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Shaun the Sheep - Off the Baa!

A creative and effective way of using famous cartoon characters to get a better understanding of key competences and to support self-assessment for the Youthpass certificate



Aims

- To provide something to help in identifying competences in general
- To help participants relate competences to learning outcomes
- To support the participants in transferring experiences from their lives into learning outcomes



Group

- Min 12 people



Needs

- Film: Shaun the Sheep: Off the Baa! (2010) – to be found on YouTube or Amazon
- Evaluation of learning questionnaires
- Computer, data projector and internet connection (or DVD player) to show the video



Time

- 90 mins



Step by step

First part (8 mins):

Show the movie about Shaun the Sheep.

Second part (30 mins):

Working groups: each group works on the competences of a specific character from the movie. Participants are asked to draw, write or otherwise document what a competence is (15 mins).

- Group 1 – works on Shaun the Sheep
- Group 2 – rest of the sheep
- Group 3 – the dog
- Group 4 – the pigs

Presentation of the working groups in plenary (15 mins).

Identifying & documenting

Describing outcomes

Introducing Youthpass

Role of facilitator

Third part (20 mins):

The facilitator introduces Youthpass and the eight key competences for lifelong learning. The facilitator names the competences one by one and after each of them, asks the participants how they think the competence is:

- related to a character from the movie
- related to the project/activity the participants are involved in
- and how they acquired this competence

Fourth part (30 mins):

Participants are asked to reflect individually or in pairs and to write down what they have achieved during the project/activity, using the key competences for lifelong learning.

**Adaption**

- Using cartoons is suitable for different inclusion groups with cognitive / learning difficulties. It helps them identify the competences in a 'fun' environment and relate them to their learning experiences.
- Where multimedia equipment is not available, you can use other media such as children's books (more visual), children's trump cards or storytelling.

**Tips**

Have a look at the Youthpass guide at Youthpass.eu to prepare yourself. The final step in the exercise can be a peer interview to encourage communication, question-asking and thinking on the topic.

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