together to argue on the values present in the heroes of the fairy tale
- 5 will have realised that values constitute a guiding principle governing the lives of every individual in the society



Structure



Duration

70' - 90'

Educational materials/tools

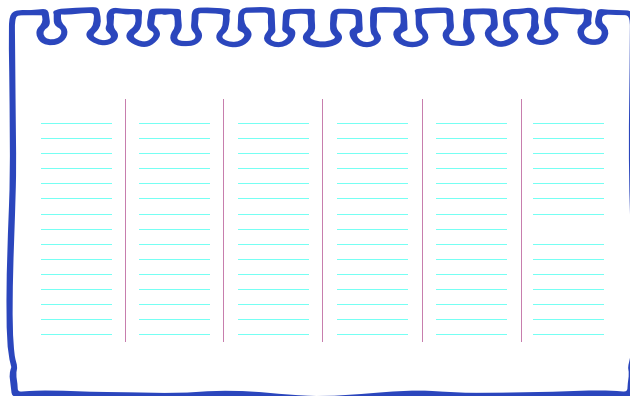
- Coloured Markers
- Coloured Pencils
- Red & Green Lights or Cardboard
- Interactive Whiteboard or Flipchart
- Paper Hero Hearts
- Paper Thermometer
- Value Cards
- Small Ball

Educator/facilitator


1 or 2 educator/facilitator for 10 children

Target group

Children aged 6 to 9 years old, up to 10 children



Modules/sections (design)



Welcome	Duration:	15'
	Materials/tools:	“Stop” & “Go” Lights, Small Ball
	Described in pages:	10
1st part of the activity	Duration:	20'
	Materials/tools:	“Stop” & “Go” Lights, Flipchart or Interactive Whiteboard, Coloured Markers (for Flipchart)
	Described in pages:	11-18
2nd part of the activity	Duration:	20'
	Materials/tools:	Flipchart or Interactive Whiteboard, Value Cards, Heroes’ Hearts.
	Described in pages:	19-21
Farewell - Activity evaluation	Duration:	15'
	Materials/tools:	Paper Thermometer
	Described in pages:	22

A. Introduction (5')

Welcome of the children. The working methods and tools to be used are explained.

B. Ice breaker activity (10')



Game 1: Sense game: "I can see, smell, taste, feel, hear..."

Ask children to close their eyes and think of their favorite thing to see, smell, taste, feel, and hear. Then ask each child to share their answers with the rest.



Game 2: "Name, something favourite and gesture"

The group stands in a circle. We throw a ball at a time to a different child. The child who receives the ball enters the circle, says his/her name and something s/he loves, e.g. "My favourite fairy tale is..." and ends with a gesture s/he likes. The group repeats his/her name, his/her favourite fairy tale and copies his/her gesture (e.g., "It's Peter and his favourite fairy tale is Peter Pan").

Note/Tip for the educator/facilitator: Icebreaker 1 is an easy way to help calm anxious children down and allow all learn about each other. But any ice breaker activity can be used instead.

1st part of the activity: *Narration and the Hidden Word Game*

- Interactive Narration. In this part, the group will learn about the main value stemming from the Snow-White fairy tale. Ask children to sit in a U-shape on the floor pillows (or chairs if in class) in order to be able to have eye contact with everyone in the room.
- Use the ‘Go’ light or Green Cardboard to signal the start of the narration.



Unit 1: The Birth of Snow White

Once upon a time there was a queen living in a very distant country. One day, like all the others, she was sitting in her room, by the window, working. While, however, she was watching the snow falling outside, she accidentally pricked her finger. Then, three drops of blood dropped on the snow. The queen looked at the blood and said:

“I wish, when my daughter gets born, to be as white as snow, as red as the blood, and as black as the ebony window frame.”

And so, it happened. When the queen’s daughter was born, she had snow-white skin, cheeks as red as her mother’s blood, and hair as black as the window frame. Therefore, they named her ‘Snow White’.

One day, however, the queen died, and the king soon remarried to another queen, who was very pretty but also very mean, wanting no one to be prettier than her.

The evil queen had a magical mirror that she was looking and asking:

“Mirror, mirror on the wall, who is the fairest of them all?”

And the mirror was replying:

“You, my queen, are the fairest of all!”

But as Snow White was growing up, she was getting prettier and when she turned seven years old, she was as pretty as the queen.

Then one day, when the queen asked the mirror who is the fairest, the mirror responded:

“My queen, you may be very pretty, but Snow White is more beautiful than you!”

