

ATTENZIONEE!

THIS SUITCASE CAN BRING THE PRISCIO OF
CHANGING THE WORLD!

ATTENZIONEE!

CONTAINS ACTIVITIES TO MAKE YOUR VOICE
HEARD, CREATE REBELLIOUS IDEAS AND BRING
OUT COURAGE!

OBJECTIVE OF THE MISSION: TO
USE YOUR POWERS TO CREATE
AN INVENTION THAT CAN
CHANGE THE WORLD AROUND
YOU AND CAPTURE THE
ATTENTION OF ADULTS!

1 TO START...
IL PRISCIO KIT

FATTO DA

A GROUP OF CHILDREN WHO STARTED TO CHANGE
WHAT DIDN'T SUIT THEM! NOW IT'S YOUR TURN!
DON'T YOU BELIEVE IT? COMPLETE THE ACTIVITIES
ALONG THE WAY TO FIND THAT YOU CAN DO
SOMETHING TO CHANGE THINGS OUT THERE!

3 AVATAR ON THE
STARTING LINE

4 I DON'T LIKE IT! IT'S
NOT RIGHT! I DON'T
STAND FOR IT!

5 THE WHEEL OF
DRAWINGS AND THE
DEBATE-CUBE

2 LOOKING FOR OUR
POWERS...

I believe that children
can change the world
... they must make
ideas that start from
them!



6 THE
DEBATE

9 THE
WALK

8 THE
BINOCULARS

10 THE MAP OF WRONG
THINGS

11 I SOLVE IT WITH
MY POWERS!

... and then courage,
we actually have the
courage, but we have
to bring it out!



14 WORK IN
PROGRESS



To create an invention, you need all that blends in the head, but also many materials to mess up, experiment, and build.

What shall we do? We make Il Priscio kit: a box with materials and tools that you will need to find inspiration and complete the activities along the way.

How do we make it?

- 1 Search and gather around creative and reuse material: interesting forms, fanciful decorations, objects of different colors and materials, natural elements, and components of broken games. Think of all that you can transform: build, cut, glue, paint, color, roll, wrinkle/rub, and make you want to create.

- 2 Put all these objects in one box (or if you don't have one, what are you waiting for? Build it yourself!)

- 3 Il Priscio Kit is ready! Keep it



handy, and every time you see this icon on the card, use it to complete the activity.

TO MUST HAVE



Each of you has unique and special powers that you can use for change and improve what you surround: what are yours?

What shall we do? We realize our avatars to discover all the powers that we have and can use to change the world.

How do we make it?

- 1 Team up/ pair up with a friend (this friend can be both a boy or a girl).

- 2 Think of all his/her powers in everyday life, and that can use to change the world: think what he/she likes to do for others, to his/her passions, to the things he/she knows to do very well, quite well, well

- 3 If you really don't know them, talk to her or him and ask him/her to tell you!

- 4 Take Il Priscio Kit!

- 5 Build an avatar that represents your friend with all his/her powers.



- 6 When you finished creating, place your avatar along the starting line.





What shall we do? We tell avatar powers and collect them on power cards.

How do we make it?

- 1 Once on the starting line, in turn, tell what powers has your friend through the avatar you created.

- 2 Do you think the avatar looks like him/her? Do you believe there are other powers that he/she has? Ask and speak yourselves after each presentation.

- 3 Now, take the **POWER CARDS** and write down all the powers you have found, one for a



card!

- 4 After telling, discussing, and writing on cards all the powers of all the avatars, you must keep the cards in box 11.

They will be used to create many ideas that start just from yourselves!



