HARRY POTTER

MAGICAL JOURNEY BETWEEN AFFECTIVITY AND MOVEMENT

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CAUSES

- Increased social media credibility – Decreased Scientific Community credibility
- Crisis of human and social values
- Political strategies with incorrect focuses
- Not much communication about health prevention
- Poor investment in Pesearch and prevention
- Self-Esteem
- Fatigue
- Wrong image of own body
- Lack of ourselves’ knowledge, of our own body and sport culture
- Fear of the Result
- Loneliness
EFFECTS

<table>
<thead>
<tr>
<th>METABOLIC DISEASES</th>
<th>LIFE STYLE</th>
<th>PSYCHOLOGIC DISEASES</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Hypertension</td>
<td>• Structural Disorders</td>
<td>• Cognitive functioning</td>
</tr>
<tr>
<td>• Diabetes</td>
<td>• Alimentar disorders</td>
<td>• ADHD</td>
</tr>
<tr>
<td>• Obesity</td>
<td>• Humor</td>
<td>• Anxiety</td>
</tr>
<tr>
<td>• Lipid disorders</td>
<td>• Distorted social environment reality</td>
<td>• Depression</td>
</tr>
<tr>
<td>• Hearth attack risk</td>
<td>• Absenteeism in job activities</td>
<td>• Stress</td>
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<tr>
<td></td>
<td>• Accelerated ageing</td>
<td></td>
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<tr>
<td></td>
<td>• Premature death</td>
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</tr>
</tbody>
</table>

SEDENTARIETY
PHYSICAL ACTIVITY BECOMES PRIMARY TO CHANGE BAD EATING HABITS, TO IMPROVE SELF-ESTEEM, TO BUILD A LIFE STYLE LINKED TO WELL-BEING

PHYSICAL ACTIVITY IS ESSENTIAL FOR IMPROVING COGNITIVE FUNCTIONS IN DEVELOPMENTAL AGE

PLAY THE GAME IS THE WAY WHICH REPRESENT THE RIGHT STIMUL TO INVOLVE IN «VOLOUNTARY HANGING UP » OF WELL BEING

Sport is an agent for stimulating personal and social change, particularly within the lives of young people with a positive effect increasing self-esteem, reducing anxiety and improving health (Nichols G: Sport and crime reduction 2007)

The participation in sport can facilitate young’s people social and moral development through “character building” and the acquisition of life skills (Nichols G: Sport and crime reduction 2007)


Hollingworth has argued, sport and Physical activity can be integral to the development of social capital contributing to emotional, mental and physical health (Hollingworth K: Participation in social, leisure and informal learning activities among care leavers in England...Child and Family Social work 17, 438-447 , 2012)

Voluntary Hanging up (Jean Piaget: Equilibration of cognitive structure: the central problem of intellectual development 1985)
“Moving in experience” was experimented with groups of students of different classes to acquire a well-being in movement and well-being together, in a natural environment through few experiences.

Introduction the concept of «Experience» from Activity

The subdivision of 3 teams of different ages (14/19 years) allowed us to assess the real needs of each student. The intervention linked to have fun playing, to appreciate the environment, to create a social and mutual collaboration.

Each module identified by an animal

<table>
<thead>
<tr>
<th>ANIMAL</th>
<th>EXPERIENCE</th>
<th>TARGHET</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Moving in Nature</td>
<td>Moving together, - Carrefull observations – Virtues and limitations</td>
</tr>
<tr>
<td></td>
<td>Hiking – «The Titans» the movie</td>
<td></td>
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<tr>
<td></td>
<td>Moving in Primary Element</td>
<td>Collaboration - Primary Environment - Dexterity</td>
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<td></td>
<td>Creative Games in H2O</td>
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<tr>
<td></td>
<td>Moving with mechanical tool</td>
<td>Attention and Safety – Tecnical Bike Simulation – »Spartan Race»</td>
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<tr>
<td></td>
<td>Duatlon (FITRI Partner)</td>
<td></td>
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<tr>
<td></td>
<td>Moving Vertical</td>
<td>Climbing Technique – Power and Balance – Team Relay – Freedom and Respect</td>
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<tr>
<td></td>
<td>Climbing indoor - outdoor</td>
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<tr>
<td></td>
<td>Moving 360°</td>
<td>Living without Comforts as phones, electricity…</td>
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<tr>
<td></td>
<td>Smells Hiking - Overnight</td>
<td></td>
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<tr>
<td></td>
<td>Moving istintely with Ratio</td>
<td>Multidispinary and Creativity Games</td>
</tr>
<tr>
<td></td>
<td>Final Event</td>
<td></td>
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</tbody>
</table>
BACKGROUND PROJECT PARABENS

