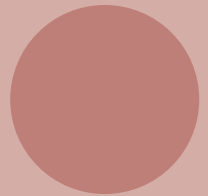
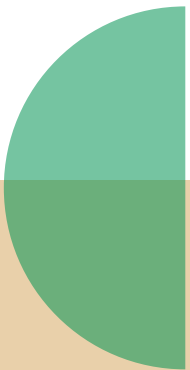
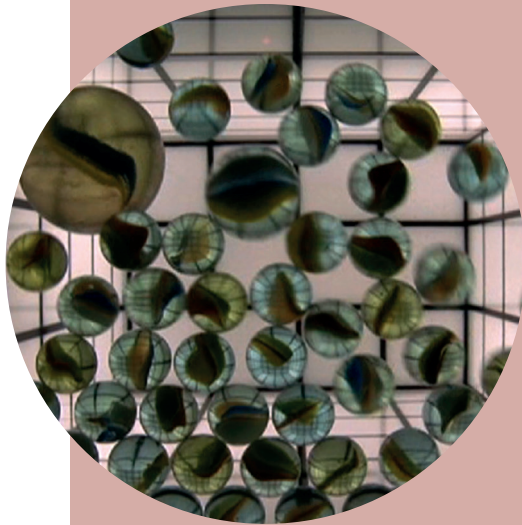
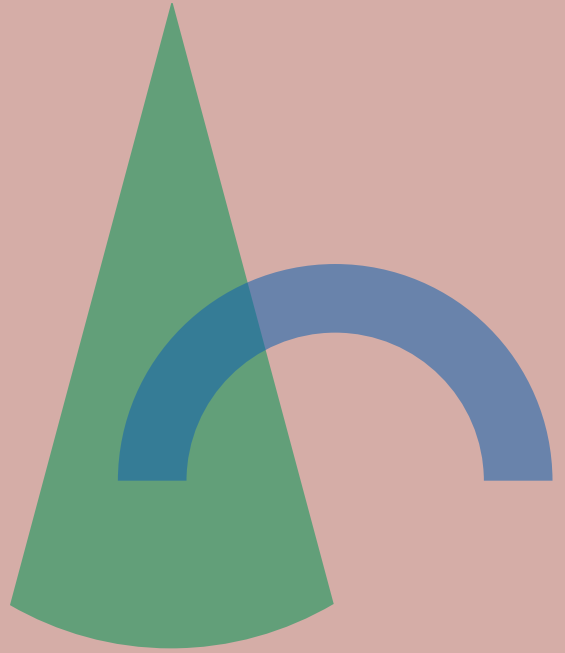
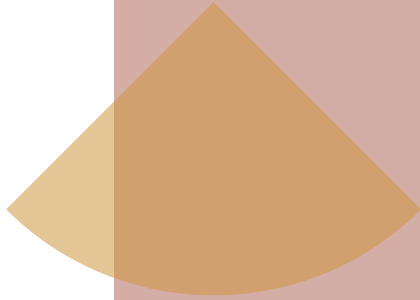




**cinemini**  
europe



How to create a meaningful  
film experience with  
**SALLY**



## A project on film education for 3-6 year old's

From a very young age, children are open to many different forms of art. Film, as an audiovisual medium, is particularly attractive and accessible for almost all children. Children not only enjoy moving image and easily engage with narrative films and documentaries, but also actively respond to abstract and experimental films, which give them a lot of room for imagination.

Children see movies on a daily basis. How can we make film watching a meaningful experience? How and what can we teach children in a very early age about film and media, since the early years are the most formative? We try to answer these questions on a practical way in Cinemini Europe, a film education project with films, activities and teaching materials for children between 3-6 years old.

With Cinemini Europe we want to give children and care takers the opportunity to discover the diverse world of moving image in a meaningful and fun way. We believe it is not primarily about understanding film, but rather experiencing it. By watching, playing and reflecting on moving image, we want to stimulate the development of creativity and critical thinking and spark a love for film.

Cinemini Europe is an European project by Das Österreichische Filmmuseum, Deutsches Filminstitut & Filmmuseum, Eye Filmmuseum, Kinodvor Cinema Ljubljana, Taartrovers and is supported by Creative Europe.