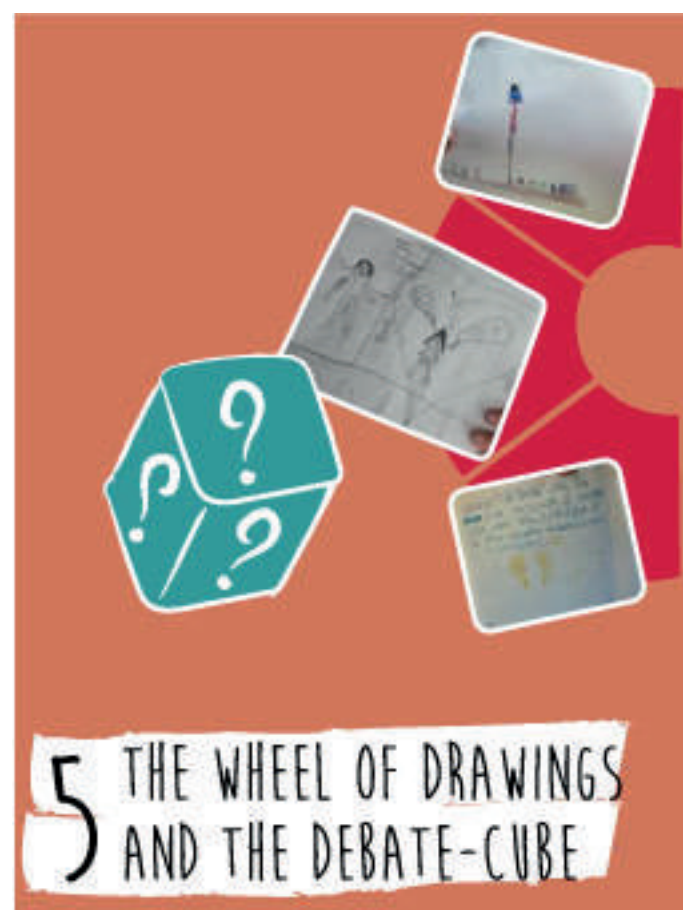
What shall we do? We draw the moment you saw, heard or felt something negative that you wanted to change around you.

How do we make it?

- 1 Close your eyes and think that time you saw or experienced a situation that did not like, that seemed unfair to you and in which you wanted to say: "That's enough! I don't want it; I want to change it!"

- 2 Now take pencils and colors and draw everything you remember of that moment... where you were, what happened, who was there, what you did...

- 3 o give voice to your drawings and your thoughts of change, jump to the next box to organize a real debate/discussion



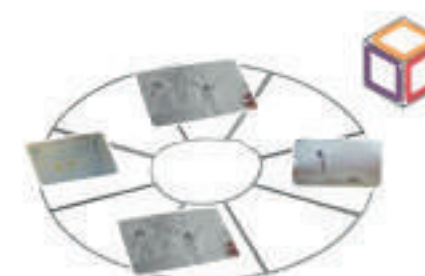
What shall we do? We organize the debate, and we take all the tools needed: the wheel of drawings and the debate-cube

How do we make it?
To realize the wheel of drawings...

- 1 Collect the drawings you have just made and put them in a circle on the table (or on the ground). Warning: if you notice similar drawings that tell the same problem, put them close.
- 2 Now we need an object to make rotate in the center of the circle to indicate to whom it is up to feel the own voice. Search in the Priscio kit something that can work (like a bottle) or build one yourself
- 3 Please place it in the center of the circle: the carousel of the drawings is ready to be used!

To realize the debate-cube...

- 4 Cut out the shape and build the cube
- 5 Glue the stickers on each face: your debate-cube is ready!



What shall we do? The debate: let's talk together about negative stuff that you have noticed, your point of view, the reason why they make you worried and the reason why they interest you, to get a list of all the things you want to change.

How do we make it?

- 1 Take your place around the wheel of drawings and spin the object in the center of the wheel to choose the drawing with which start the debate.
- 2 At this point which has realized the drawing chosen, tells his story and decides the topic you will speak. Do you also have a history related to the same topic? Come forward and tell it.



- 3 Who told the history launches the debate-cube towards one person of the people in the circle.



- 4 The person closest to the cube reads the question on the top face and responds with a story. Then throws the cube to the next person in the circle



- 5 When everyone has expressed its opinion, circulate by new the wheel to choose a new topic and start over!





What shall we do? Create a list of the things you want to change, starting from the one more important and from the one you feel closer to you.

How do we make it?

- 1 What are the things which you want to change that you have discovered during the debate? Write or draw them all on **CHANGE CARDS**.



- 2 Now, put them on the **LIST OF THINGS I WANT TO CHANGE** and reorder them according to those that you make you want to change and feel closer to you



Now you are ready to explore them more closely, jump to the next box!



