

JOURNAL YOUR JOURNEY WITH ARISTOTLE

DATE	THE WISDOM OF ARISTOTLE Muse for a minute on this quotation in words, images, or a personal response of some sort.	DENOUEMENT Reflection Journal
	"Poetry (Art) is a more philosophical and serious business than history; for poetry (art) speaks more of universals, history of particulars."	Which of Aristotle's elements is the most important to you in a movie/play? Which doesn't seem to matter to your enjoyment of a show?
	"PLOT is CHARACTER revealed by ACTION."	If "PLOT is CHARACTER revealed by ACTION", what do your actions in class today reveal about your character and the story arc of this class? Were you a main character? Were you a good supporting actor? Did you help to move the story along?
	"The whole is greater than the sum of its parts."	What was your favorite short film that you watched today? What elements made it so interesting/entertaining to you? How was the whole greater than the sum of the parts of each film?
	"Excellence is never an accident. It is always the result of high intention, sincere effort, and intelligent execution; it represents the wise choice of many alternatives - choice, not chance, determines your destiny."	Aristotle saw theatre as something that could TEACH human beings what was UNIVERSALLY TRUE about the human experience. He thought that seeing an experience on stage would help humans to live better lives. What kind of THOUGHTS/THEMES in movies/plays/literature inspire you to be a better person?
	"The aim of art is to represent not the outward appearance of things, but their inward significance."	<p>Look over your day today with you as the ARTIST/FILM MAKER/PLAYWRIGHT/AUTHOR of your life and answer these questions and they MUST be answered in this order.</p> <ol style="list-style-type: none"> 1. What was the artist/film maker/playwright/author trying to do? 2. How well did they do it? 3. Was it worth the doing?
	"All human actions have one or more of these seven causes: chance, nature, compulsion, habit, reason, passion, and desire."	Choose three things that you did in class today and assign one of Aristotle's causes to each one... chance (it just happened without you choosing), nature (the kind of person you are), compulsion (you just HAD to do it), habit (you always do it that way), reason (if I do this, then I know this will happen), passion (it is really important to me), and desire (I wanted something). Are there any other reasons you can think of that make you act or choose certain actions?

DATE	THE WISDOM OF ARISTOTLE Muse for a minute on this quotation in words, images, or a personal response of some sort.	DENOUEMENT Reflection Journal
	<p>“Through discipline comes freedom.”</p>	<p>Write a poetic line that would best represent your day today. It should be memorable and not a commonplace statement.</p>
	<p>“It is during our darkest moments that we must focus to see the light.”</p>	<p>Aristotle said, “It is during our darkest moments that we must focus to see the light.” What songs help you focus and see the LIGHT during your darkest days?</p>
	<p>“Pleasure in the job puts perfection in the work.”</p>	<p>Aristotle said, “Pleasure in the job puts perfection in the work.” Was this a pleasurable assignment for you? Why or why not? Are you more of a perfectionist when you are enjoying something? Give an example of a time you worked really hard on something, was it something you enjoyed?</p>
	<p>“Where your talents and the needs of the world cross, there lies your vocation.”</p>	<p>Do you know someone who meets the needs of the world with their talents? What are your talents and how could they be used to meet a need of the world?</p>
	<p>“We are what we repeatedly do. Excellence, then, is not an act, but a habit.”</p>	<p>What are some of the HABITS of EXCELLENCE that you need to develop? How is excellence a result of habit rather than just an act you do every now and then?</p>
	<p>“For the things we have to learn before we can do them, we learn by doing them.”</p>	<p>Did you think you would ever be a DIRECTOR? How is that a skill that you have to DO it to actually learn it? Is there another skill you can think of that you have to actually DO it to learn it?</p>
	<p>“Those who know, do. Those that understand, teach.”</p>	<p>Is there anyone who taught their play well? Do you feel like that was because they understood it well? What do you need to understand better about evaluating plays? How has learning the elements from Aristotle changed the way you think about plays?</p>

