

# Session 2: Storying Lives



Imagine  
Create  
Belong

## Aims of Session 2:

Social Development Program

- Develop skills in working together, taking turns, listening to others, and staying on task to continue group bonding within a person-centred approach
- Continuation of character development including beginning the process of developing the character's life story using family trees
- Encouragement of flexible thinking and problem solving through object substitution

### Session 2 Brief Overview

Session 2 aims to build on the safe and welcoming space built in the first session. During this session your young person will develop their own family tree along with further development of their movie character. It is important to note that each session follows a similar format.

### Underpinning Theories, Abilities and Approaches

| Representational thinking |

| Theory of Mind |

| Social Constructivism |

## SESSION OUTLINE

### | 1 | INTRODUCTIONS | 10 minutes |

Your young person will be provided a verbal outline of today's session. Further, they will also be provided with a brief recap of the ideas the group came up with for their movie in Session 1

### | 2 | WARM UP | 10 minutes |

This activity is designed to develop/enhance your young person's flexible thinking skills. Using a cloth or paper plate, your young person will be invited as a group to brainstorm and demonstrate alternate uses for the object.

### | 3 | TUNING IN | 10 minutes |

Here we consider the concept of theory of mind. Your young person will spend time discussing stories they know/enjoy. They will then be asked questions about how a character in a story may think, feel, and behave in a given situation.

### | 4 | ACTION | 15 minutes |

Now we begin to further develop empathy, problem solving and consequential thinking. Your young person will be invited to generate a family tree or 'Tree of Life' for themselves as well as the character they began developing in session 1. Upon completion of the family tree/Tree of Life your young person will be invited to think of a problem their character must solve and what their role in solving this problem might be.

### | 5 | WRAPPING UP | 5 minutes |

Similar to session 1, your young person will be asked what they enjoyed. If your young person found any activity too difficult, they will be given alternatives here.

The Imagine Create Belong team would like to acknowledge and pay respect to the Traditional Custodians, the Wadawurrung people of the Kulin Nation, whose Country we live, work, and learn on and where the program was established. We would also like to acknowledge and pay respect to all First Nations peoples throughout Australia and note that sovereignty was never ceded. Education and the transmission of history and culture has a long and rich heritage on this continent, which we aim to honour. We are committed to applying the tradition of shared storytelling to the way we teach and learn. We extend this acknowledgement to all First Nations people globally.



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