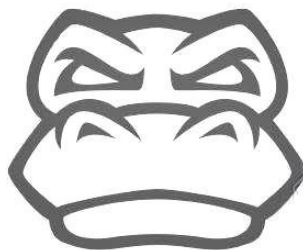
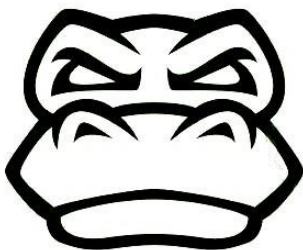


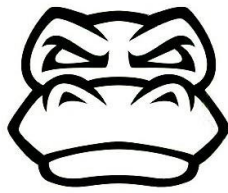
Sockodrive!

Expressing Feelings
&
Clothes Stereotypes

SOY



Sr



Comprehensive Sexual Education (ESI)

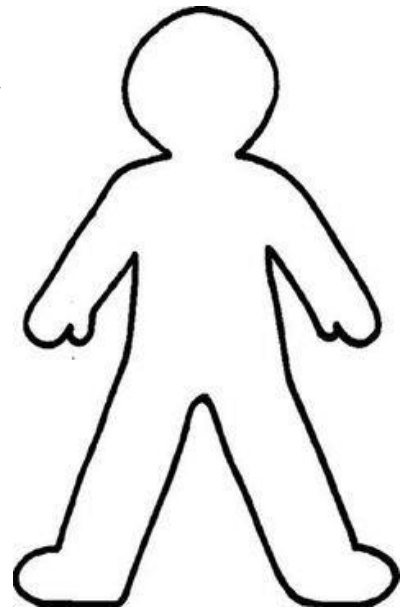
Suggestions

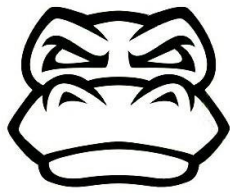
To the teacher: The activities in this section request acceptance of different opinions and reactions. Their objective is to raise awareness of certain issues, which are not currently tackled in the classroom. These activities are not to be evaluated or judged, as there is not a correct or incorrect response to them.

I suggest each teacher does those activities he/she feels comfortable with.

Contents

- Acknowledgement and respect for feelings
- Expressing feelings
- Feelings and the body
- Raising awareness of feelings and sensations - Focussing
- Respect for the body
- Gender and clothes
- Mandatory principles about what we wear
- Colours and clothes
- Clothes and the media

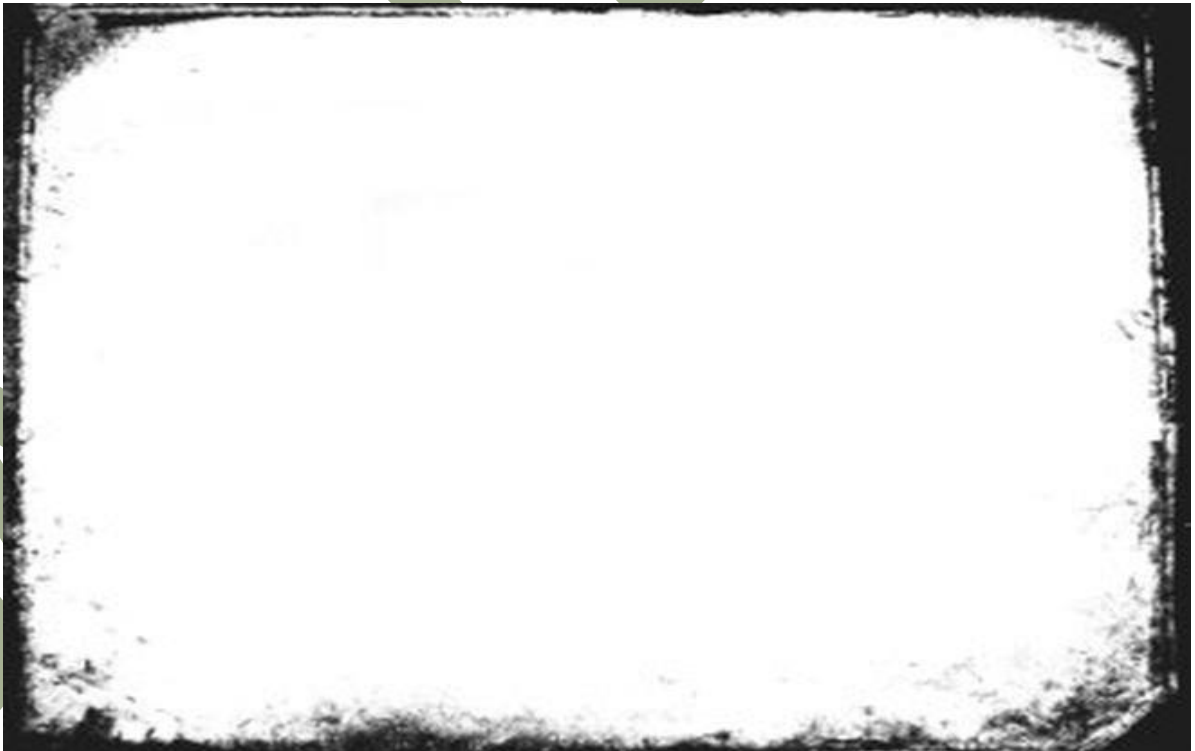


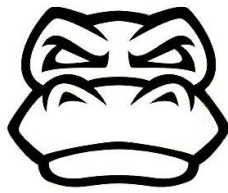


1. Colour the SCARED emoticon



2. Draw or write about a time when you felt scared





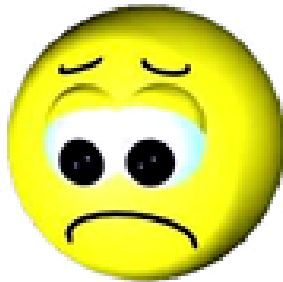
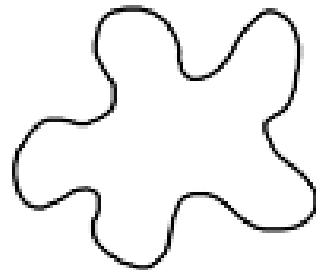
FEELINGS & COLOURS