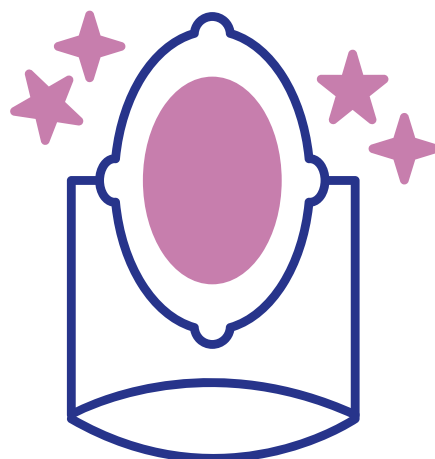
When the queen heard that response, she became very angry, so she called a servant and said:

“Take Snow White out to the woods and make sure I never see her again”.

The servant obeyed and took Snow White out to the woods, but he felt sorry for her and could not harm her. *“I will not harm you, little girl”* he said and left her. Even though he was certain that wild animals would kill her, he felt good with his decision not to harm her but leave her.

[Relevant Values: Kindness, Empathy, Loyalty. Relevant Opposite Values: Obedience vs Defiance, Good vs Evil].

Use the “Stop” light or red cardboard to signal that the story has stopped.





Hidden Word Game

In this game, we will try to find the hidden word which will derive from the answers we will give to the questions of the fairy tale. Each time we find an answer, a letter from our word will become red.

Are you ready to start?

The cheeks of Snow White are as red as the (BLOOD)

The queen's daughter had as a white skin as the (SNOW)

The new queen was very (PRETTY) but also very mean.

Use the 'Go' light or Green Cardboard to signal the continuation of the narration



Unit 2: The House of the Seven Dwarfs

Snow White was wandering alone in the woods and she was very scared of the wild animals living there. When the night fell, she was lucky, as she found a cottage and she got in to rest and protect herself.

The cottage was neat and clean. There was a white table cloth on the table and on it there were seven little plates with seven little pieces of bread and seven glasses of wine. Moreover, there were seven knives and seven forks next to the plates. Snow White saw in addition, that next to the wall there were seven little beds.

[Relevant Value: Equality].

Snow White was very hungry and tired. Therefore, she ate a bite out of each bread and had a sip of drink from each glass of wine. Then, she wanted to sleep, so she laid down on one of the beds and fell asleep.

After a little while, the cottage owners returned. They were seven dwarfs living in the woods and digging in the mountain to find gold.

When they got in, they lit up their seven lamps and realised that something was not right.

The first said: *“Who sat on my chair?”*

The second said: *“Who ate from my plate?”*

The third: *“Who ate from my bread?”*

The fourth: *“Who used my spoon?”*

The fifth said: *“Who ate with my fork?”*

The sixth: *“Who drank from my wine?”*

The seventh said: *“Who laid on my bed?”*

Then everyone took their lamps and got closer to look at Snow White.

“Oh, how pretty is this girl!” they said and they kept staring at her making sure not to wake her. **Then, they decided to sleep until the morning while the seventh dwarf slept for one hour at each of his brother’s beds.**

[Relevant Values: Equality, Empathy, Generosity & Cooperation].

In the morning that everyone woke up, Snow White told the dwarfs what had happened. The nice dwarfs told her not to be sad and that she could stay with them. Thus, they agreed to go to their work while she would cook and help them with the house work.

[Relevant Values: Empathy, Kindness, Dialogue].

Then the dwarfs left, to go look for gold on the mountain. Before they leave, they warned Snow White not to open the door to anyone as they were afraid the queen would find out she is staying with them.

Use the “Stop” light or red cardboard to pause the story.



Hidden Word Game

Who ate from my? (BREAD)? The third dwarf asked.

The 7 dwarfs left to go look for (GOLD) in the mountain.

Who (CUT) with my knife? The sixth dwarf asked.

Use the ‘Go’ light or Green Cardboard to signal the continuation of the narration



Unit 3: The Evil Queen

The queen, who believed Snow White was gone, was now certain that she was the fairest of all so she went to the magic mirror and asked:

“Mirror, mirror on the wall, who is the fairest of them all?”

And the mirror responded:

“You my queen are the fairest in this country. But over the hills, deep in the woods, where the seven dwarfs live, Snow White is hiding who is much prettier than you!”

[Relevant Values: Honesty].

Then the queen, who knew that the mirror never lied, got very angry and realised that the servant betrayed her and that he had not killed Snow White.

[Relevant Opposite Values: Deceptiveness vs. Honesty].

She decided thus, to disguise herself into an old pedlar lady and to go to find Snow White. When she arrived at the dwarves’ house, she knocked on the door and said:

“I am selling beautiful things”.