ELEMENTS OF EVALUATION

ASSIGNMENT	MY ACTION SCORE	A COMMENT FROM MY GROUP/PARTNER	DID I HAVE A PERIPETEIA MOMENT?	MY LEVEL
Research and present on one of three ancient Greek Philosophers and how they saw the acquisition of knowledge & truth			I understand that the theatre can teach universal truths.	
Evaluate a favorite movie based on the 6 elements: Plot, Thought, Characters, Diction, Music, & Spectacle			I understand everyone responds differently to different aspects of art. That is what makes it personal and yet at the same time universal.	
Fairy Tale Plot Structure on a traditional Story Arc			I understand the story arc and can apply it to any traditional story.	
Story Arcs of Short Films			I understand the plot outline is a crucial part of impactful storytelling.	
Identify Universal Themes in Art			I understand that great thoughts are universal and timeless.	
Take the Aristotle Goethe challenge of evaluating art			I understand two ways to evaluate art, thanks to Aristotle and Goethe.	
Defining types of Characters in a story			I understand characters as necessary to move along the story and how different types of characters influence the story in different ways.	
Famous Disney Lines scene			I understand that poetic and prosaic words fitly written and spoken can give additional meaning to a story.	
Movie Music Mix-Up			I understand the emotional effect of using music to promote (or change) the story that is being told.	
SPECTACULAR, SPECTACULAR			I understand the impact of amazing spectacle moments of theatre and what it takes to accomplish these moments.	
FINAL ONE ACT PROJECT			I can think like a director as I analyze and evaluate my chosen One Act through the lens of Aristotle's 6 Elements.	
ACTION 1: It was not a day of flourishing for me 2: 50% of the class time I was flourishing 3: 75% of the class time I was flourishing 4: I loved class and was flourishing the entire time			TRUTH 1: I am still learning this 2: I understand it fairly well 3: I totally got this concept 4: I could Aristotle this and teach it to Alexander the Great	
<p>"The distinction of a good person is to take pleasure in moral action. In other words, human flourishing occurs when a person is concurrently doing what he ought to do and doing what he wants to do." {Aristotle}</p>				

MOVIE TITLE:

<p style="text-align: center;">PLOT</p> <p>BEGINNING:</p> <p>MIDDLE:</p> <p>END:</p>	<p style="text-align: center;">THOUGHT/ THEME</p> <p>What does this movie say about life?</p> <p>Is there a lesson to be learned?</p>	<p style="text-align: center;">CHARACTERS</p>
<p style="text-align: center;">DICTION</p> <p>What kind of language do the characters use? Poetic? Natural? Teen speak? Repeated phrases? Is there a certain rhythm, and melody to anyone's speaking? Do the actors add anything with their acting, gestures, and other ways they speak?</p>	<p style="text-align: center;">MUSIC</p> <p>Is there music? What kind? How does it help tell the story?</p>	<p style="text-align: center;">SPECTACLE</p> <p>Anything you remember about sets, costumes, lights, sounds, special effects?</p>

A SLICE OF STORYTELLING

1) ONCE UPON A TIME...

2) EVERY DAY...

3) BUT, ONE DAY...

4) BECAUSE OF THAT...

