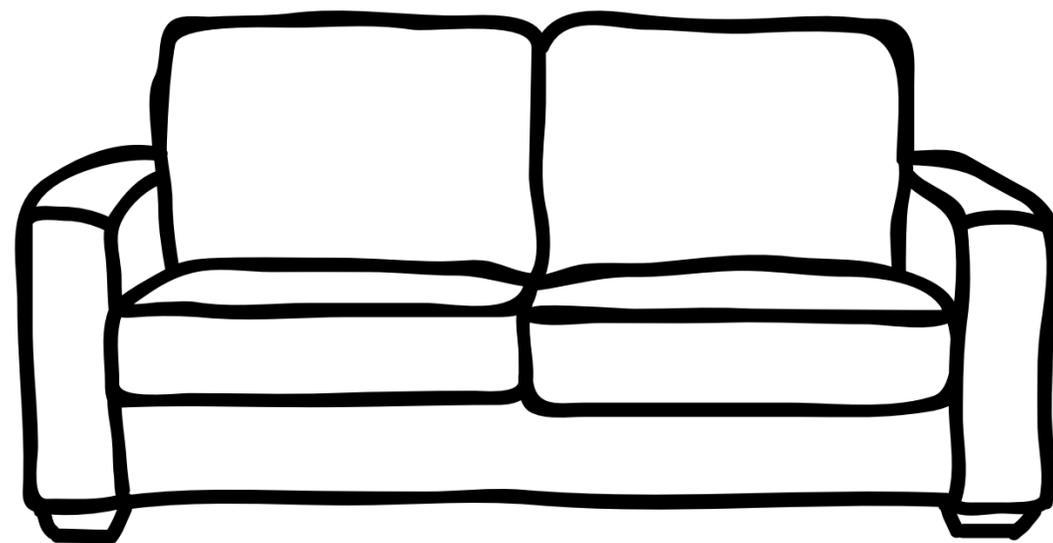


**ON STAGE**



# "FLATMATES"

## TEACHER'S PACK



**//Afundación**  
Obra Social ABANCA

# ON STAGE

## VISION AND MISSION

---

**On Stage** was born to enrich educational processes through **cultural and artistic activities aiming to foster creativity and love for the arts as part of society.**

We want all actors involved in the educational processes to have access to **quality activities**, which are motivational and also help your students to achieve a life-long learning experience

What can we offer?

- Interactive Theatre plays in English and Spanish
- Educational world music concerts
- Creativity, drama resources and couch meditation for groups
- Music and science in schools, educational and cultural institutions.
- Impact advertising interventions for brands.



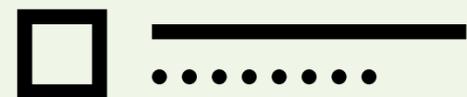
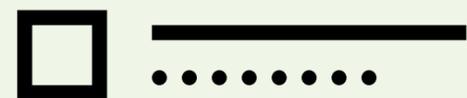
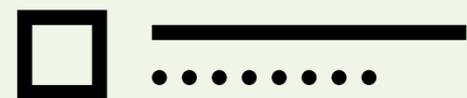
# WHAT WILL YOU FIND IN THE TEACHER'S PACK?

---

In this teacher's pack you will be provided with ideas and material about the play your students will enjoy with the three C's **c**reativity, **c**oncision and **c**ooperation. These three concepts will help students to familiarise themselves with the plot, characters and vocabulary while having fun in the classroom.

# FLATMATES CONTENTS

---



- **ESSENTIAL INFORMATION**
  - GENERAL SYNOPSIS.....5
  - CHARACTERS.....6
  - KEY WORDS FOR UNDERSTANDING.....7
- **QUICK & EASY EXERCISES**.....8
- **GETTING READY FOR FLATMATES**.....9-12
- **SCENE DESCRIPTION**..... 13-16
- **INTERACTIVE LESSONS... 3º,4º & bachiller**.....17

# FLATMATES

## A GENERAL SYNOPSIS

---



With a classic "**sitcom**" format, in which everything happens in front of the viewer, On Stage develops a hilarious and witty comedy about living together and sharing friendship and eternal arguments for books, movies or video games!