To start changing things that you wrote on that list, you have to explore and discover the wrong things around you, in your neighborhood, in your city, where you see them in everyday life.

What shall we do? We prepare the tools needed to explore with the senses where you see, try, listen to the things you want to change.

- How do we make it?
- 1 Recover Il Priscio kit: the kit of creative materials that makes you want to change things around you.



- 2 Build your personalized version of binoculars.

- 3 Remember that it will help you to see the things that are not working, then it will have a negative lens. Add all the details that can give him this function.

- 4 Think that while you use the binoculars, you will be outside and you will see so many things that don't

work, so prepare a tablet with sheets where you can take notes during the route/way.



Now that you have your tools, you are ready to go for the walk mission, let's go!

What shall we do? We observe, and we experience the reality that we surround to find the things that we want to change, that we do not like, that annoy us...



Welcome back, explorers! With all the information you have captured, it's time to map all things that you noticed.

What shall we do? We realize a map of problems you have observed during the walk
How do we make it?

How do we make it?

- 1 Please take a look at the list of things that we want to change and choose one of those that you want to explore during the walk.
- 2 Decide together where the exploration will take place and don't forget to bring with you the binoculars and other instruments that you have prepared.
- 3 Once there, start exploring using the negative lens of binoculars to carefully observe all things



that don't work, that you don't like, that annoy you, and you would like to change.

- 4 Remember to take note of all that you discover and that you would like to change: you can take notes, make small drawings or even collect objects representing the problem.
- 5 When you have found enough things to change, conclude/end the walk, and preserve all the material collected. It needs to jump to the next box.



- 1 Recover Il Priscio kit.
- 2 Delimit/define on the floor or on a table one quite large space: you can do it with a very large sheet, with cardboard, or simply with duct tape/adhesive tape.
- 3 Now, remember what you saw, experienced during the walk, reread the notes, look at what you have gathered/collected, and tell each other.
- 4 Represent every problem that you have discovered on the map: you can represent it with the objects



you have collected, recreate in 3D what you have seen, draw it...



- 5 When you have finished your creation and are sure that none of the elements you saw are missing, look at the map from above... do you want to change something? Jump to the next box!



What shall we do? We create ideas to solve one or more problems in the map using your powers.

How do we make it?

- 1 Take "I solve with my powers" card and put it in the center to see it.
- 2 Please choose from the map of problems, what stimulates more your creativity and put it to the right place in question on the card.
- 3 Recover the power cards, choose one and place it in the question.



- 4 Read the question aloud, "If we use our power... to change ..) what can we invent as children?"

5 Release/free your imagination, create as many solutions as possible and draw them each on a post-it note

- 6 When you have finished your ideas, try to choose another power card, replace it, or add it to what there was already. Do you have any new ideas? Draw them!

With all these ideas, you are ready to build! Go to the next box!



What shall we do? We transform the ideas you had in something that you can create and touch

How do we make it?

- 1 Choose the ideas that you make you want to realize more: for example, you can vote for the ideas and choose the most voted or put together more ideas.
- 2 Take Il Priscio kit!
- 3 Think a bit about how you can make them real and start turning ideas into concrete things, in 3D objects
- 4 After completing your inventions, reflect: "Can



you show them to the adults out there? But especially how do you feel to have designed something which can change the world?"



Now that you've built your ideas, it's time to capture the adults' attention and send them a signal of the change you want to achieve! But adults pay attention only to serious stuff so...