3. Choose a colour for each feeling

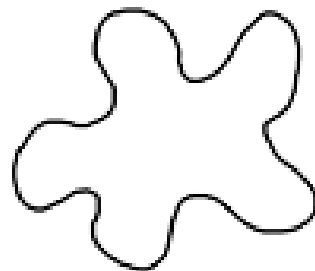
Give each feeling a colour:



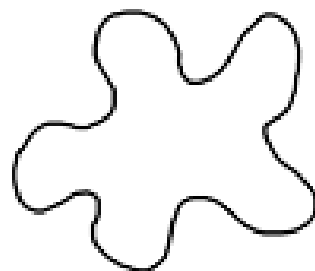
HAPPY

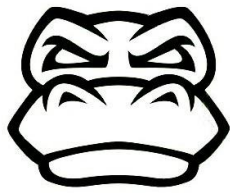


SAD

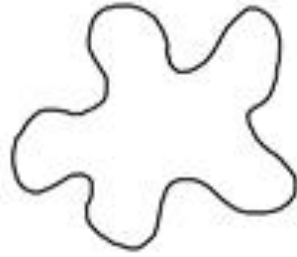


ANGRY

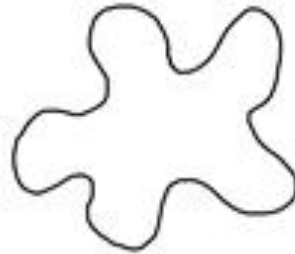




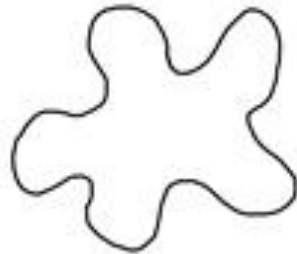
TIRED



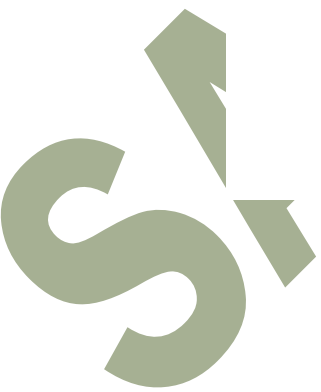
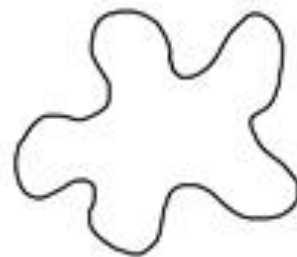
AFRAID

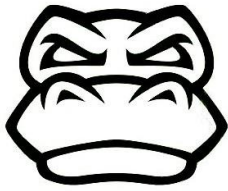


SHY



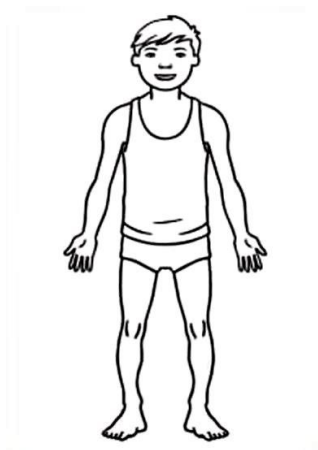
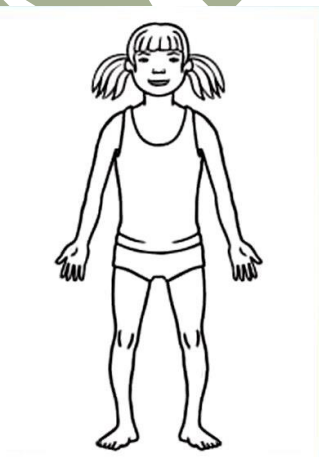
NERVOUS

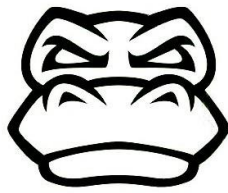




BOYS' & GIRLS' CLOTHES

4. Join the clothes to the body. What do you think? What can they wear?





5. MEDIA SEARCH!

Group work



- Material needed: a cardboard per group, glue, scissors, newspapers, magazines, printed pictures from the internet, markers or crayons in case they want to write on their posters.
- Objective: to raise awareness of how the media influences us, as to what to wear, what to buy, the way each gender should look like.
- Procedure:
Have your students sit in groups of six, approximately. Ask them to cut out girls, boys, men and women wearing clothes. Tell them to make a college poster entitled: CLOTHES & THE MEDIA.

Note 1: If you're a techno teacher, and the students have the means, this activity can be carried out on line, with plenty of pictures from the internet and any collage-maker online tool.

Note 2: Of course this can be enlarged as regards how the media influences in other respects. I've decided to focus on *clothes*, as this is one of the items in the game of the play.