- #OlimpicSpirit
- Sport: Living Value
- Concept of Volunteers
- Be Paralimpic
- Samba

GIOVEDI 17 NOVEMBRE 2016
SCUDERIE ESTENSI TIVOLI

PARABENS PARALYMPICS
PARA UN MUNDO MELHOR

Apriamo il cuore allo Sport e al mondo Paralimpico raccontato dagli atleti protagonisti delle ultime Olimpiadi.

INTERVERRANNO:

Enrico Testa - CT della Nazionale Nazionale di Nuoto Paralimpico
Gloria Bocanera - Nuotatrice Paralimpica, Rio 2016
Valerio Taras - Nuotatore Paralimpico, Rio 2016
Chiara Vellucci – Nuotatrice Paralimpica, Rio 2016

A cura di:
Prof. Manuela Gamba, Prof. Giuditta Pucinelli, Prof. Mandolesi Nikki
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PROJECT EVOLUTION
3 YEARS OF PEDAGOGIC EVOLUTION

• Transformation of the concept of «Experience» in «Shared Experience», toward common goal
• Work with a single class and not with groups of students from different classes
• Interdiscipinarity
• Team of psycologists (care about affettivity and emotional situations)
• Role playing game
• The Right Stimul: Inspiration from famous complex colossal movie for activities and symbology (Harry Potter)
OLISTIC MODEL
ANALYSIS OF A RANDOM CLASS

COMPOSITION CLASS
24 STUDENTS (14/15 YEARS OLD)
17 MALES AND 7 FEMALES

Example of a Professional Institute of Administrative Services with sport curvature

SPORT PRACTICED BY THE CLASS

- Soccer (Agonistic): 25%
- No Sport (All FEMALE): 29%
- Basketball: 4%
- Dance: 4%
- Athletics: 4%
- No Sport (MALE): 34%
The class is composed by different diversities, including disability, students with learning disabilities, disadvantaged family situation, adopted students and others who lives in a LACYP (Looked After Children Young People).
THE PROBLEM OF WORKING BY PROTOCOL. DIVERSITY IS THE TRUTH OF EACH OF US

«UNICITY NEEDS RESPECT»

The idea is to work not on the group but work on the singles that made the group.
The group has its own identity, it means that the group is not made through the summary of the individual characteristics, but need to research it in the relationship dynamics created.

Julio Velasco,

INTERVENTION IN THE CLASS THROUGH MORENO’S SOCIOGRAM

* Sociogram is the graphical representation of interpersonal relationships within a group/class.
* 100 years ago Jacob Levi Moreno observed that the most of social problems were caused by conflicts between people from different nationalities and people with different political orientations.
* The chart represents the interactions between students and conflicts, the result gained will be used to guide the class group, to help visualizing the team dynamics and the relationships.
COMPOSITION OF THE HOUSES
MORENO’S SOCIOGRAM - VARIABLE 1

• 1) If you want to organize a trip, who would you choose among your companions to join with you?
• 2) If you want to organize a trip, who wouldn't you choose among your companions to join it?
• 3) If you want to play a game, which companions would you like to team up with?
• 4) If you want to play a game, which companions wouldn’t you like to team up with?

• The answers of the survey are the analysis about the choises in a recreation activity or in sportive game
• Maximum 3 possible choises for each answear
COMPOSITION OF THE HOUSES
LIGHT AND SHADOW – TOLIKIEN - VARIABLE 2

CARD OF THE MAGICIAN

• Magical Card to choose emotional point to create the own «Avatar»

• Spend 18 points to highlight initial light and shadow

• Assignment of a quantitative personal value on a two-pole scale

• The card is also proposed to CONTROL after each Game

• MARTIAL ABILITY
  Sword symbol: combat and awareness

  Shield symbol: empathy and relief

  Wisdom skill: book symbol, commitment and narrative.