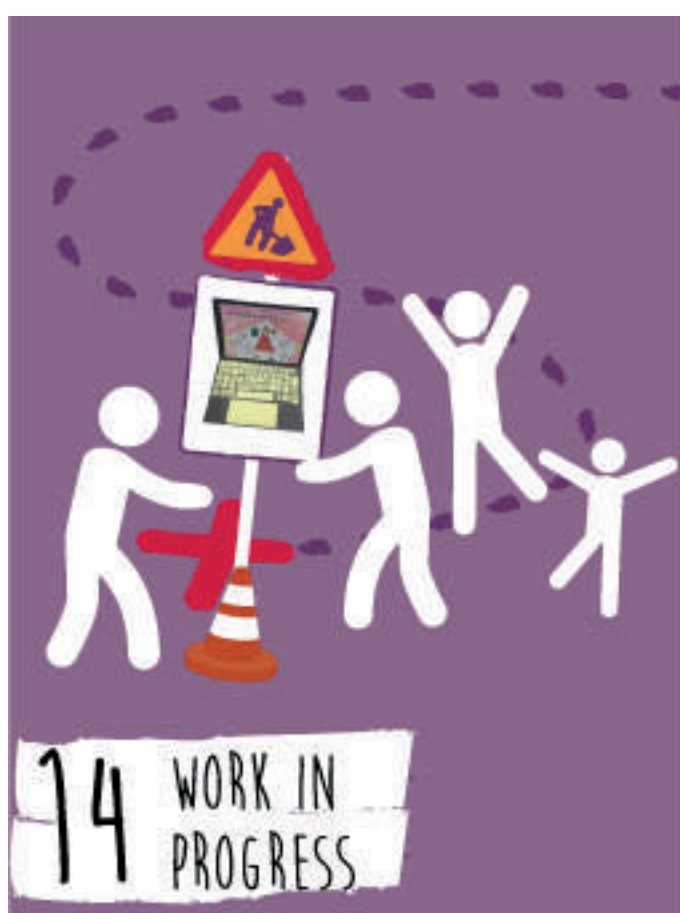
What shall we do? Something serious! We create work in progress road signs to show to adults our ideas and that we are working to achieve them.

How do we make it?

- 1 Collect all the inventions that you have created and the ideas that you came to mind. Which ideas do you want to share with adults? What message do you want to send them?
- 2 Choose the signal shapes that represent the most the message you want to send, personalize your signal, and color it like the ones you see when you're in the car with mom and dad.
- 3 Then represent on it your idea or invention (you can paste the one you have already made or create

a new one)

- 4 Add the message you want to send to adults... don't forget to add your names, inventors of change!
- 5 When the signals are ready, skip to the next box.



We have the ideas, the inventions, the signals, we can pull out the courage. Come on, let's go!

What shall we do? We place the signals where we want to see realized our ideas of change. How do we make it?

- 1 Do you remember where you saw the things that don't work? Take a look at the map of the wrong things.

- 2 Choose where you want to place the signals, where you noticed wrong things, or maybe where you desire your ideas or inventions are realised.

- 3 Take the signs and leave for this new mission! Fix them and make sure they are clearly visible to those who pass.

