

CORNERSTONE 2022 RESOURCE

Zootopia

Developed thru the FJC Experiential Education Virtual Internship, Sp2022

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SUMMARY:	Zootopia is a movie about Judy a bunny who grows up in a carrot-farming family but has dreams of becoming a police officer in the glorified city of Zootopia. When she graduates police academy and arrives there, though, she faces many challenges that put her future in jeopardy. This movie teaches about chasing your dreams and making change to fight injustices. This program explore those themes.
ABC GOALS:	Affective: Participants will feel • Hopeful • Motivated to make a change • Empowered Behavior: Participants will be able to • Seek to make positive change in the world • Confidently chase their dreams Cognitive: Participants will know • Not to be quick to judge other people / stereotype • How stereotyping negatively affects our society • That their dreams are worth chasing
AUDIENCE:	10-12 year olds
TIMING:	2 hours
APPENDICES:	 Goal Paper to hand out in beginning slips with animals on them
MATERIALS NEEDED:	 Movie setup (online access / smartboard) Snacks to give out
SET-UP DETAILS:	 Big room with enough seating and access to screen/projector Ideally some sort of auditorium Snacks will be buffet style at the beginning of the program Lights would be dimmed during film and raised during activities/discussions

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SESSION TIMELINE

- 00:00-00:010 Introducing the movie, icebreaker, lightly introducing the topic
- 00:10 2:29:57 Watch through the movie with several stops (1h 48m)
- 2:29:57- 2:45:00 Group Discussion

SESSION OUTLINE:

00:00-00:010 - Introducing the movie, icebreaker, lightly introducing the topic

- Briefly share that today we will be watching Zootopia
- Have the group go around and introduce themselves sharing name, pronouns, year at camp, favorite animal
- Give campers a piece of paper and pens/markers. Instruct them to write down/draw their future goals or desired professions. Allow them the opportunity to share what they created in a pair or small groups depending on the size of the overall group. Have the campers hold on to these pieces of paper.

Session leader lets the movie play through relatively uninterrupted, with notable scenes elaborated on. Stops are below

32:57-42:57 Judy gets put on parking duty straight after graduating and moving to Zootopia, Kids are broken into groups of 3-4 where they discuss (stop at 00:27:57 in film)

- o Were the Police accepting of Judy? Why?
 - What biases are there against predator/prey?
- O Were Judy's parents supportive? Why?

Activity: Campers randomly pick animal out of a hat and for each discuss with the group with the following questions:

- 1. Is this animal a predator or prey?
- 2. Would this animal be good at the goal/profession you wrote/drew about at the beginning of this program?
- 3. What would be difficult for this animal in this profession/goal?
- 4. What situations would make it difficult for people in the real world to achieve their goals?

42:57-1:59:57 -- Judy gives her speech and Nick cuts ties with her, when the news talks about "biological impulse" (stop at 1:17:00 in film)

Activity: Campers are broken up into another group of 3-4 where they discuss the following questions:

- What effect does Judy's actions have? Would you have done this?
- o Did she do the right thing?

1:59:57-2:29:57 Finish film stopping before credits (stop at end of film)

2:30:00-2:45:00 – Session Leader wraps up and asks questions regarding the end of the film:

Relate movie to 2 Jewish Values

• Zerizut (Agility) - how one can adapt to their circumstances



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Achrayut (Social Responsibility) - promoting social responsibility to be kind and supportive

Closing Activity: Tell campers to look at their sheets – and find how they can relate these two values to their future professions and them as a person. Invite campers to share what they learned from this movie and what they want to commit to in order to ensure they are a good, accepting, and inclusive person.

BRINGING IT TO YOUR CAMP:

If a camper is not comfortable/cannot define a goal/aspiration; have them define an extracurricular or other activity they currently love