<table>
<thead>
<tr>
<th>SWAGGER</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
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<td>MISERLY</td>
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<td>4</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
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<td>EXAGGERATION</td>
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<td>5</td>
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<td>3</td>
<td>2</td>
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<tr>
<td>INSECURITY</td>
<td>1</td>
<td>2</td>
<td>3</td>
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<td>1</td>
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<tr>
<td>IMPULSIVENESS</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
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<tr>
<td>SELFISHNESS</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
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<td>2</td>
<td>1</td>
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<tr>
<td>LISTLESSNESS</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
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<td>ANXIETY</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
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<tr>
<td>MISTRUST</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>3</td>
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<tr>
<td>FEAR</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

HUMILITY
GENEROSITY
MODERATION
GLOWING
HARDENING
BROTHERHOOD
CONCENTRATION
SECURITY
TRUSTH
COURAGE

EXPERIENCE:

STUDENT NAME:

CHARACTER NAME:
## COMPOSITION OF THE HOUSES

### CHARACTERISTICS OF THE HOUSES – TOLKIEN – VARIABLE 3

<table>
<thead>
<tr>
<th>COLOR</th>
<th>LIGHT BLUE</th>
<th>BRONZE</th>
<th>YELLOW/RED GOLD</th>
<th>GRAY/GREEN</th>
<th>YELLOW/BLACK</th>
</tr>
</thead>
<tbody>
<tr>
<td>HOUSE</td>
<td>Raven Claw</td>
<td>Griyffindor</td>
<td>Slytherin</td>
<td>Hufflepuff</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DOTS/DEFECTS</th>
<th>Intelligence, Creativity, Wisdom</th>
<th>Courage, Nobility, Respect rules</th>
<th>Ambition, Cunning</th>
<th>Hard work, Tenacity, Patience</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARMS/ANIMA</td>
<td>Bronze eagle</td>
<td>Golden Lion</td>
<td>Golden Snake</td>
<td>Badger</td>
</tr>
<tr>
<td>FOUNDER</td>
<td>Priscilla Ravencraw (Diadem of wisdom)</td>
<td>Godric Gryffindor (Famous magician)</td>
<td>Salazar Slytherin</td>
<td>Tosca Hufflepuff</td>
</tr>
<tr>
<td>PROFESSOR REPRESENTANT</td>
<td>Filius Vitious –</td>
<td>Minerva Mc Grannit</td>
<td>Severus Piton (Defense against Dark Arts)</td>
<td>Pomona Sprite (Erbologiy)</td>
</tr>
<tr>
<td>GHOST HOUSE</td>
<td>Gray Lady</td>
<td>Sir Nicholas, Nick Headless</td>
<td>Blood Baron</td>
<td>Monk fat and jovial</td>
</tr>
<tr>
<td>SPECIAL</td>
<td>West Ravenclaw Tower</td>
<td>Dormitories in the tower</td>
<td>Armchairs and sofas black, Dormitories under the black lake</td>
<td>Basement near the kitchen, round doors in the walls</td>
</tr>
</tbody>
</table>

### CHARACTERS

- Luna Lovegood, Penelope Light, Cho Chang, Anthony Goldstein, Michael Corner
- Harry Potter, Hermione Granger, Nevil Pacioc, Ron Weasley, Fratello Weasley, Peter Minus
- Drago Malfoy, Theodor Nott, Blaise Zabini, Pansy Parkinson, Millicent Bulstrode, Horace, Lumacorn
- Cedric Diggory, Hannah Abbot, Justin Finch, Susan Bones, Erni Mc Millan

### MOTTO

- Wake up and ready for mind, reason and wisdom
- This place speaks about Gryffindor, cradle of the brave of heart boldness
- Here you will find the best friends, Honor
- Here lies the Just and the Loyal, here reigns the patience, hard work
THE ROLE PLAYING GAME

«The role is the operational form that the individual takes as response of a given situation»

J.L.Moreno

• The use of role-playing game in education seeks to combine the acquisition with relation skills and the immage of oneself
• Olistic Method
• Membership development
• To identify oneself to improve

• Establish a relation with living: Well-being, integration, coverage
• Experience that move Body, Mind, Emotions and grow lived

«TO KNOW HOW TO BE, KNOWING HOW TO DO»
Social and Individual objectives can be achieved
## THE EXPERIENCE

<table>
<thead>
<tr>
<th>1. -</th>
<th>Movie Watching</th>
<th>CineForum</th>
</tr>
</thead>
<tbody>
<tr>
<td>2. -</td>
<td>The GAME</td>
<td></td>
</tr>
<tr>
<td>3. -</td>
<td>Circle Time</td>
<td></td>
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<tr>
<td>4. -</td>
<td>Questionnaire</td>
<td>Healing Potion</td>
</tr>
</tbody>
</table>