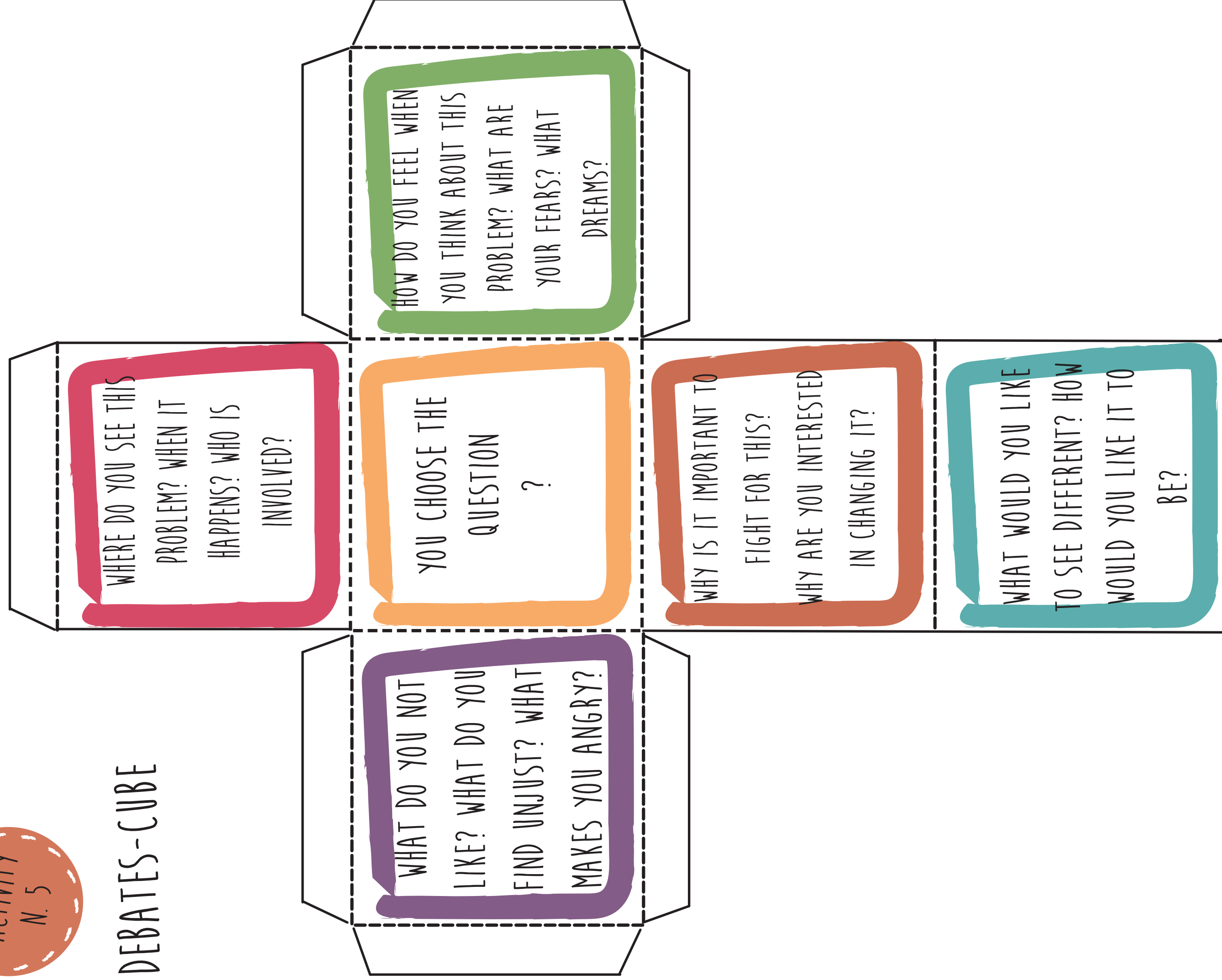
- 4 After fixing them, stop observing the passers-by, explain to them your ideas, and not be discoura-

ged if they don't understand them immediately, the adults need time to understand.

- 5 When you go away, leave signals where you put them! They will continue to give voice to your ideas!

ACTIVITY
N. 5

DEBATES-CUBE



THE LIST OF THINGS
I WANT TO CHANGE

1

2

3

4

5

6

7

8

I SOLVE IT WITH MY POWERS

AND IF WE USE OUR POWER OF

FOR
TO CHANGE



put here
the problem
from the map
?

ACTIVITY
N. 11

WHAT CAN WE CHILDREN DO? WHAT CAN WE INVENT?

PUT HERE
POST-IT NOTES

7 THE LIST OF THINGS I WANT TO CHANGE

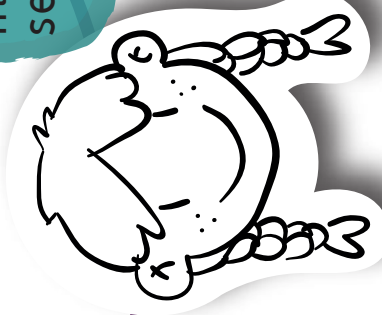


In my opinion, we could start from an idea small small small!! Very small! as something that is going on.

We need binoculars to change the world because we see what is wrong and then go to fix it.



we need 2 things: the attention of people, adults are only interested if there are serious things ...



