

The Folklorists

Curriculum Supplement

Episode 4: La Chica de la Curva

Lower Grades



BASIC INFO

LOCATION: SAN LORENZO DE EL ESCORIAL, SPAIN

- LEGEND: LA CHICA DE LA CURVA
 - LA CHICA DE LA CURVA OR "THE GIRL ON THE CURVE" IS AN URBAN LEGEND FROM SPAIN WHERE A GHOSTLY HITCHHIKER WARNS THE DRIVER OF A CURVE IN THE ROAD AND WHEN THE DRIVER ASKS HOW SHE KNOWS THIS SHE

ANSWERS THAT IT WAS THE CURVE THAT KILLED HER AND DISAPPEARS.

- WHILE MADRID IS THE CAPITAL OF SPAIN AS WE KNOW IT, KINGS USED TO BE ABLE TO MOVE THE CAPITAL TO WHEREVER THEY WANTED.

ART PROMPT

- IN THIS STORY BRYAN ENCOUNTERS A DEMON DOG. DRAW WHAT YOU THINK A DEMON DOG WOULD LOOK LIKE.

DRAMA GAME: EMOTIONAL GHOST TAXI

- ARRANGE LEARNERS IN AN AUDIENCE/STAGE CONFIGURATION AND SET UP FOUR CHAIRS IN A 2X2 SETTING, CREATING THE ILLUSION OF A CAR
- ONE LEARNER VOLUNTEER IS CHOSEN TO BE THE "DRIVER" AND SITS IN THE DRIVER'S SEAT. THREE MORE LEARNERS ARE CHOSEN AS THE "GHOSTS." EACH "GHOST" IS ASSIGNED TO BE HAPPY, SAD, OR ANGRY. SOMETIMES IT HELPS TO ASK "WHO WANTS TO BE HAPPY?" AND TAKE VOLUNTEERS FROM THERE
- ONE AT A TIME, LEARNERS FILL THE "CAR" AND SAY THE FOLLOWING SHORT SCRIPT:
 - DRIVER: WHERE DO YOU WANT TO GO?
 - PASSENGER: (ANY LOCATION THEY CAN THINK OF, SAID IN WHATEVER EMOTION THEY ARE MEANT TO BE PORTRAYING)
 - DRIVER: RIGHT AWAY (SAID IN WHATEVER EMOTION THE GHOST THEY ARE SPEAKING WITH IS PORTRAYING)
- THE DRIVER HAS A UNIQUE OPPORTUNITY TO TAKE ON ALL THREE EMOTIONS.
- ONCE THE "CAR" IS FULL GUIDE THE IMPROVISATION TO A CLOSE BY SUGGESTING THAT THE FIRST GHOST HAS NOW ARRIVED AT THEIR DESTINATION.
- REPEAT AS NEEDED (TIME ALLOWING).

GROUP ACTIVITY

- PLAY SOME MUSIC AND ASK LEARNERS TO DANCE WHERE THEY ARE.
- INSTRUCT LEARNERS TO DANCE TO THE MUSIC "AS IF ___" FOR EXAMPLE: AS IF THEY ARE FLYING, AS IF THEY ARE ELEPHANTS, AS IF THEY ARE WADING THROUGH MUD, AS IF THEY ARE THE PRESIDENT OF THE UNITED STATES, ETC.
- ENCOURAGE LEARNERS TO TAKE THEIR TIME WITH THEIR DANCES.
- NEXT, INVITE LEARNERS TO TRY DANCING AS CHARACTERS FROM THE STORY. MEL, BRYAN, THE GHOST, THE DOG, DAVID, THE KING, ETC.
- MAKE SURE LEARNERS ARE PLAYING SAFELY. REPEAT WITH AS MANY SONGS AND MOVEMENTS AS TIME ALLOWS.

REFLECTION

- IF YOU COULD MOVE EVERYONE IN YOUR TOWN TO A DIFFERENT CITY OR PLACE WHERE WOULD YOU TAKE THEM? WHY? HOW DO YOU THINK THEY WOULD REACT?