Snow White, who was alone at the house at that moment, looked out of the window and saw the old lady. *“Good morning good lady, what do you have to sell?”* she asked. *“Nice things, beautiful things!”* the disguised queen replied, *“I have laces and ribbons in all colours”.*

Snow White thought: *“I will leave the old lady to get in, she seems like a nice lady”* and unlocked the door.

“Thank you”, the old lady said, *“oh! How badly tied is your corset! Let me tie it nicely with one of my laces.”* Snow White, who did not realise she was the evil queen, stood in front of her in order to tie her corset. Then the old lady took the corset laces fast and tight them so hard that Snow White could not breathe and fell down like she was dead. *“This is the end of her beauty”* the evil queen said and left.

When the seven dwarfs returned, they saw Snow White lying on the floor and believed that she was dead. But when they tried to lift her, they saw the lace tying her and realised what had happened. They quickly cut the corset's laces and Snow White started to breathe again and her colour returned.

[Relevant Values: Collaboration/Cooperation].

The seven dwarfs told Snow White: *"The old lady you saw was the evil queen, therefore from now on you should be careful and not to open the door to anyone while we are not home."*

When the evil queen got back home, she asked the mirror again who is the fairest and the mirror replied again Snow White! The queen realised that Snow White is still alive, and got very angry. Then she took an apple, went to a secret room at the palace and poisoned the apple. On the outside the apple looked very nice and delicious, but whoever tasted it would die immediately. She then got disguised into an old peasant's wife and went to the dwarves' house.

As soon as she knocked on the door, Snow White opened the window and said: *"The nice dwarfs told me not to open to anyone". "Do as you please"* the lady said, *"but take this nice apple, it's a gift". "No, I don't want it"* Snow White said. The queen that was cunning said: *"Foolish girl! What are you afraid of? That it may be poisoned? Come, you will eat on the one side, I will eat from the other."*

The apple was however poisoned on the one side only! Snow White, who was tempted to try the apple, as it looked very delicious, as soon as she saw the woman eat from the one side, she couldn't resist and took a bite on the other side. However, as soon as she bit the apple, she fell down and looked like she was dead. *"This time, nothing will save you"* the queen said and returned back to her house. Then she asked her magic mirror again who is the fairest of them all, and at last the mirror responded: *"You, my queen, are the fairest of them all"* and then the evil queen got very pleased.

Use the "Stop" light or red cardboard to pause the story.



Hidden Word Game

When the queen realised that Snow White is still alive, she got very (ANGRY).

Use the 'Go' light or Green Cardboard to signal the continuation of the narration.



Unit 4: The Prince

At night, when the dwarfs returned home, they found Snow White lying on the floor. She was not breathing and they got scared that she was dead. They lifted her, combed her hair, washed her face with wine and water but could not revive her.

Then, they laid her on a bed and mourned for three whole days. They thought to bury her but her cheeks were still reddish and her face looked like she was still alive.

Then they said:

“We will never bury her on the cold ground”.
[Relevant Value: Loyalty].

Therefore, they placed her in a glass box in order to be able to see her and wrote with gold letters her name and that she was the daughter of a king. **Then they placed the box on top of a hill and one of them was sitting there every day watch her. [Relevant Value: Equality].** The birds came as well, to mourn for Snow White. First of all, an owl came, then a crow and lastly a dove.

Snow White stayed laying there for many, many years and looked like she was sleeping as her skin was still as white as snow, her cheeks red and her hair black.

One day a prince arrived at the dwarves' house. He saw the box with the girl inside and read the golden letter saying she was Snow White and that she was the daughter of a king. **The prince got stunned by her beauty and offered the dwarfs money to take her with him. [Relevant Value: Romantic Love].** But the dwarfs said:

“We are not leaving her for all of the world’s gold.”
[Relevant Value: Loyalty].

With everything, and after they realised that the prince was nice and that he would look after Snow White, they felt sorry for him and gave him the box with the girl. The moment, however, he tried to lift the box to take it with him, the apple fell from the Snow White's mouth and she woke up! Then she asked: *“Where am I?”* and the prince responded: *“You are safe with me”*. And then told her what had happened saying: *“I love you more than the whole world. Come with me at my father’s palace and you will become my wife.”*

Snow White agreed to marry him and went with the prince to the palace where the wedding preparations started. Among the wedding guests, there was the old enemy of Snow White; the evil queen. While she was trying on nice dresses, she turned to her magic mirror and asked: *“Mirror, mirror on the wall, who is the fairest of them all?”* And the mirror said: *“You, my lady, are the prettiest here, but the fairest of all is the one that the prince will marry and will become the new queen.”*

When the evil queen heard this, she got mad. But she was so jealous and curious to see the new bride that she decided to go. As soon as she arrived at the wedding and saw the bride was Snow White, who she thought she killed, she got so upset that she died.