A sofa, two boxes full of items and stuff they find all over the place and their desire to have fun. Sam and Sammy drag us into their private lives and daily routine featuring a crazy battle between video games characters, novels and movies. There can only be one left and the loser will face a fatal fate: clean up the entire house!!

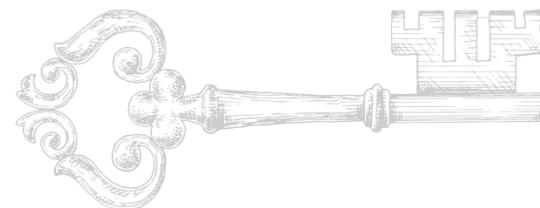
## CHARACTERS

**SAM** is studying Computer Science, when she is coding nothing could distract her. As well as when she is playing. She is addicted to games. She could spend all her time playing. She knows about all kind of games; video, online, PC games. Sam and Sammy have different tastes and hobbies in life. However, they get on surprisingly well since they started living together two years ago.

**SAMMY** is studying Classical Studies. He devours all kind of literature from Ovid's Metamorphoses to J. K. Rowling's Harry Potter collection. His other passion is films. He is a writing a paper on the impact in western countries of the New Wave of South Korean K-drama. Sammy is very supportive and curious about Sam's studies. Both understand each other perfectly and live in harmony and peace within a messy flat.

# KEY WORDS FOR UNDERSTANDING FLATMATES

- NOUN: mess, boss, flat, knickknacks, showdown, pamphlet, haze, wand, stool, item, tool, bullet, shell, sheath, fist, scoreboard, achievement.
- ADJECTIVES: frankly, analogue, digital, intellectual, furry, peaceful, deaf, awesome, amazing,
- VERBS: to grieve, to clean up, to walk away, to hit, to mop, to defeat, to reach, to catch up, to rust, to accomplish.
- EXPRESSIONS: to be your turn, let's settle this, to be so much fun, you're in trouble, it starts right here, right now, I could go for... and to get the lead.



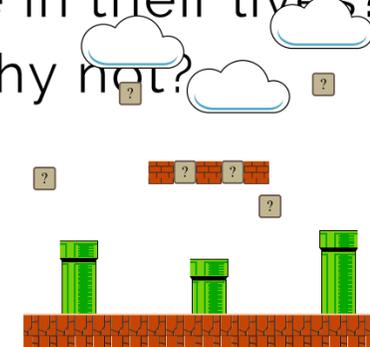
## QUICK AND EASY EXERCISES

---

1. WATCH THIS SHORT VIDEO ABOUT THE HISTORY OF VIDEO GAMES



- Ask your students to write down how many video games they are able to recognise in the video.
- Ask them to match each video game with the appropriate console.
- Which type of video games do they like the most?
- When did they play for the first time in their lives?
- Or, if they don't like video games, why not?
- What do they prefer to do?



