



Cap sur l'école inclusive  
en Europe



## Best practice Telling a story and dramatizing it

### Section of the module/R

Contact :

OMNES PRO UNO

#### 1 /Context

With stories the child has the opportunity of enriching and feeding his imagination, broaden his vocabulary, develop his logical thought, memory, stimulate the critical mind, experience moments of humour, fun, satisfy his curiosity and acquire values for life. A story is a psycho-pedagogical and projective resource that opens a space for the joy of living and the pleasure of reading, to understand and interpret himself and the reality. When telling a story the child gets emotionally involved through the mental visualization of the characters and the scenarios making a transference and countertransference according to his experience.

#### 2 /Objectives.

- Allow the broadening of the child's vocabulary
- Stimulate imagination
- Promote reflexion
- Develop the child's cognitive, personal and social abilities and skills

#### 3/ Development of the Good Practice

The phrase "Once upon a time..." updates the role that the symbolic imaginary may have in the youth public. So, when inviting a child to tell a story she may, in the first moment, repeat one that she has already heard and later, with the teacher's motivation, she may invent one where she will create characters, scenarios and the action itself. The story invented by the child can be written, drawn or dramatized. On the other hand, the

child may tell a story based on the present action in different illustrated cards, thus projecting herself. These projections can also promote the development of other abilities like the cognitive, getting to know herself and what surrounds her; affective, favouring self-esteem and the expression of feelings; motor, contributing to the control of her own body; linguistic, enabling and stimulating the communication and, lastly, the personal and social, contributing to a good relationship with the elements of the group.

#### 4/Evaluation of the Activity

It is measured in the ability to:

- Build a story.
- Make the dramatization of the created story