Then Snow White and the prince lived happily and ruled the palace for many, many years!
[Relevant Values: Justice, Punishment, Reward].

Use the “Stop” light or red cardboard to signal the completion of the story.

2nd part of the activity: *Follow -Up*

- Recognition and discussion of values emerging from the tale. In this unit, the group will learn about the values emerging from the fairy tale and understand how they are applicable in their lives.
-



Hidden Word Game

By the end of the narration, a word has been generated from the word search activity. The word is “LOYALTY”. We discuss about the value and try to encourage children to tell us what they understand when they hear this value, how it is revealed throughout the fairy tale as well as to give us examples from their life and experience where this value is applicable.

We guide the discussion towards the identification of additional values emerging from the fairy tale using the instructions from the second activity.



Values & Feelings

We place in the middle of the U-shape the children are sitting the cards displaying the values that emerged from the fairy tale. We ask the children questions in order to identify the value coming out from each example we provide.

Question 1: The servant obeyed the evil queen who asked him to make sure that she does not see Snow White again and took her out to the woods but at the last minute he felt sorry for her and was not able to harm her. What do you think his action shows?

[Kindness]

Question 2: When the dwarfs returned home, they found Snow White sleeping. They tried not to wake her up and they decided to wait until she woke up in the morning to explain. What does that show about the character of dwarfs?

[Empathy]

Question 3: The dwarfs laid Snow White in a glass box and placed it at the top of a hill and one of them was sitting there every day to watch her. What do you believe this shows? *[Equality]*

Question 4: The prince really liked Snow White and offered the dwarfs money to take her with him. This shows

[Love]

Question 5: When the evil queen arrived at the wedding and realised that the bride was Snow White, she got so upset that she died. What do you think this shows?

[Punishment - Justice]

Question 6: Snow White and the prince lived happily and ruled the palace for many, many years! What do you think this shows about Snow White

[Reward]

Discussion: We discuss each of the values identified by the children in terms of meaning and applicability to their life.





Values & Fairy Tale Heroes (criticism – evaluation)

The children, together with the facilitator, give one colour to each value previously discussed and justify their choice at the plenary. Then, in groups, they work together to colour the hearts of the fairy tale heroes (Snow White, the evil queen, dwarfs and prince)(Appendix) taking into account the values of each. Then, each group presents its work.

Note: Division of children into groups: It can be done as follows:

a. asking children to stand on a line based on the initial letter of their name or b. a different fruit is “given” to each child and children with the same fruit become a group together. In the case that the number of children is small, each child can draw the four hearts of the heroes and then present and explain his/her choices.

Farewell - Activity evaluation

- The most important points are summarised. The children are asked
- (individually) to place on a large wall thermometer a sticker which
- will indicate their emotional condition after the end of the
- workshop. If they feel satisfaction, they should place the paper at
- high temperatures while if they feel bored and that the experience
- was a waste of time, they should place the sticker at cold
- temperatures (Appendix).