# 1. GETTING READY FOR THE FINAL GAME

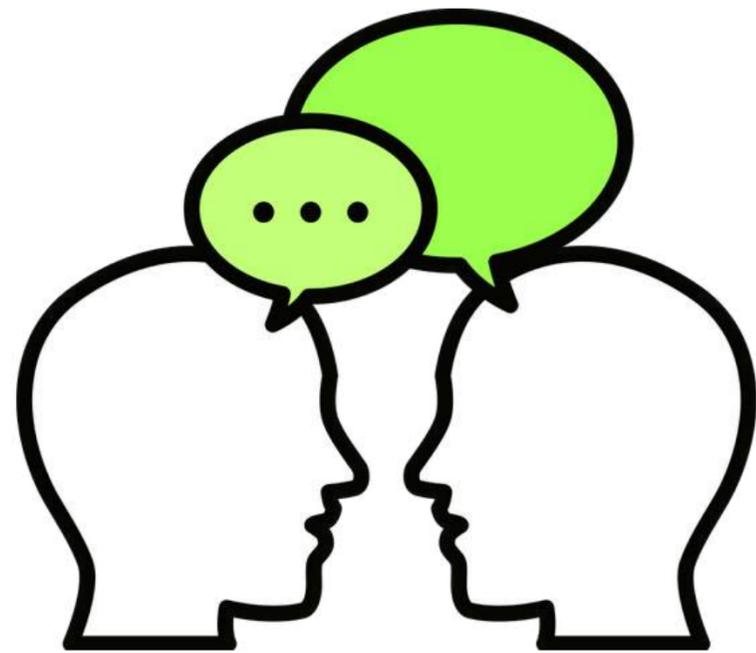
AFTER READING WITH YOUR STUDENTS THE SYNOPSIS AND THE CHARACTER DESCRIPTION, YOU CAN GIVE THEM THE FOLLOWING TASKS IN PAIRS OR SMALL OR LARGE GROUPS.

---

# DISCUSSION

## ACTIVITY

---



- Now that we know what the play is about: a gamer contest; It would be interesting to set up a discussion about your students's video games interest. Ask them some questions:
- How often do you play video games? Do you follow any gamers? Do you play online? What kind of video games do you like the most?
- What about books and films? Do you like reading or watching films? What other cultural activities do you do? Visiting museums, going to the theatre? Do you think video games are a kind of art?

# DISCUSSION

## ACTIVITY

---



## CAN VIDEO GAMES MAKE YOU SMARTER?

### Check on this video with your students.

Our proposal is to start a debate about leisure time. This is a topic directly related to the show regarding what is more fun, games or books? Why is there a tendency to argue about this? Aren't both types of entertainments/arts that help us to grow?

We encourage you to think about it.

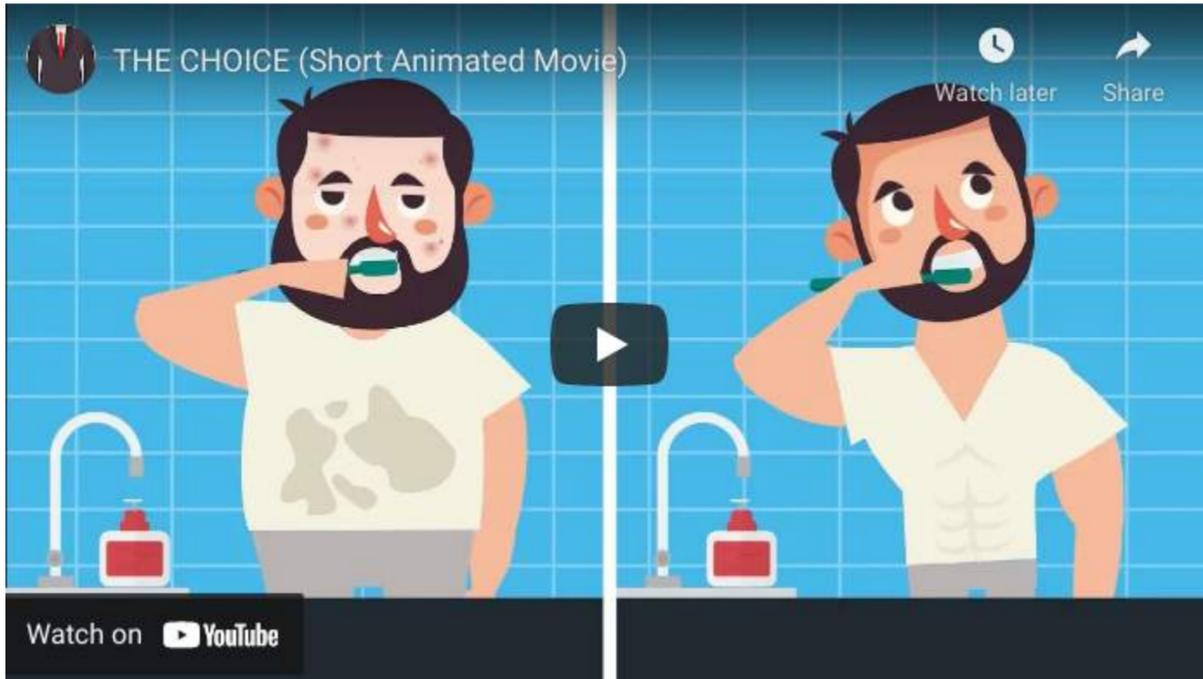
After watching this video place some questions:

