



Reflect to Reveal

1. What intercultural perspectives does Dr Eddy want pupils to take away from this exemplar?
2. What do images in film and literature reveal to us and our learners?
3. Why do some literary devices reappear in our cultures' text and what do they tell us about themes, ideas and meaning for a culture? Why is it worth revisiting in the curriculum?
4. Why does Dr Eddy want learners to design interactive and collaborative tasks with texts?
5. Can you explain dilemmas and painful choices within the context of 'cultural story' to someone else? Do you have an example from texts in your own or other culture(s)?

Questions for my Colleagues

- ? How does the pupils' role to design the interactive exhibit help them engage in Mediation?
- ? Can you name texts, films, plays or songs from the culture you will teach which are essential for understanding their social and cultural history? Please share them.
- ? Share a design feature that you notice and share why with your colleague. Ask your colleague a question about this exemplar.
- ? What would you do differently? What would you add or otherwise change?
- ?

Re-Imagine and Elaborate

- 1) What could be other products or performances for this interactive museum exhibit on relationships enduring through difficult times?
- 2) Would these tasks come before or after the ones you see in the AATT?

- 3) What could people do before or after interacting with the experiences that pupils designed?
- 4) What can other pupils do in class while they view products or presentations?
- 5) How might you adapt any of these tasks for your chosen curricular theme, transfer targets, and cultures?

Ask the Designer

What is your question for Dr Eddy? What else do you want to know about this exemplar and this text?

What would you ask the author of *One Lucky Day*, Hyun Jin-geon?

Research in the Practice Redux

Which design features, researchers and practitioners do you think may have guided Dr Eddy in creating her exemplar? How did she design with these in mind? Explain below for each component given.

- 1) Develop tasks for transfer to create something new for different audience
- 2) Aesthetic Education, 'as if' and personal interaction with texts
- 3) Drama pedagogy strategies with pupils 'in role'
- 4) Tasks which facilitate mediation with others and compare what pupils already know with new content
- 5) Is there a design feature that calls out to you? Share with colleagues.

One Lucky Day. Story by Hyun Jin-geon, 1924. 현진건, 1924.