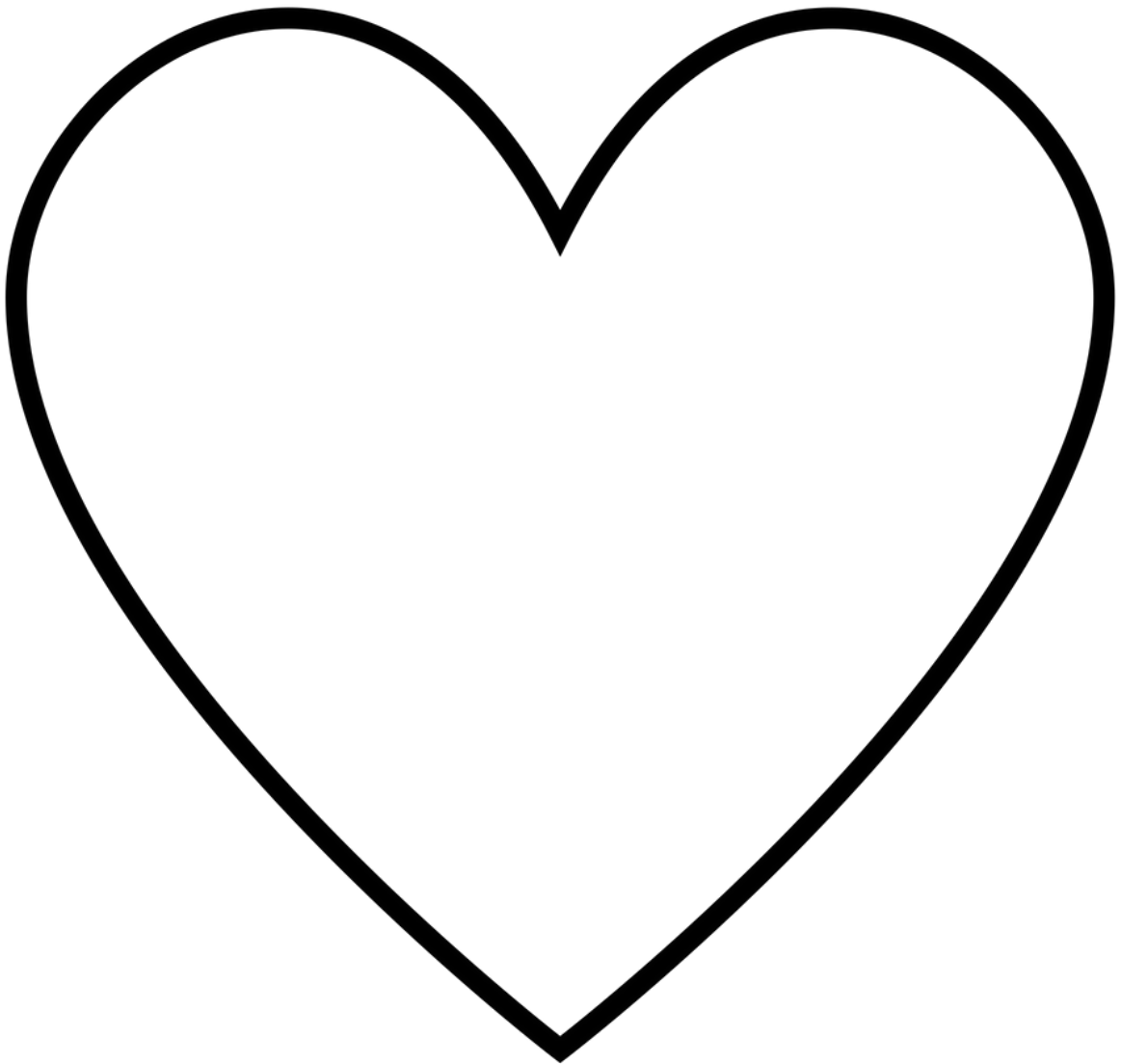
Suggested questions for the evaluation:

1. Was there something at the activity that you didn't like?
2. How would you like us to improve the activity to become more interesting?