- Do you agree with the video? If so why?
- If you don't play, will you give it a chance?
- if you play a lot, do you know when to stop?
- Do you think both things are incompatible?

# DEBATE

## THE BEST VERSION OF ME

---



## CAN VIDEO GAMES MAKE YOU SMARTER?

Check this video about the power of choice

In the show our protagonists, Sam & Sammy are very supportive with each other even though they have some differences. However, they always find the way to solve their problems together. they encourage each other, we encourage you to review your daily actions and routines. Sometimes, it's fine to practise self-observation in order to avoid others doing so. Why don't you take 5 minutes to think about you and your habits? Happy with all? will you change anything?

# 2. SCENE DESCRIPTION

A SHORT SYNOPSIS WITH KEY WORDS AND  
EXPRESSIONS



# SCENE ONE

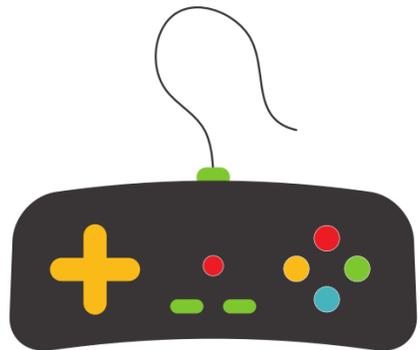
## SAM & SAMMY

---

Sam is playing video games at home when Sammy arrives. He can't find a place to sit down, and also wants to grab her attention from the screen. They need to talk about cleaning up their messy flat. He turns off Sam's console and their fight to finish starts. How will they solve the conflict? Continue with the next scene to find out

Key Words: To dominate, bad guys, to grieve, to turn on/off. mess, apartment, knickknack, showdown,

Key Expressions: to get started, that's not the point, to be your turn, you bet I am! let's settle this with, to be so much fun.



# SCENE TWO

## THE BATTLE GAMES

---



Sam & Sammy despite their differences get along really well. They are very supportive with each other and they always find the way They will play rounds of different games using their respective expertises in games and books. all items, tools, gadgets all over the place will work for this epic fun battle. Get ready to play,

Key Words: pamphlet, analogue, digital, easy, loud, furry, to hit, haze, cute, deaf, wand, to advice. to defeat, stool. item, tool, weapon, shell, bullet, cartridge. sheath, to rust.

Key Expressions: never mind, a fight to the finish, it starts right here, right now, you're in trouble, I could go for...

# SCENE THREE

## THE RESOLUTION

---



After all the rounds, they feel happy and enthusiastic about their games although the scoreboard says they are tied. Eventually, they realise the flat is not a mess anymore, they have cleaned without noticing. Hold on, now Sam is hungry another conflict surges, who will do the shopping?

Key Words: amazing, popular, scoreboard, achievement, to accomplish, to drag out, to knock down, messy, fridge, empty.

Key Expressions: that's so sweet, how about that?, so why now?

# ACTIVITY PROPOSAL

LET'S PRACTICE  
ONLINE  
AND  
INTERACT!

---

We have created an **INTERACTIVE LESSON** that may help your students to prepare the show. Click [this link](#) to get to this pick and go material. **Remember to review all the interactive icons and explore all the content before using it in the classroom.**

It will take around 30 minutes and your students will be able to interact with the document, play and research online.

**ENJOY AND LEARN!**



---

**Thank you very much!**  
**We hope you enjoy the show**  
**Please follow us!**

