

THE ROBBER HOTZENPLOTZ ALL TOPICS



S12
T1-4
D1-12
L1 P1

Goals of the lesson:

- warm up, introduction, decision making
- choosing the processable text segment
- development of creativity

Activity	Method/Interaction	Output	1. Preparation
			Time needed: 10 minutes
			Needed material: the summary text Two good friends, Kasperl and Seppel want to catch the notorious robber Hotzenplotz. Because he stole their grandmother's valuable coffee grinder. Unfortunately, they fall into the hands of the robber and an evil wizard. In the end they manage to free themselves and Grandmother also gets her coffee grinder back.
Tell some words about the whole 5 lesson long project Create groups: divide the class into 5 groups Read the summary text Decision about the task to be fulfilled	Frontal informations Use group forming ideas from the GTG (appointing, drawing...) Reading frontally or in groups or individually Let the groups to choose or conduct their choice	Students think in a 5 lesson long period Homogenous or heterogenous groups according to your aims Letting students to figure out what could happen just from these few lines.	

Activity	Method/Interaction	Output	2. Work on the chosen task
			Time needed: 25 minutes Needed materials Task sheet, ideas pages Any kind of tools and materials can be used: • Drawing, arts and crafts • ArTeC Blocks • Cardboard • Large scale printed map of Europe and Iberian peninsula • Recycled materials – ask them to bring in school magazines, the clean and reusable „garbage“ from home. Bring some stuff you too!
Working on the chosen task	The groups' goal is to represent it through drawing, arts & crafts, building, etc. Allow them to exploit their creativity: their perspective will be used to help them to prepare the forthcoming lessons. Pay attention: how the cooperation in the group works! Help to distribute the tasks, materials if needed!	Do not expect to find wonderful artworks, this task is a kind of brainstorming, in which everyone could explore and, therefore, learn through errors.	

Activity	Method/Interaction	Evaluation	3. Evaluation
			Time needed: 10 minutes
Representation	Each groups present their work		
Evaluation	Discuss with them how they managed to cooperate in the group Ask them to name something that they liked the best of other groups' work	Evaluate the process (the flow, being autonomous...), the originality (variety of ideas, used materials) and, in particular, the manual ability (precision, efficiency, corners, lines...).	

THE ROBBER HOTZENPLOTZ ALL TOPICS



S12
T1-4
D1-12
L1 P2

Goals of the lesson:

- warm up, introduction, decision making
- choosing the processable text segment
- development of creativity

In this introduction, prepare students by letting figure out what could happen just from these few lines.

Summary

Two good friends, Kasperl and Seppel want to catch the notorious robber Hotzenplotz. Because he stole their grandmother's valuable coffee grinder. Unfortunately, they fall into the hands of the robber and an evil wizard. In the end they manage to free themselves and Grandmother also gets her coffee grinder back.

Reading the summary:

- individually
- one can read loudly for the group
- one or you can read loudly for the whole class



Choosing the task:

- The chosen task influences what part of the text the group will elaborate during lesson 2-4.
 - Groups can choose the task themselves. Try to influence them to choose different tasks!
 - You can give the task to each group. This way you can plan the tasks of lesson 2-4. at the beginning of the project.
- To see, what skills can be developed by the different tasks, see pages 2-4!
- Let the children to use their creativity! The aim is not to copy the solutions in the Idea Bazar! These are only hints!
- Their perspective will be used to help them to prepare the forthcoming lessons.

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THE ROBBER HOTZENPLOTZ

Group:

S12
L1
P1

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I work on:

I1

I make clip figures

Use crayons, scissors, glue and clothespins.
[Idea 1](#)

I2,I3

I solve Puzzles

Solve logical puzzles.
[Idea 2](#), [Idea 3](#)

I4

I create animated images

Use Canva or other online programs.
[Idea 4](#)

Design: starline, freepik; Source: freepik.com

What can you find in the Idea Bazaar?

- Different idea sheets for the warm-up tasks
- On these sheets you can find
 - Samples of arts&crafts solutions (creating animals and plants from toilet paper rolls, water wells from matches, origami animals, etc)
 - Building instructions for ArTeC Blocks,
 - Templates of puppets,
 - Lists of needed materials and tools
 - Short tutorial of Pivot Animation software
 - Situation cards
 - Useful links
 - Focuses