12 THE INVENTIONS

13 THE ROAD SIGN



















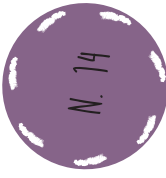
CHANGE CARDS

A rectangular card template with a thick orange border and a white center. The text "CHANGE CARD" is printed in white at the bottom right.	A rectangular card template with a thick dark orange border and a white center. The text "CHANGE CARD" is printed in white at the bottom right.	A rectangular card template with a thick red border and a white center. The text "CHANGE CARD" is printed in white at the bottom right.	A rectangular card template with a thick purple border and a white center. The text "CHANGE CARD" is printed in white at the bottom right.
A rectangular card template with a thick teal border and a white center. The text "CHANGE CARD" is printed in white at the bottom right.	A rectangular card template with a thick green border and a white center. The text "CHANGE CARD" is printed in white at the bottom right.	A rectangular card template with a thick light orange border and a white center. The text "CHANGE CARD" is printed in white at the bottom right.	A rectangular card template with a thick brown border and a white center. The text "CHANGE CARD" is printed in white at the bottom right.
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POWER CARD

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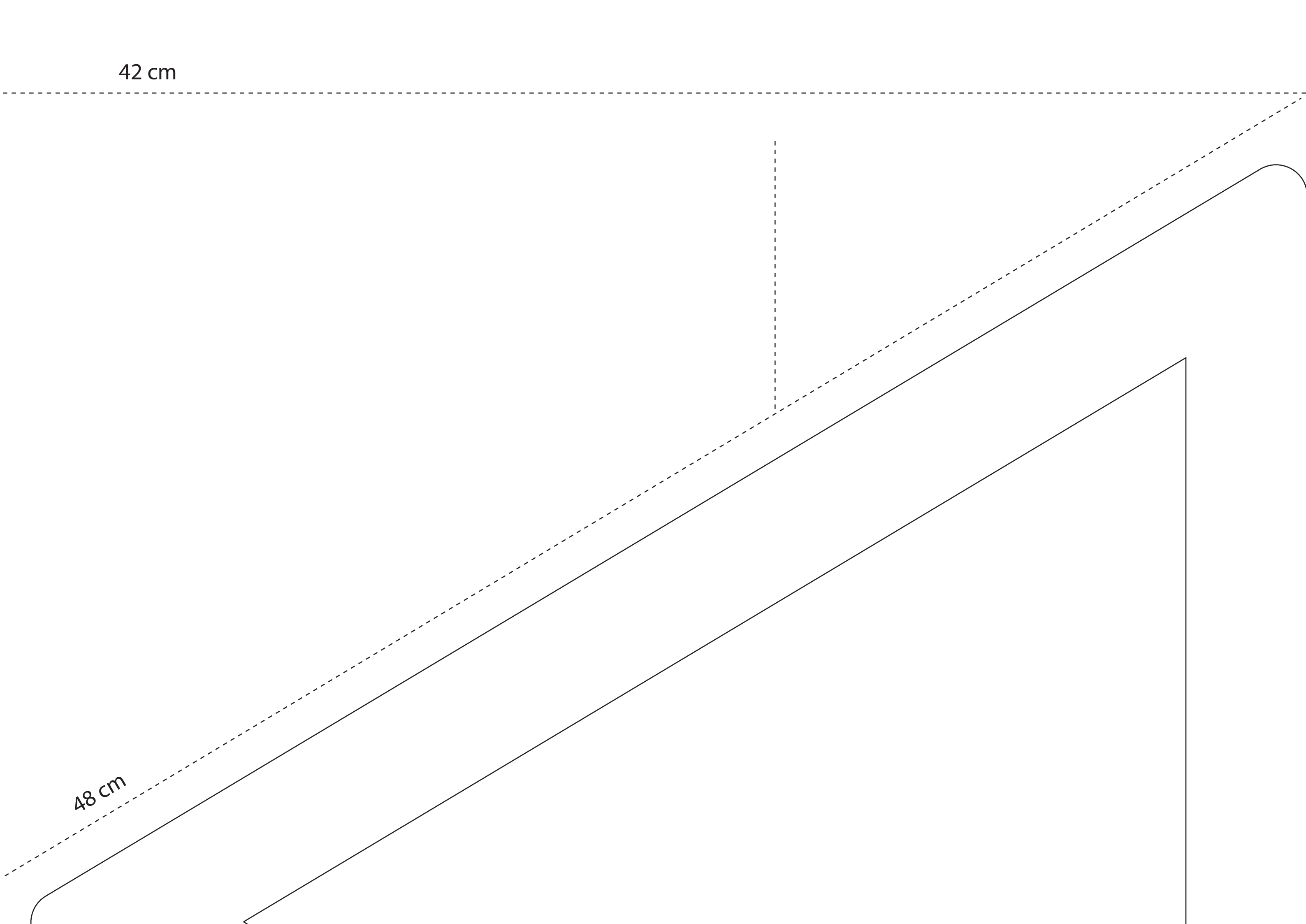


