EDUCATOR RESOURCES

BLACK FEMINIST VIDEO GAME

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THECIVILIANS.ORG
Center Theatre Group is excited to have you and your students join us for *Black Feminist Video Game*. In addition to Center Theatre Group’s Discovery Guide, we hope these Educator Resources will help you prepare your students to see the play and to follow-up after the performance with options for discussion, reflection and creativity.

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We applaud your passion for sharing theatre with your students and thank you for sharing your students with all of us at Center Theatre Group.
Have class stand in a circle stepping forward and seeing each other OR have class in a circle with their backs to each other for privacy. (If you are leading this online, you can ask the students to keep their videos off unless a statement is true for them.) Share that these prompts are connected to different ideas and experiences explored in the show. Please change and edit prompts for your specific class’ needs.

**Step Forward If...**
You know how to speak English  
You know how to speak Spanish  
You know to speak another language besides English and Spanish  
You are bilingual (can speak 2 languages)  
You are trilingual (can speak 3 languages)  
You can speak more than 3 languages  
(Share out the languages for the bilingual and trilingual)

**Step Forward If...**
You like to listen to music  
You like to dance  
You are on social media  
You like video games  
(Share out video games)

**Step Forward If...**
You have ever felt lonely  
You have ever felt like it was hard to make friends  
You have a hard time expressing how you feel  
You have ever been in love

**Step Forward If...**
You have ever judged someone before you met them  
You have been targeted because of the color of your skin  
You feel that homophobia is an issue in your school  
You support the rights of all people to live and love
Round 1:
Assign each corner of the room with the following categories: Youngest in the Family, Oldest in the Family, Middle Child, Only Child. Ask the students to move to the corner that best represents them. (If you are leading this online, you can assign breakout rooms to each category.) Once they are in the breakout rooms, the goal is for your students to find two additional things that all the members in their group have in common. These commonalities can be about food, family, music, etc. Give them 3 minutes to discuss and pick a spokesperson to share back with the whole group.

Round 2:
The complete metamorphosis of butterflies involves four stages: the egg, the larva, the pupa and the adult. Assign each corner of the room with one of the four stages. Ask the students to move to the stage they feel represents their understanding of Black Feminism. (If you are leading this online, you can assign breakout rooms to each stage.)
Put the following quotes from Marguerite in *Black Feminist Video Game* around the room. Get volunteers to read quotes aloud. Ask students to stand by the quote that most speaks to them. (If you are leading this online, you can screenshare the quotes and assign breakout rooms to each quote.) In each “quote” ask students to share why they chose that quote. Ask them to pick a spokesperson who will share highlights from the conversation. Have each group re-read their quote before they share the highlights.
“One way to be an ally is to take us at our word and believe us not reinterpret us when we speak.”
—Marguerite, Black Feminist Video Game

“And how could you be anybody’s champion if you can’t first defeat the monsters within you?”
—Marguerite, Black Feminist Video Game
“You can’t use the politics of liberation to oppress someone into loving you or giving you a second chance.”
—Marguerite, Black Feminist Video Game

“And to be an ally means to be okay with the fact that It. Ain’t. Always. About. You. Boo! If you love how they help you feel seen, take a moment and return the favor.”
—Marguerite, Black Feminist Video Game
Write about a moment you accomplished something.

Write about a moment you failed heroically.

Write a story from your personal experience that taught you a lesson.

Write about one thing you would want people to know about you that they can’t see by looking at you.

Write about a moment in history you need people to know about. Why does this history matter?
ACTIVITIES FOR THE CLASSROOM | Thematic Auto-Images

The students will use their bodies to explore some of the major themes in the play. Physicalizing what they are thinking can make their ideas more concrete. Divide the group in half and ask Group A to strike a pose that represents one of the themes listed below. Group B will observe and respond. (If you are leading this online, you can have Group A leave their videos on and Group B leave their videos off. Depending on the size of your group, you can break them into small groups as needed.)

**Themes:**

- TOXIC MASCULINITY
- RACISM
- SOCIAL JUSTICE
- ALLYSHIP

Give Group A a 10-second countdown and ask them to hold the pose. Ask Group B, what do you notice? Switch groups and repeat the exercise with a different theme.
Dr. Izetta Autumn Mobley is an American Council of Learned Scholars Emerging Voices Fellow at the University of Texas-Austin. Her research focuses on race, disability, slavery, public history, digital humanities, and material and visual culture.

Dr. Moya Bailey is the Assistant Professor of Africana Studies and Women's, Gender, and Sexuality Studies at Northeastern University. She is a scholar of critical race, feminist, and disability studies. Her work focuses on marginalized groups’ use of digital media to promote social justice as acts of self-affirmation and health promotion.

Dr. Clenora Hudson-Weems is a Professor of Africana Studies at the University of Missouri. She is the author of Africana Womanist Literary Theory (Africa World Press, 2004), Emmett Till: The Sacrificial Lamb of the Civil Rights Movement (Bedford, 1994) and Africana Womanism: Reclaiming Ourselves (Bedford, 1993).

Dr. Deborah Karyn King is an Associate Professor of Sociology at Dartmouth and authored “Multiple Jeopardy, Multiple Consciousness: The Context of Black Feminist Ideology,” Signs: Journal of Women in Culture and Society, v14 n1 (Autumn 1988) 88-111.

Morénike Giwa Onaiwu is an educator, writer, public speaker, parent, and global advocate who is passionate about human rights, justice, and inclusion. She is a Humanities Scholar at Rice University and is involved in various social justice advocacy endeavors including HIV awareness, learning via technology, research, gender, disability, and racial equity.

Dr. Mecca Jamilah Sullivan is an author, scholar, artist, and an Assistant Professor of English at Bryn Mawr College. Her research and teaching interests include African-American and Afrodiasporic literatures, gender and sexuality studies, contemporary American literature, and theories of difference.

Dr. Nicole Eugene is an Assistant Professor of Communication at the University of Houston – Victoria. She is an interdisciplinary scholar, a disability advocate, and a scholar-artist. Her main research interests are hidden disabilities, sleep, race, cultural studies, performance studies, critical theory, health narratives, feminism, and science and technology studies.

Kimberlé Williams Crenshaw is a pioneering scholar and writer on civil rights, critical race theory, Black feminist legal theory, and race, racism and the law who developed the theory of intersectionality. She is a professor at the UCLA School of Law and Columbia Law School, where she specializes in race and gender issues.

Dr. Patricia Hills Collins is a social theorist whose research and scholarship have examined issues of race, gender, social class, sexuality and/or nation. Professor Emerita at the University of Maryland, she is the author of Black Feminist Thought: Knowledge, Consciousness, and the Politics of Empowerment (Routledge, 1990) and Black Sexual Politics: African Americans, Gender, and the New Racism (Routledge, 2004).
Black Feminist Video Game is written by Darrel Alejandro Holnes, directed by Victoria Collado, and Game Design by Cookout Games. This production is a national collaboration with presenters 59E59 Theaters’ Plays in Place Program, Center Theatre Group, Oregon Shakespeare Festival and co-commissioner Williams Center for the Arts, Lafayette College.

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