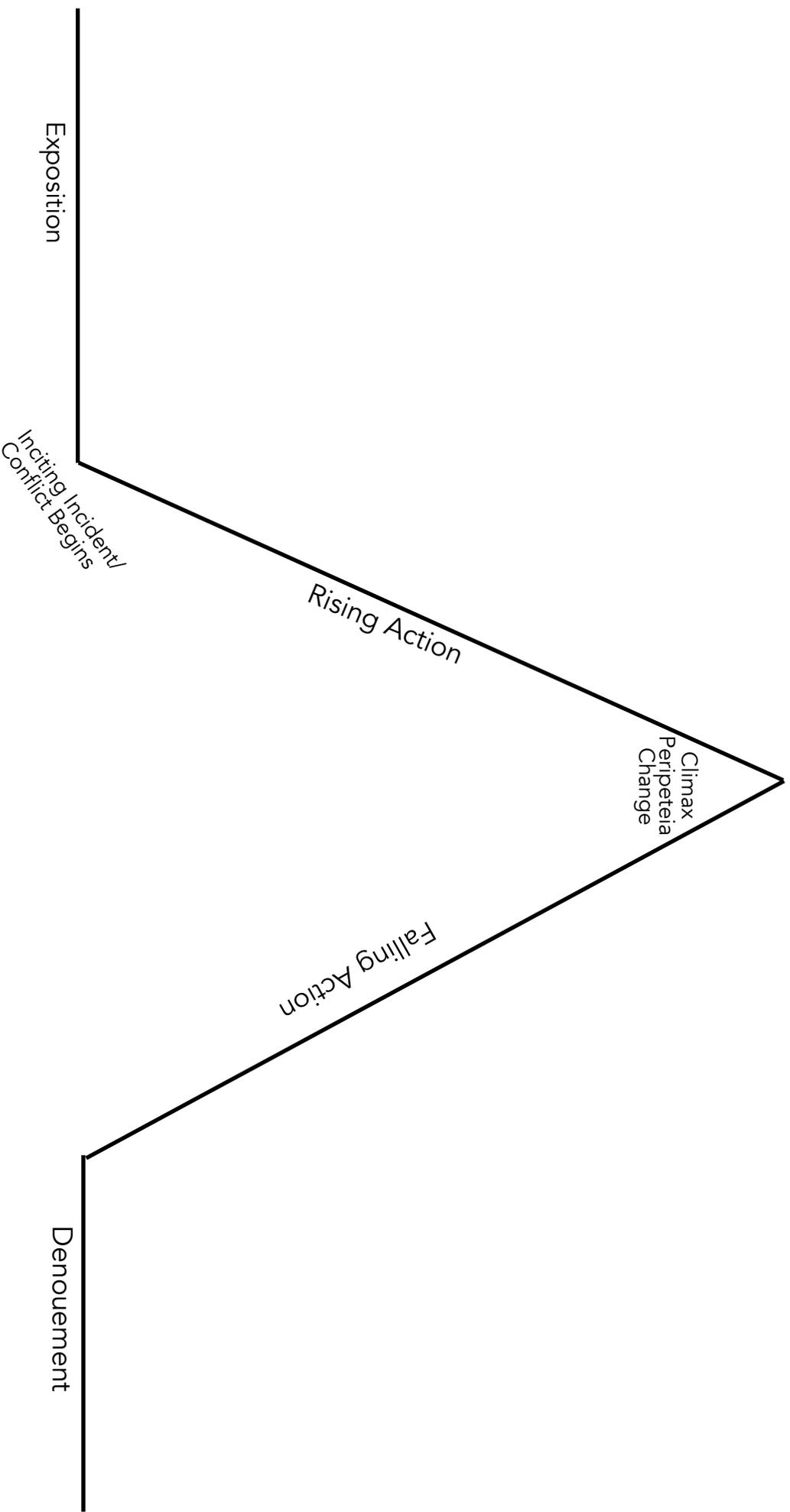
5) BECAUSE OF THAT...

6) BECAUSE OF THAT...

7) UNTIL, FINALLY...

8) AND, EVER SINCE THEN...

TRADITIONAL STORY ARC



A PENNY FOR YOUR THOUGHTS

Aristotle thought that every play needed a thought. IT IS SO META!! Aristotle used the word "thought", but we now use the word "THEME". A theme is the play/film/story's **central, unifying concept**. A theme **evokes a universal human experience** and can be stated in one word or short phrase (for example, "love," "death," "revenge", "forgiveness", or "coming of age"). The theme should be exemplified by the plot, dialogue, music, setting, costumes, lighting, and other elements of the film/play (maybe even the title.)

Here are some major THEME/THOUGHTS that many many many movies, stories, and plays have been written about. Can you and your partner/group think of a story/film/play that has this THOUGHT as their central, unifying concept...

Good vs. Evil:

Rags to Riches:

The Quest:

Voyage and Return:

Comedy:

Tragedy:

Rebirth:

Revenge:

Every mystery has a solution:

Rites of Passage (coming of age):

Friendship:

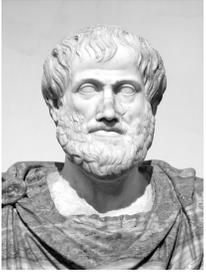
Superhero:

Dude with a Problem:

The Fool Triumphant (Underdog):

Love conquers all:

Your choices make your destiny:



ARISTOTLE/GOETHE CHALLENGE



SHORT FILM TITLE	THOUGHT/ THEME	What was the writer/film maker trying to do?	How well did they do it?	Was it worth the doing?