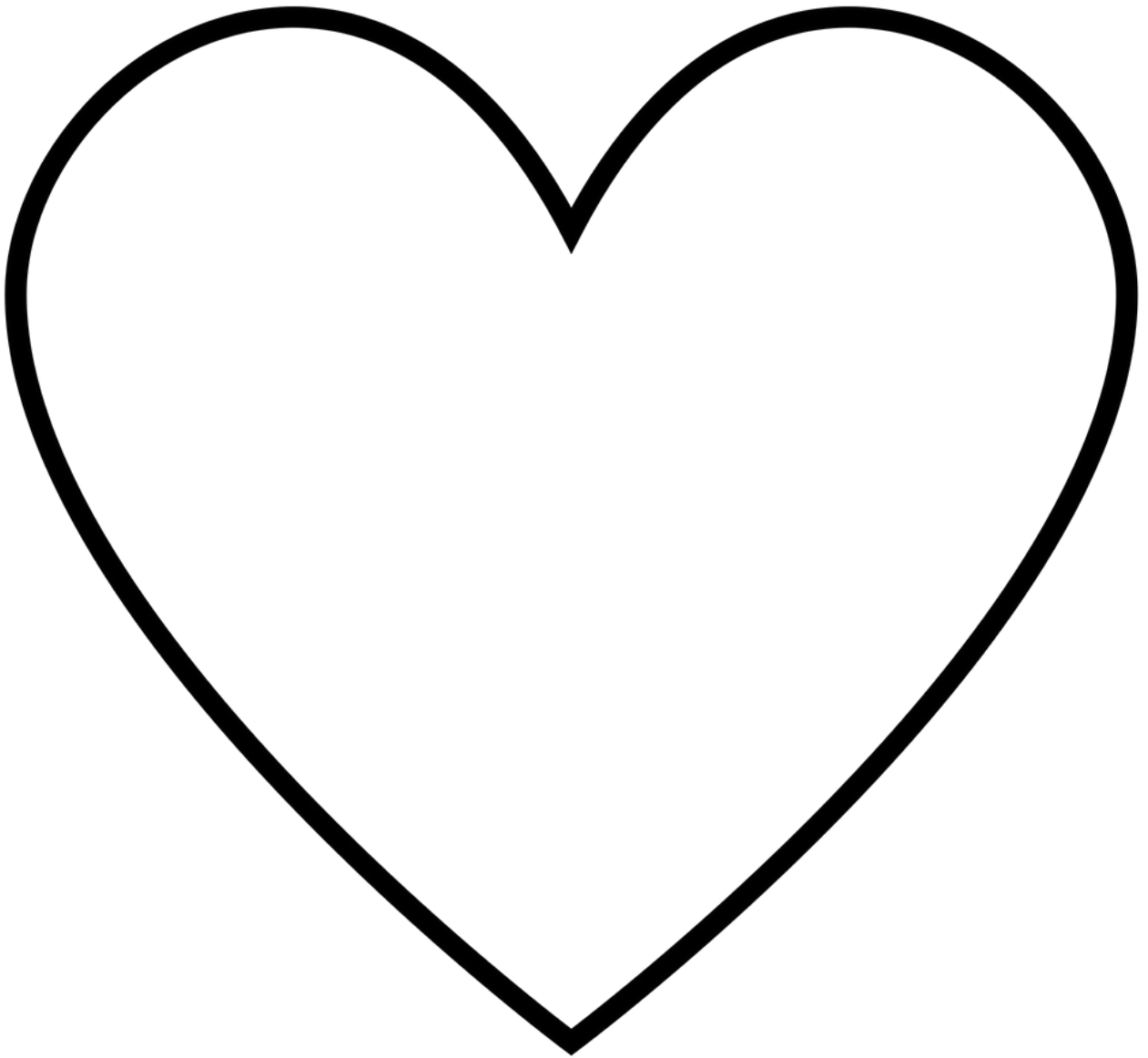


APPENDIX

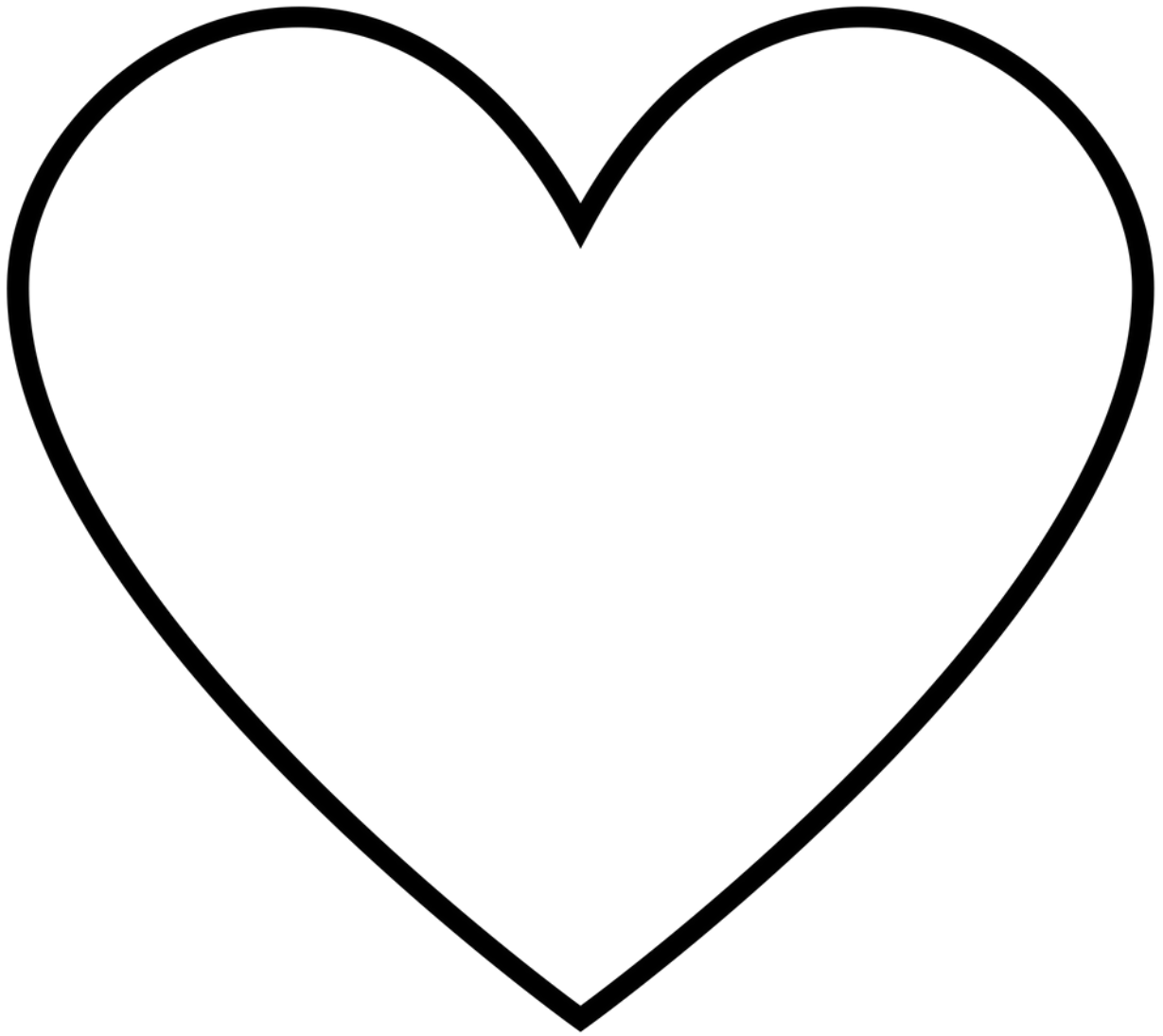