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 - WHILE MADRID IS THE CAPITAL OF SPAIN AS WE KNOW IT, KINGS USED TO BE ABLE TO MOVE THE CAPITAL TO WHEREVER THEY WANTED.

WRITING PROMPT

- ESPERANZA AND DAVID'S LOVE FOR EACH OTHER IS SO STRONG THAT THEY CAN STILL COMMUNICATE WITH EACH OTHER BETWEEN THE AFTERLIFE AND THE PHYSICAL WORLD. WRITE ABOUT SOMEONE IN YOUR LIFE THAT YOU BELIEVE YOU COULD COMMUNICATE WITH NO MATTER WHAT.
 - NOTE: THIS CAN BE ANYONE! A FAMILY MEMBER, A FRIEND, A TEACHER, A PET, ETC.

DRAMA GAME:

HELLHOUNDS, HUMANS, AND GHOSTS

- THIS GAME IS SIMILAR TO A TEAM-BASED ROCK/PAPER/SCISSORS.
- DIVIDE GROUP INTO TWO EVEN TEAMS AND HAVE THEM STAND ON EITHER END OF A SET SPACE. THEY WILL BE RUNNING TOWARD A "HOME BASE" IN THIS GAME. SO A CLASSROOM MAY BE TRICKY, BUT PLAYING THIS IN AN MPR ON THE STAGE OR ON A BASKETBALL COURT OR SOME OTHER SPACE WITH DEFINED SIDES THAT WILL WORK AS A "HOME BASE."
- EACH TEAM WILL HAVE TEN SECONDS (AT THE GROWNUP'S DISCRETION) TO DECIDE WHICH CREATURE THEIR TEAM WILL POSE AS. THEY HAVE THREE OPTIONS: HELLHOUNDS, HUMANS, AND GHOSTS.
 - JUST LIKE ROCK, PAPER, SCISSORS EACH OPTION HAS A WAY TO WIN AND A WAY TO LOSE:
 - HELLHOUNDS BEAT HUMANS
 - HUMANS BEAT GHOSTS
 - GHOSTS BEAT HELLHOUNDS
 - HELLHOUNDS POSE LOW TO THE GROUND LIKE DOGS, HUMANS POSE AT THEIR NORMAL, MEDIUM HEIGHT, AND GHOSTS POSE WITH ARMS OVERHEAD AS IF THEY'RE BEING SCARY.
 - TEAMS STRIKE THEIR POSES AND FREEZE ON A COUNT OF 3 FROM THE GROWNUP FACILITATING. THEY MUST STAY FROZEN UNTIL GROWNUP PROCLAIMS WHO BEATS WHOM.
 - LOSING TEAM MUST RUN TO THEIR HOME BASE AND TAG IT WITHOUT GETTING TAGGED. WINNING TEAM CHASES AFTER THEM AND TRIES TO TAG PEOPLE WHO WILL THEN JOIN THE WINNING TEAM.
 - GAME ENDS WHEN ALL PLAYERS ARE ON ONE TEAM!

ART PROMPT

IF YOU WERE A GHOST AND COULD GO ANYWHERE YOU WANTED ON EARTH, WHERE WOULD YOU GO AND WHAT WOULD YOU SEE? DRAW, COLLAGE, OR OTHERWISE CREATE A VISUAL OF WHAT YOU WOULD GO SEE.

GROUP DISCUSSION

- BEGIN DISCUSSION BY PLAYING A QUICK ROUND OF TELEPHONE. NOTICE HOW THE MESSAGE CHANGES FROM BEGINNING TO END - SOMETIMES A LITTLE BIT, SOMETIMES A BIGGER BIT. WHAT ARE SOME POTENTIAL PROS AND CONS OF ORAL TRADITION VERSUS THE WRITTEN AND PUBLISHED WORD?