DEFINING CHARACTERS

Character refers to the human beings represented in the play/movie/book. Aristotle stresses that the central aim of tragedy is NOT to depict human personalities, but rather **to represent human action (action defines the character.)** Character is third in importance to plot & thought in Aristotle's hierarchical organization of these elements; so characters should always enhance the plot & the thought through their actions.

CHARACTER TYPES	PLAY/BOOK/ MOVIE:	PLAY/BOOK/ MOVIE:	PLAY/BOOK/ MOVIE:
Protagonist - the story's main character. He or she (or they) is faced with a conflict that must be resolved.	CHARACTER'S NAME: WHAT DO THEY WANT? WHAT OBSTACLES ARE IN THEIR WAY? HOW DO THEY GET WHAT THEY WANT?	CHARACTER'S NAME: WHAT DO THEY WANT? WHAT OBSTACLES ARE IN THEIR WAY? HOW DO THEY GET WHAT THEY WANT?	CHARACTER'S NAME: WHAT DO THEY WANT? WHAT OBSTACLES ARE IN THEIR WAY? HOW DO THEY GET WHAT THEY WANT?
Antagonist - The antagonist is the character(s) or situation that represents the opposition against the protagonist.	CHARACTER'S NAME:	CHARACTER'S NAME:	CHARACTER'S NAME:
Dynamic - a person who changes over time, usually as a result of resolving a central conflict or facing a major crisis. (usually major characters)	CHARACTER'S NAME: HOW DO THEY CHANGE?	CHARACTER'S NAME: HOW DO THEY CHANGE?	CHARACTER'S NAME: HOW DO THEY CHANGE?
Static - does not change over time; his or her personality does not transform or evolve. (minor character)	CHARACTER'S NAME:	CHARACTER'S NAME:	CHARACTER'S NAME:
Round - has a complex personality; he or she is often portrayed as a conflicted and contradictory person.	CHARACTER'S NAME:	CHARACTER'S NAME:	CHARACTER'S NAME:
Flat - the opposite of a round character. notable for one kind of personality trait or characteristic.	CHARACTER'S NAME: WHAT IS THEIR ONE TRAIT?	CHARACTER'S NAME: WHAT IS THEIR ONE TRAIT?	CHARACTER'S NAME: WHAT IS THEIR ONE TRAIT?
Stock - stereotypical through repeated use in particular types of stories. (e.g. the femme fatale, the cynical but moral private eye, the mad scientist, the geeky boy with glasses, and the faithful sidekick).	CHARACTER'S NAME: WHAT IS THEIR STEREOTYPICAL TYPE?	CHARACTER'S NAME: WHAT IS THEIR STEREOTYPICAL TYPE?	CHARACTER'S NAME: WHAT IS THEIR STEREOTYPICAL TYPE?

FAMOUS DISNEY LINES & the THOUGHTS BEHIND THEM

Pinocchio: "Always let your conscience be your guide."

THOUGHT: Use your moral compass when everyone around you is telling you what to do, and you'll find that your intuition will point you in the right direction.

The Little Mermaid: "The seaweed is always greener in somebody else's lake."

THOUGHT: You'll always want more, so appreciate what you have.

The Hunchback of Notre Dame: "If watching is all you're gonna do, then you're gonna watch your life go by without ya."

THOUGHT: Life's not a spectator sport.

Alice in Wonderland: "Why, sometimes I've believed as many as six impossible things before breakfast."

THOUGHT: Every day should bring new adventures and new curious thoughts.

Cinderella: "If you keep on believing, the dreams that you wish will come true."

THOUGHT: Believe in yourself and never give up on your dreams. Unwavering hope goes a long way.

The Lion King: "You must take your place in the Circle of Life."

THOUGHT: We are all different, but we need each other.

Dumbo: "The very things that hold you down are going to lift you up."

THOUGHT: Love yourself enough to accept your own flaws, those are what make us beautifully different.

Finding Nemo: "Just keep swimming!"

THOUGHT: Never, never, never give up.

Beauty and the Beast: "She warned him not to be deceived by appearances, for beauty is found within."

THOUGHT: It matters more who you are on the inside than what you look like on the outside.