**This material is created to support the creation of meaningful film educational activities.**

# SALLY

**Director** Luna Maurer,  
Roel Wouters

**Country** Netherlands

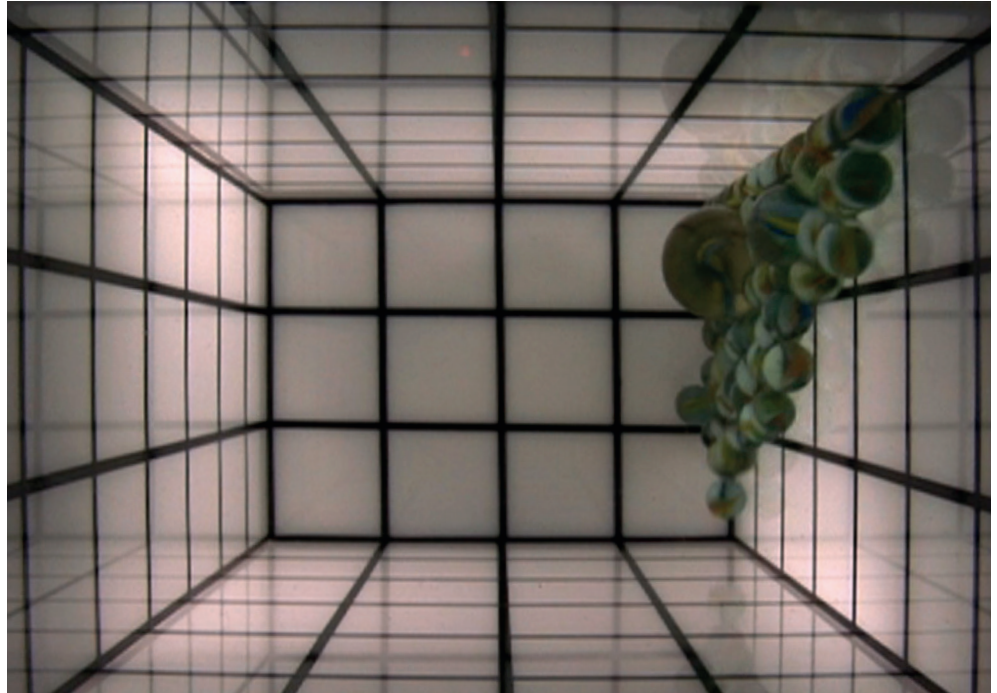
**Year** 2005

**Prod. by** 60 Layers of Cake  
Foundation

**Length** 2 minutes

**Image** colour

**Sound** sound



## Synopsis

One big and about three dozen small marbles in a white, brightly lit room with a tile structure. They move from left to right, from front to back and suddenly begin to jump, to the wall on the right, to the ceiling and back down again. Are these marbles really just objects or eyes that can move beyond the rules of gravity? Are we looking up, or down, is this really a room at all and if so, where is it? (The film was part of the Grote Kunst voor Kleine Mensen project)

## Film aesthetic

Sally is a film that plays with our perception and triggers the viewer's desire to understand how what he/she sees has been created. It does so by aligning the movement of the camera and the movement of the space we see, thus creating the impression that the marbles move in the space we see. In reality the space we see and the camera move while the marbles just react to that movement. The film also introduces a minimal form of dramaturgy into the experimental setup. By showing us the big marble first, followed by the group of small marbles we begin to look at them a little bit as characters which act collectively in following the big marble.

## Filmmaker(s)

Luna Maurer and Roel Wouters met in 2001 at the Sandberg Institute in Amsterdam where they both studied for their master degree. They are part of the Conditional Design collective and work on a manifesto by the same name.

## Creating a meaningful film experience

General suggestions on how to work with this film:

- 1 Prepare a meaningful screening for the children, in cinema, at school or kindergarten (ideal setting: large screen, a bit of darkness, clear but not too loud sound, space for playing – potentially with an installation or else with a simple set up like table and drawing paper or light and shadow).
- 2 an introductory dialogue with the children on film in general and the project: ask about their personal experiences with film, ask if they've seen a film in a cinema before, tell them about the project and the visit, and discuss the rules.
- 3 Introduce the film(s) and watch the film.
- 4 Allow the children to bodily articulate reactions and to share emotions, thoughts and notifications about their experience.
- 5 Create a safe surrounding for a discussion and encourage a dialogue. Let the kids share their thoughts, draw connections between what they've seen, articulate similarities and follow up on differences (have they seen things differently in the same film?).
- 6 Let the children process the films by playing freely (with one of the installations or a simple alternative).
- 7 Hand out the activity cards, and let the children play in groups or individually.
- 8 Repeated viewing: watch films again (and again, and again: children love repetition and learn from it).

## Talking & Activity suggestions

- 1 Without saying anything ask the children to describe what they have seen. Emphasize speculation on how it was done but also accept if the children are not interested in this aspect at all and want to simply talk about their experience.
- 2 Prepare a small box and put some marbles into them. Give it to the children to play with. Watch how they make connections between the film and the objects in their hand.
- 3 Add the camera of a mobile phone to the small boxes with the marbles inside and secure it in such a way that we only see what is in the box but nothing outside of it. Record what is happening inside the box. Stop the recording and play the video for the children, then start to discuss.

## The activity cards

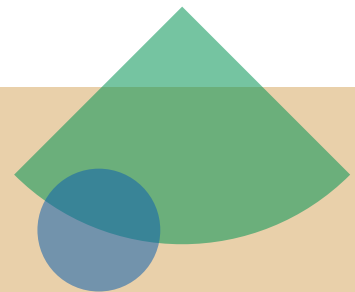
For each film of the Cinemini Europe project two or more activity cards have been created. The activity cards are nice treasures for the children, a remembrance of what they've seen. The assignment on each card invites to reflect and elaborate a bit more on the film. With simple and playful activities like drawing, dancing, acting or imagining children can work on the development of various skills, such as fine motor skills, speaking and listening skills and social and emotional skills. The activity cards can be done in groups, individually, in class or at home.

### Further watching or viewing

The following films from the cinemini Europe project might be a good addition to *Sally*:

*Bizzarrie di una ruota* – might be a good addition to *Sally* if you want to continue talking about objects that have a life of their own and how tricks in film work.

*Fadenspiele 2* – with this film you can continue talking about objects in films and discuss how film can make objects which have no life of their own move.



#### Colophon

Cinemini Europe is a project by



and supported by