50 cm



42 cm

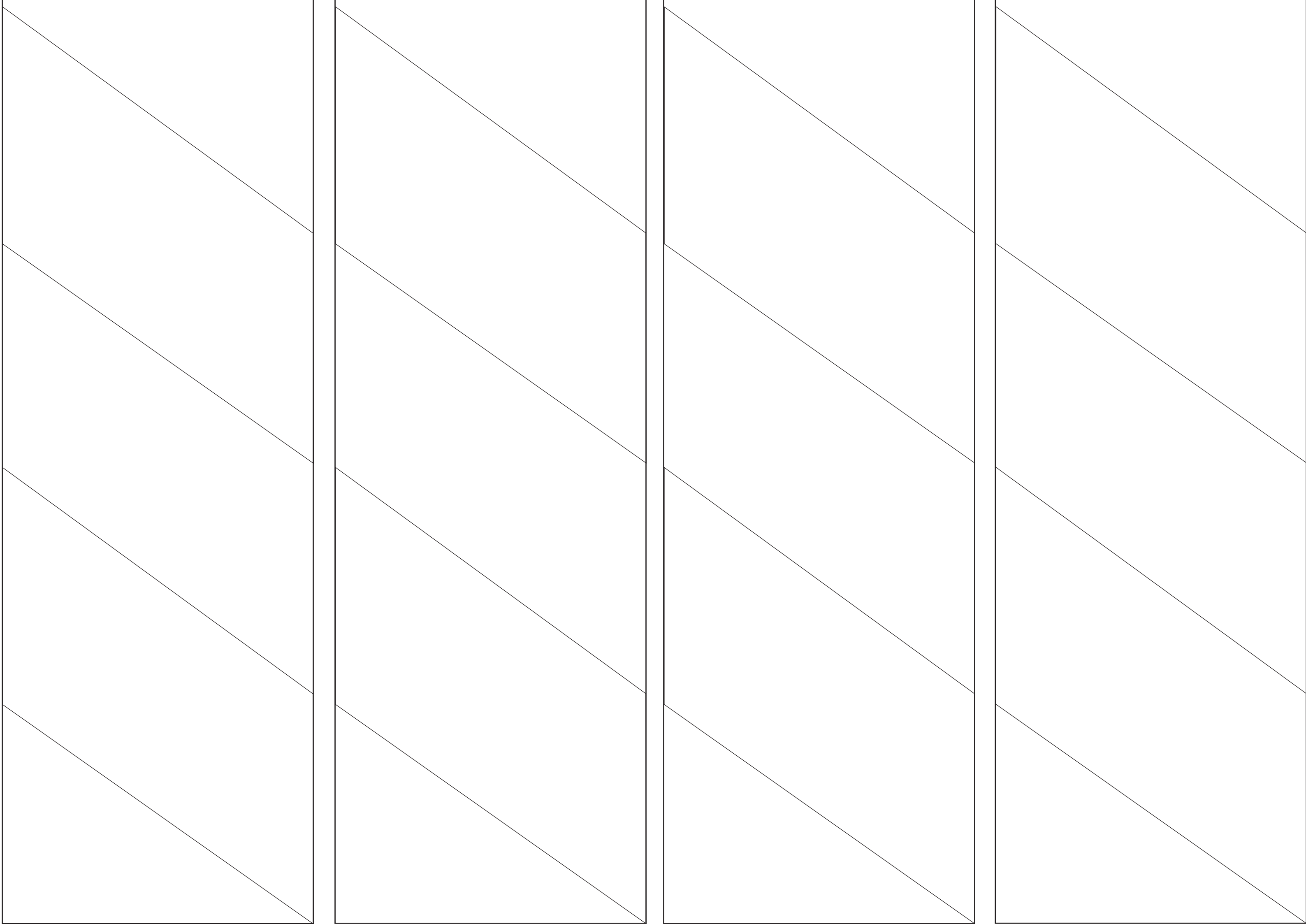
48 cm

