

Anne

The Animated Series

EDUCATOR'S
GUIDE
EPISODE #22





A CONDITION OF SUPERSTITION - EPISODE #22

Anne and Diana's superstitious beliefs wreak havoc with Marilla's plan to persuade the Avonlea town council to build a new library. Chastened, Anne comes to realize that all superstition does is stop people from solving problems themselves.

Learning Objective

To learn that families have a wide, diverse range of beliefs will help build:

Social and Emotional Skills

Cultural/Social Diversity Appreciation and Understanding

Talking About the Episode

Superstitions can be a challenging classroom subject because families have such a wide range of beliefs. Start a discussion about the episode with the plot, and story retelling:

- Who can tell us about this story? Why did Anne and Diana believe the swings had a special power?
- Anne and Diana put a lot of belief in lucky charms to protect Marilla, but did it make a difference? Why not? Then, mature the discussion to the topic of superstition: What does it mean to be superstitious?
- What is "good luck?" Some people believe in good luck charms; what is a good luck charm? What superstitions have you heard of? Even if it's from the show, can you describe the superstition?
- After each child describes a superstition ask, "Why do you think people believe that would bring them good luck/keep evil spirits away?"



A CONDITION OF SUPERSTITION - EPISODE #22 (CONTINUED)

Something Old to Something New

Have children create their own good luck through recycling! Create a basket or box of recycled materials and encourage children to create a machine, invention, or work of art. Suggestions: toilet paper rolls, popsicle sticks, pieces of used wrapping paper, old greeting cards and old magazines. Also include plenty of construction paper, glue, scissors, a hole punch, tape, crayons and a stapler.

Charm Bracelets

Make charm bracelets from elastic string and handmade lucky charms. Ask children to make their own charms from collage materials (buttons, bottle caps, felt, glitter and buttons). What kind of good luck will they bring?