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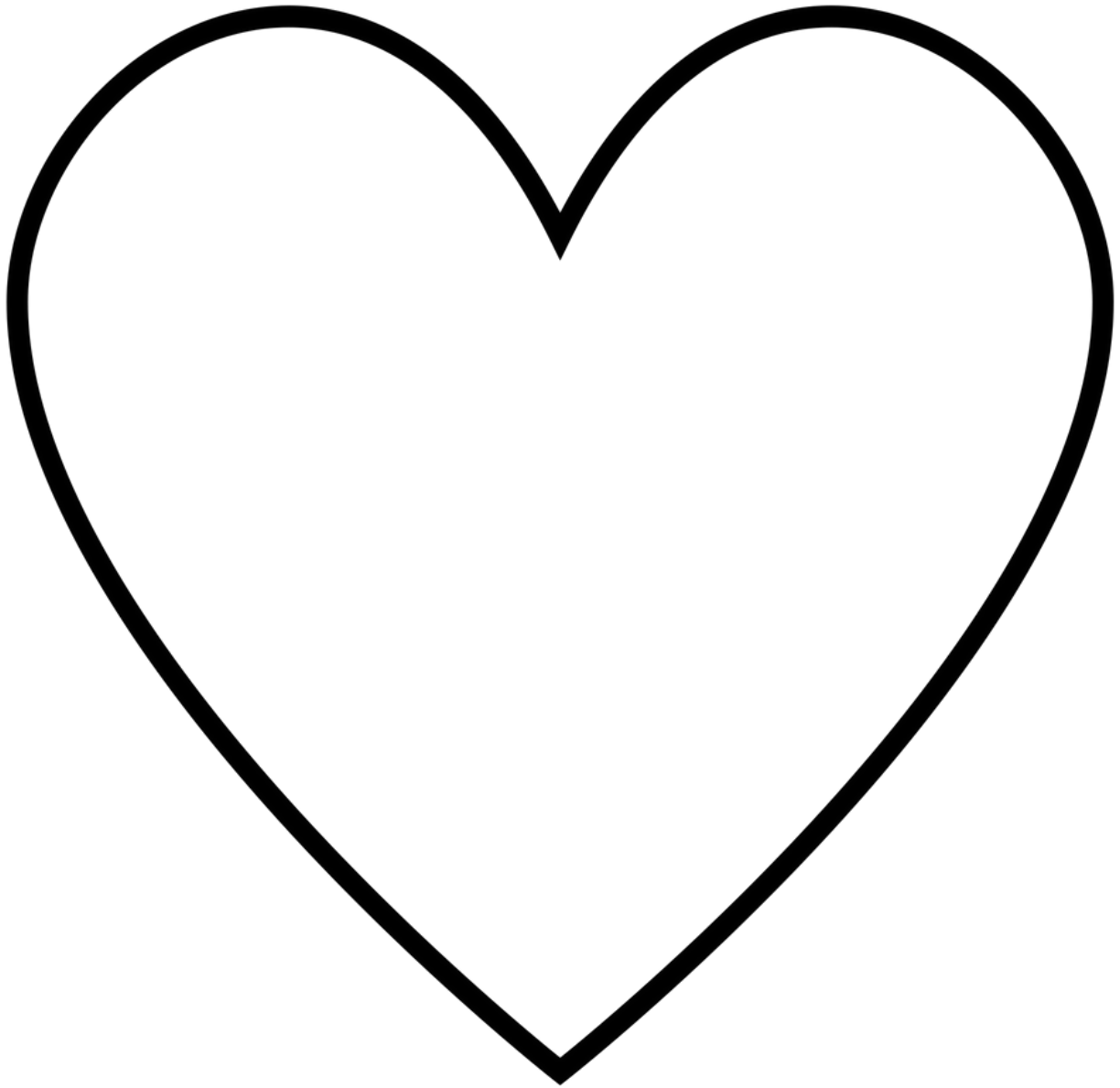
7 DWARFS



