

UNIT 2 : Happily Ever After ?	
L'imagination créatrice et visionnaire- Fairy tales are said to be essential stories for childhood. But do we ever grow out of it ?	
UNIT 2	To what extent can Fairy Tales be used to modern grown-up purpose?
At the end of the Unit, I will be able to	- tell the story of famous fairy tales and their purpose - acquire methods for translation - define the purpose of a Fairy Tale and use it
What vocabulary will I need ?	- fairy tale - opinion
What grammatical structure will I need ?	- temps du passé - modalité
What will I learn about ?	- the origin of Fairy Tales - the importance of Disney World in the collective imagination - how Fairy Tales are still part of your lives
What documents will be used ?	<p>1- Introduction to Video Tales : vidéo Let's Meet up <i>Introducing Fairy Tales</i>, (manuel p 14)</p> <p>2- Fairy Tales 2a-Who are they ? <i>Happily Ever After</i>, Scott Gustafson, 2003 (tableau) genially by proflegrand78 2b- Who are they ? Solution, genially by proflegrand78</p> <p>3- A new type of Fairy Tales 3a- <i>Shrek, The whole story</i>, William Steig, 2001 (poster) 3b- <i>Shrek, when oldies come anew</i>, genially by proflegrand78 3c- <i>Revolting Rhymes</i>, Roahl Dahl, 1982</p> <p>4- The art of translation: Annexe : utiliser un dictionnaire 4a - <i>Let it go</i>, Frozen, Walt Disney Studio, 2014 4b- <i>Do you Want to Build a Snowman ?</i>, Frozen, Walt Disney Studio, 2014</p> <p>5- When princesses become « badass » heroes 5a- <i>Maleficent</i>, Walt Disney Pictures, 2014 5b- <i>Snow White and the Huntsman</i>, Roth Films, 2012 5c- <i>Woolfe: The Red Hood Diaries</i>, GriN Gamestudio, 2015</p> <p>6- delivering new messages : 6a- <i>Fallen Princess</i>, Dina Goldstein, 2009 6b- <i>Once Upon a time</i>, Nadine Gardimer , 1989</p>
Final Task	You decided to launch a new game, the base of which is a famous Fairy Tale. Introduce it to us and be prepared to answer questions !

Instruction for your final task :

You will need to have a game in mind:

- 1) that means you will need to have an illustration of this game (any time of illustration is welcomed)
- 2) define the rules of this games
- 3) and base this game on a Fairy Tale of your choice.
- 4) You will need to explain your game and choice of Fairy Tale
- 5) and you will need to be read to answer questions