### THE PHILOSOPHER’ S STONE
- Treasure: Max 60
- 1 - Magician Commands Color: Max 24
- 2 - Quattle To Basket: Max 24
- 3 - Creative Relay: Max 24

### THE CHAMBER OF SECRET
- Treasure: Max 60
- 1 - Blindfolded (Trusting): Max 24
- 2 - The Bridge (Collaboration): Max 24

### THE CALICE OF FIRE
- Treasure: Max 60
- 1 - The Magician’ s Egg: Max 24
- 2 - The Labirinth: Max 24
- 3 - Surprise Test (Octopus): Max 24

### THE CLUB OF DUELLISTS
- Treasure: Max 60
- 1 - Simple Flag-Bearer: Max 24
- 2 - Flag Bearer With Sword, Tom Riddle: Max 24
- 3 - The Battle Of Basilisk: Max 24

### «MEET VOLDEMORT» FINAL EVENT
- Multigame: Max 60
- Thought The Passed Experiences: Max 48
- Each step of **Experience** concerning the project involves the acquisition of points for commitment, participation, creativity and skills.

- Malus are recovered as felt-healing potions after the Game

- **Points are removed** for unjustified absences or disciplinary notes

- «**Treasure**» is the sum of point achieved for the single Participation of the component of each House

- **Auxiliary questionnaire** for abstents or unwell
SCHOOL YEAR PLANNING

THE EXPERIENCES

First day of school
Problems found by Professors
Administer «Moreno Sociogram»
Introduction of the Houses and the different components
TALKING HAT

JAN

FEB.

MAR.

APR

MAY

JUNE

THE PHILosopher’S STONE
THE Magician’S CHALLENGE
THE CLUB OF DUELLISTS
AZKABAN PRISON
THE CALICE OF FIRE
MEET VOLDEMORT
FINAL EVENT

THE ANALYSIS
# Multidisciplinary

<table>
<thead>
<tr>
<th>Class</th>
<th>Activity</th>
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</thead>
<tbody>
<tr>
<td>Italian Language/History</td>
<td>J. K. Rowling story&lt;br&gt; UK History</td>
</tr>
<tr>
<td>French</td>
<td>Vocabulary&lt;br&gt; Screening of the Movie – Cineforum in French</td>
</tr>
<tr>
<td>English Language</td>
<td>Vocabulary, Grammar, Focus-Questionary&lt;br&gt; About the first 3 movies</td>
</tr>
<tr>
<td>Science</td>
<td>The study of Phylosopher stone</td>
</tr>
<tr>
<td>Law</td>
<td>Rules, rights and duties in Hogwarts and generally in school</td>
</tr>
<tr>
<td>Mathematics</td>
<td>Mathematical problems in English with characters and symbols from Harry Potter.&lt;br&gt; Unit of Measure in UK</td>
</tr>
</tbody>
</table>
IMPROVEMENT

- Participation e motivational values
- Deeping friendness
- Listenig skills and Attention
- Relationship dynamics takes from Students
- Relationship dynamics takes from Professors
- Surfacing of silent students
- Surfacing positive leathers

- Resize group funcional modalities to the class climate
- Generates significats for Build the right reality
- Including the diversity
- Sociality and cooperation

- Self-Esteem
- Fatigue
- Wrong image of own body
- Human and social values crises
- Fear of the Result
- Loneliness

- Increased social media credibility – Decreased Scientific Community credibility
- Crisis of human and social values
- Political strategies with incorrect focuses
- Not much communication about health prevention
- Poor investment in research and prevention
FUTURE

• The First Module of the Harry Potter project will be adopted in new school classes
• The Second module will continue in the pilot classes: «Harry Potter and the gift of Death»
• The four Houses will not compete each other but they will acquire points and stuff for the final battle against Voldemort
• The awareness of ownself will be acquired through «The Mindfull Technique» (Care, Gratitude, Gift, Healing)

• Meeting the protagonists of the passed years for Social Well-Being Inspection
• Fix issues emerged at the Inspections

• HOPE to stimulate an interest from the Italian Ministry of Education, Research and University for acquire the project format at national level, creating a platform

• Seek Partners for Shared Practical that join the Theories
• Sports Managing allowed – Sports Field allowed also
• Work on Field needs Attention and more Human Resources
SOCIAL WELL-BEING
THE CHALLENGE