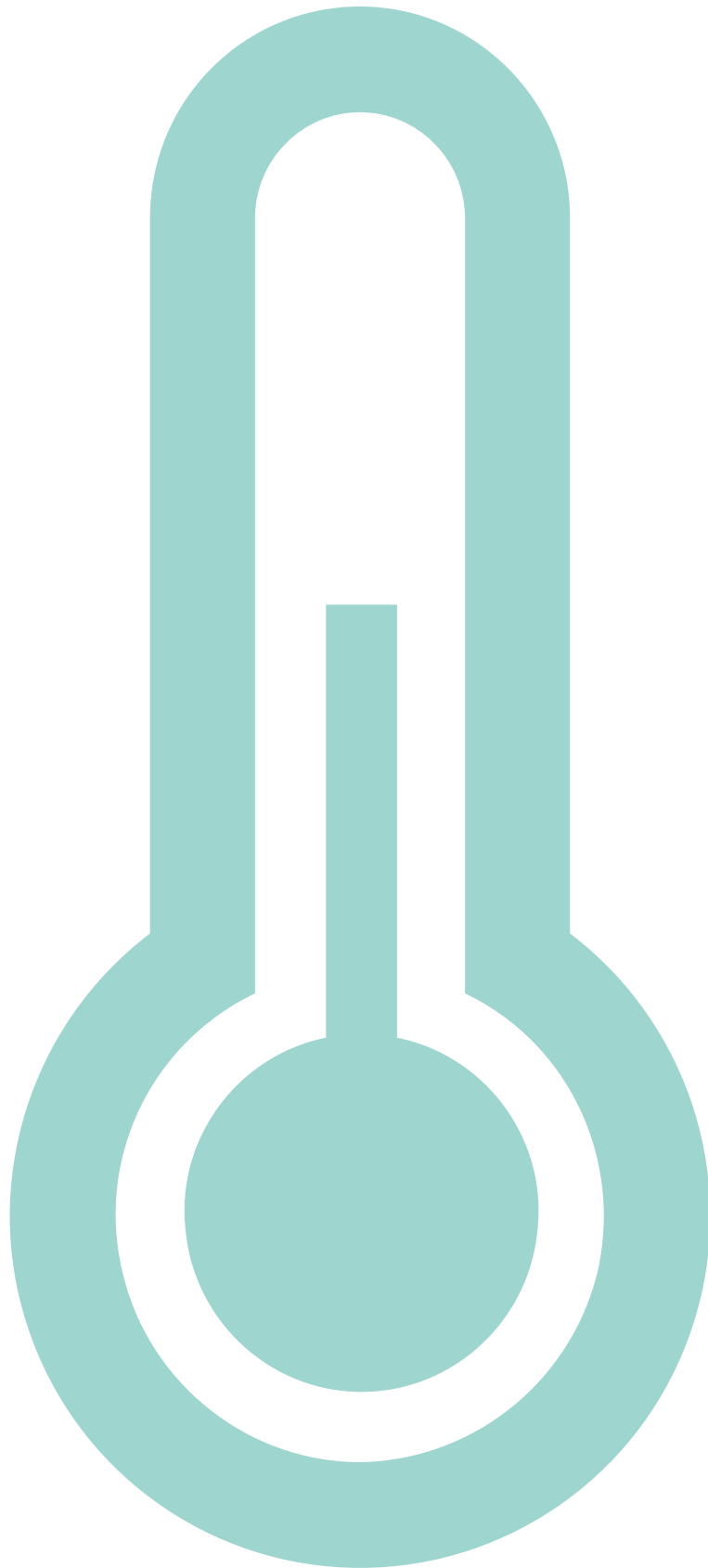
PRINCE



EVIL QUEEN



Satisfaction Thermometer





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