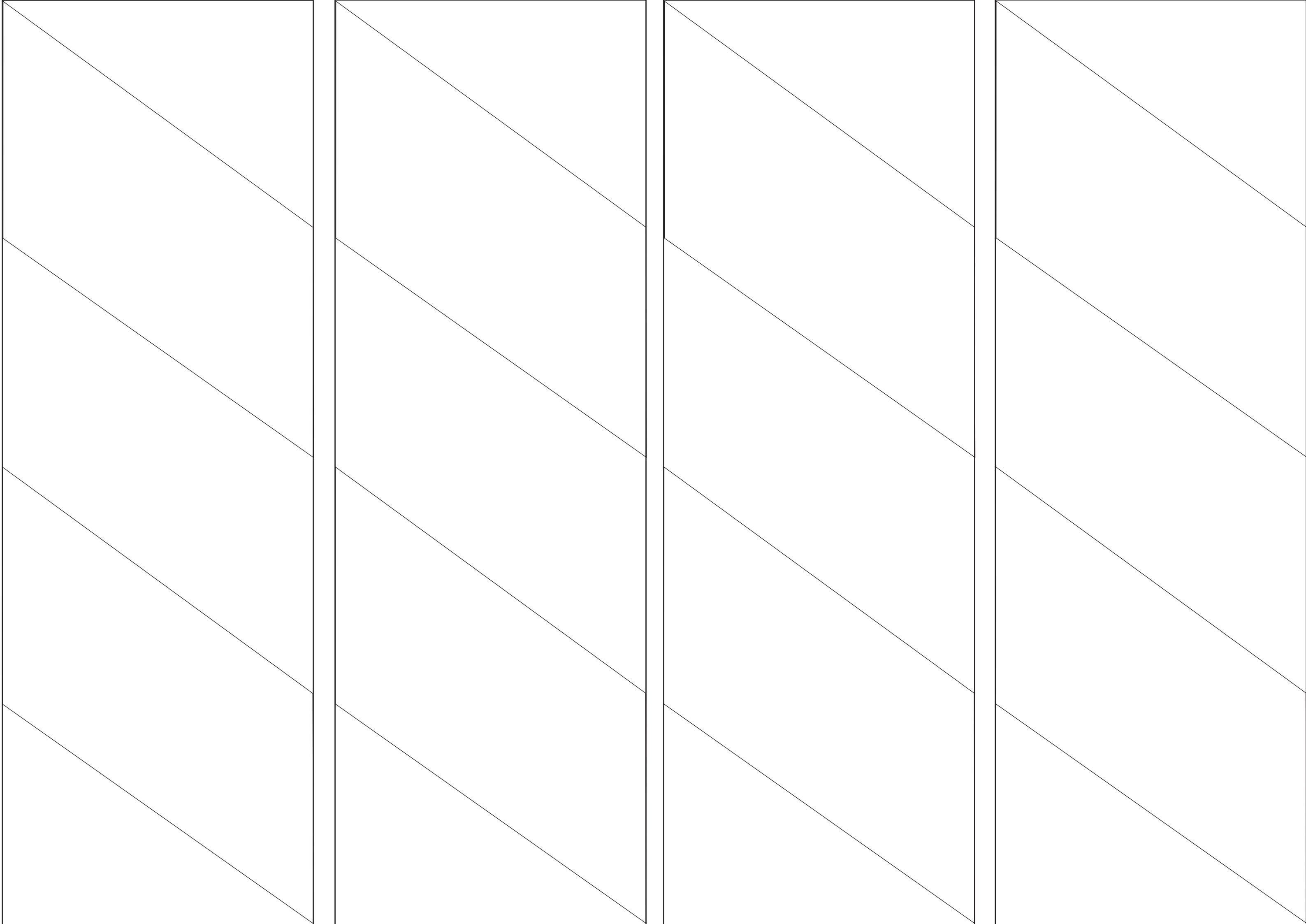




42 cm

33 cm





48 cm

35 cm

