



1. Project title

"Value-Measure" theatre education session

2. Main theme

The "Value-Measure" theatre education session is an interactive game designed for primary school pupils in the lower grades, to curb bullying and violence in the classroom.

3. Project purpose and outcome (in two sentences)

- The main objective is to raise awareness and sensitisation of children and teachers to the phenomenon of bullying.
- Through the sessions we can sensitise children to the topic, they can experience the role of both the abuser and the victim, so they have the opportunity to try out defensive measures in a protected environment, which they can then apply in a real situation.

4. Project submitter (Member State), project leader(s) and project partner(s)

- Hungary
- Kreatív Mozaik Foundation
- National Crime Prevention Council, primary schools of Kiskunfélegyháza, the Kiskunfélegyháza Police Station and local child protection service providers

5. Links to the project's website or online reports/publications (preferably in English)

<http://kreativmozaik.hu/ertek-mertek/>

<https://felegyhazikozlony.eu/hirek/18140/szinhazi-nevelesi-foglalkozassal-a-kortars-bantalmazas-ellen>

6. Short summary of the project (**max. 100 words**)

Theatre education programme for 3-4th graders. The main pedagogical purpose of the programme is to discuss the issue of bullying. The programme can be delivered in a classroom or school space, and students from a class or a community are welcome. Manka's birthday is coming up and she invites the whole 4th grade class - except Zoe. How will the class take this? Do they accept it and ignore it, or do they stand up for Zoé, or do they start to pick on her too? Aunt Magdi and Aunt Lilla (the new daycare teacher) pop up on the scene, do they ask for their help? Participants will be able to get into the shoes of 4th graders from an imaginary school in Buda, and then we will discuss together - in the form of different exercises - what bullying is.



7. Project description

The "Value-Measure" theatre education session is an interactive game designed for primary school pupils in the lower grades, to curb bullying and violence in the classroom. In the class, the class members become characters in an imaginary story and unwittingly, in the heat of the game, they create a bullying situation. The students are active participants and shapers of the story, led by two drama teachers. The story, fictional but very real, gets so intense halfway through the session that the abuser Manka even damages the beloved book of the victim, Zoe. The second half of the session consists of retelling the story, observing the roles from the outside, defining the bullying phenomenon, discussing the responsibilities of the central characters and their accomplices ("henchmen and other participants"), and exploring ways to protect against the bullying phenomenon. It is important for children to recognise that bullying happens in any community and that the abuser is also a victim in many cases. Of course, all this is done in a way that is accessible to children, in their language, but distanced from them. After the guided discussion, we return to the story and re-enact the scenes based on what we have discussed.

8. Project objectives

The main objective is to raise awareness and sensitisation of children and teachers to the phenomenon of bullying. Children can take on any role during the game, and most of the performance is guided by these roles and behavioural manifestations, providing an opportunity to reflect on how bullying works and to try out ideas for solutions. A secondary aim is that after the drama session, the children know what to do in the real situation and follow the rules set out in the session.

9. Project outcome

In a research carried out by an external expert, we wanted to know whether the students and their class teacher thought that the drama could open a dialogue between them about bullying, could it help the community to send signals, ask for help from each other and from teachers and adults, could it help to build a climate of trust and break down taboos about the phenomenon.

10. Start and end project, timescales and key milestone dates

01.09.2018 - 31.08.2019 The theatre education project is closed, but "Value-Measure" theatre education sessions are held regularly in the institutions.

11. Funding (total budget and type of funding (e.g. ISEC, EUCPN Fund,...))

8200 Euro

- national fund

12. Evaluation

There was no evaluation process.

13. Contact details project

Dr. Gréta Rekedt-Horváth, rekedtgreta@gmail.com