Snow White and the Seven Dwarfs: "Whistle while you work."

THOUGHT: Attitude really is everything, and with a positive approach, the drudgery of everyday tasks won't seem that bad.

Aladdin: "You're only a fool if you give up."

THOUGHT: Life will throw plenty of rough patches your way, but don't give up...you'll get through it.

The Fox and the Hound: "Darlin, forever is a long, long time, and time has a way of changing things."

THOUGHT: Life changes in remarkable ways at the most unexpected moments.

Bambi: "If you cannot say something nice, don't say nothing at all."

THOUGHT: Enough said.

The Sword in the Stone: "For every to, there is a fro. For every stop there is a go, and that's what makes the world go round."

THOUGHT: There will be good times, and there will be bad. Imagine how boring life would be if you knew everything that was going to happen.

ARISTOTELIAN EVALUATION OF A PLAY

PLAY TITLE:

PLAYWRIGHT:

GENRE/HISTORICAL TIME PERIOD OF PLAY:

ARISTOTLE ELEMENTS	WHAT TO DO, QUESTIONS TO ANSWER, THINGS TO PONDER
PLOT	Create a plot diagram of the events. Include EXPOSITION, INCITING INCIDENT, RISING ACTION, PERIPETEIA, FALLING ACTION, & DENOUEMENT events.
THOUGHT	State the THEME of the play (in as few words as possible) Answer Goethe's three questions in this order... 1. What was the playwright trying to do with this play? 2. How well did they do it? 3. Was it worth the doing?
CHARACTER	Name the "vivid characters" who face and overcome "obstacles" that we can recognize. What are the obstacles they overcome? What "tactics" do they use to overcome these obstacles. How does each major character change during the play? Are there any stereotypical or flat characters? How are they important to the action of the play?
DICTION	Examples of POETIC language. key lines, metaphorical language? Do any characters have a particular style of speaking? Does this help to tell the story fully?
MUSIC	What sounds or music does this play need? Are there any emotional moments that can be helped by music? What types of songs or specific sounds will you need?
SPECTACLE	What SPECTACULAR elements does this play need? Costumes? Sets? Lights? Sound? Special Effects? All plays have some elements of spectacle, though some have many more than others. Find moments of spectacle in your play. Silence can be a moment of spectacle in a noisy world.
FINAL ANALYSIS	List the ORDER of these elements based on this play. Which of these elements do you think are the strongest in this play? Which do you think is the weakest in this play. Order them #1-6. Does this play fit with what you think are the most important elements of a play? Why or why not?

THREE TYPES OF VIEWERS

CATAGORY	VICARIOUS	VULNERABLE	VISCERAL
WHAT IT MEANS	<p>vicarius 'substitute'</p> <p>You want to enter the world of the movie through your senses & substitute your life for the world of the film.</p>	<p>vulnerare "to wound, hurt, injure, maim,"</p> <p>You want to FEEL everything with the characters. Suffer & succeed with them.</p>	<p>visceralis "internal,"</p> <p>You want to feel an emotional rush of excitement & fear. This is an unknown journey.</p>
WHERE YOU FEEL THIS ONE...	<p>You enter the time period or space in your head. You think you are there. You escape this world.</p>	<p>You feel it in your heart</p> <p>You live and breathe the story with the characters</p> <p>Your heart breaks & swells with theirs on an emotional journey.</p>	<p>You feel it in your stomach.</p> <p>You have clenched fistss and lots of nervous energy.</p> <p>You have no idea where this is going and you are on an adventure.</p>
THESE ELEMENTS ARE VERY IMPORTANT	<p>Setting, Costumes, Light/Dark, Time Period, Props, Sounds, Accents</p> <p>Everything you see & hear matters</p>	<p>Acting, Characters, Emotional Journey, Plot, Story Arc, Theme, Music</p>	<p>Energy, Pacing, Music, Suspense, Special Effects, Lighting, Sound, Elements of Surprise, Shock, Horror, Fear, Story Arc, Rising Action</p>
MOVIES/ PLAYS/BOOKS that fit this category			

BOOKS, PLAYS, MOVIES THAT FILL ALL THREE NEEDS ARE THE AWARD WINNERS!