

### The Lorax

*Developed through the FJC Experiential Education Virtual Internship, Sp2022*

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<b>SUMMARY:</b>	The Lorax teaches us that our actions can have big impacts. through this experience, participants will have a platform to share their passions with the larger community as a way to help inspire and educate others. Participants will be motivated to take action based on their passions through two 'pause points,' facilitated programs during breaks while watching the movie, utilizing open-ended questions in small groups such as cabins or units. After the movie, the program will encourage internal reflection through an art project.
<b>ABC GOALS:</b>	<p><b>Affective:</b> Participants will feel...</p> <ul style="list-style-type: none"> <li>Inspired and motivated</li> <li>Inspired to share with the community and motivated to become more involved with what they are passionate about.</li> <li>Confident in their passions and willingness to share them with others</li> </ul> <p><b>Behavior:</b> Participants will be able to...</p> <ul style="list-style-type: none"> <li>share their passions with their cabinmates/community and learn more about others passions.</li> </ul> <p><b>Cognitive:</b> Participants will know...</p> <ul style="list-style-type: none"> <li>Everyone's passions are different and valid.</li> <li>Actions have impacts - both positive and negative</li> </ul>
<b>AUDIENCE:</b>	This program is intended for 14-15 year olds (in the early stages of high school) but can easily be adapted for any age group.
<b>TIMING:</b>	The program will take roughly 2 and a half hours total. The movie is 85 minutes and each break will be 20 - 30 minutes long (5 minute intro and then time for group discussion).
<b>APPENDICES:</b>	List of open-ended questions
<b>MATERIALS NEEDED:</b>	<ul style="list-style-type: none"> <li>At least 1 smooth river rock per participant and group leader.</li> <li>Large adhesive post-it note easel paper</li> <li>Sharpies/markers for each participant, for writing on reflection paper and drawing on rock</li> </ul>
<b>SET-UP DETAILS:</b>	<p>[Describe the location/room where this should take place]</p> <p>[Detail the space set-up for anyone trying to replicate this program]</p>

### SESSION TIMELINE

- The Lorax, runtime: 1 hour 26 minutes
- Program #1: 10 mins
- Program # 2: 20 mins
- Debrief: 20 mins

### SESSION OUTLINE:

#### Program Pause #1: Taking risks and seeing the bigger picture

**Pause Point:** About one third of the way through, pause the movie after Ted has visited the Once-ler and after the confrontation scene between O'hare.

**Goal:** Help campers have a meaningful discussion about passion, as well as the importance of meaningful action.

**Overview:** In the movie, Ted has his eyes opened to an issue within his community that everyone else (with the exception of his neighbor, Audrey) has seemingly accepted. Motivated by his feelings for Audrey, Ted becomes determined to find out what happened to all the trees in Thneedville. The only person that knows about what happened is the Once-ler, who lives alone outside of town. To find the Once-ler, Ted needs to leave town, breaking an unwritten cultural rule, and to create change he must question the status quo.

**Discussion:** Ted is taking risks, breaking unwritten cultural rules, and challenging the status quo. How do you feel about Ted's actions? What do you agree with, and what do you take issue with? How might others in Thneedville feel about this controversy?

*Build in additional open-ended questions to elicit responses from group members and encourage participation. Invite campers to consider what passions they have that might lead them to make hard decisions, or invite campers to share if they have personal experiences they can relate this to. Group leaders are encouraged to interpret the discussion question to best fit their group and create a meaningful experience for the participants.*

#### Program Pause #2: Understanding passion

**Pause Point:** Paused approximately two-thirds of the way through, right after Ted gets the seed dropped into his hands by the Once-ler.

**Goal:** Campers will learn about their lives outside of camp. They educate others in their community about who they are and the passions that help make up their personality.

**Overview:** Ted was initially motivated to seek out the Once-ler and ask about trees because of the feelings he has for his neighbor, Audrey. However, as time passes, Ted finds personal connection to the Once-ler and begins feeling like his mission is about more than he initially intended.

**Discussion Question:** What are some of the core passions in your life? (camp, sports, personal expression, etc.) How, and why, have they grown as you have grown?

*Facilitate in a way that works best at the group leader's discretion, either in a popcorn-style group discussion, a trip around the group in a circle with everyone who chooses to respond to the same question, or in a debrief style using additional open-ended questions to leave room for participant interpretation.*

**Adaptations:** For younger groups, the activity can be about collective group passions/interests and be used to compile a “community passions poster.” Groups can also play a version of charades for their passions and values, etc.

\*Energy and engagement shown by participants in the break 1 activity should influence how program 2 is implemented.

### **Post-Movie Debrief:** **Take-home message - motivation [1...2...3...] rocks**

**Overview:** At the conclusion of the film, the discussion will be centered around identity in relation to one's passions. At the end of the film, Ted goes up against O'Hare (despite his small chances) because he cares about what he believes in. With the help of his loved ones, Ted is successful in his dream of planting a tree in Thneedville.

**Supplies:** river rocks, sharpies and markers, large post-it note easel paper

#### **Program Details:**

- Each camper will receive a rock and be instructed to write a word that holds significance to them on it. This is an activity that is open to creative interpretation and campers can choose words that are broad/abstract (ex. love/family) or more specific (ex. basketball/dancing).
- The program is designed to mimic the powerful imagery used by Dr. Seuss when a rock engraved with the word 'Unless' is used to motivate the audience to care about changing the fate of the world.

#### **BRINGING IT TO YOUR CAMP:**

The essence of this program can be modified and facilitated without watching the movie – built around the storybook of the same title, *The Lorax*, and focusing on the idea of “unless.”

#### **CONNECTIONS TO JUDAISM:**

- “You are not obligated to complete the work, but neither are you free to desist from it.” Pirkei Avot 2:21
- “If I am not for myself, who is for me? But if I am for my own [self], what am I? And if not now, when?” Pirkei Avot 1:14
- *Tikkun Olam* – Repair the world