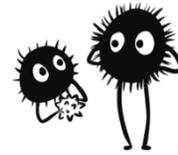


***Spirited Away* Movie Night: A Program Plan**

Molly Coyle



Description:

The *Spirited Away* Movie Night program aims to provide teens aged 13 – 18 years old with a brief escape from reality by immersing them in the world of Hayao Miyazaki’s film *Spirited Away*, a film about young girl who must work at a bath house for spirits in order to save her parents from an evil witch. The evening will transport attendees to a world of magic and mystery while also introducing them to traditional Japanese folklore as they watch the film and try their hand at origami. A challenging scavenger hunt will provide additional excitement for the evening’s proceedings.

This program was developed for an audience of less than 50 people, but could easily be adapted for a larger audience and was designed to be run by at least two library staff.

NOTE: A complete program package including snack and prize ideas, proposed budget, recommendations for publicity, the Scavenger Hunt Worksheets and PowerPoint, the Program Evaluation Survey, and suggested Origami Instructions can all be found in the following Google Drive:

https://drive.google.com/drive/folders/15-5W0Wsk2wWiNyV_4j4_RLJZTfzYdsr?usp=sharing

Objectives:

This program supports the following developmental assets from the Search Institute’s (1997) *40 Developmental Assets* list:

	No.	Asset	Rationale
External	3	Other Adult Relationships	Library staff will mingle with the teens during the event to help develop stronger relationships between teens and library staff.
	10	Safety	The event will take place in a designated room within the library, where teens are encouraged to question the world and be themselves. The event will be facilitated/supervised by librarians to ensure the physical/emotional safety and comfort of attendees.
	17	Creative Activities	The program encourages engagement with the art of origami.
	18	Youth Programs	The movie night is part of regular youth services programming.
Internal	25	Reading for Pleasure	As part of the program, resources related to <i>Spirited Away</i> , Japanese folklore, animation, and art will be provided, and attendees will be encouraged to look at them during the event and/or check them out from the library.

	33	Interpersonal Competence	Scheduled social time and movie-viewing time will encourage the development of social skills and social awareness. Teens will practice speaking with each other and respecting each other's space.
	34	Cultural Competence	<i>Spirited Away</i> offers an introduction to modern Japanese animation as well as traditional Japanese folklore and art forms.

Materials & Equipment:

This program plan calls for the following materials and equipment:

Program Materials	<ul style="list-style-type: none"> ▪ Copy of <i>Spirited Away</i> by Hayao Miyazaki ▪ Scavenger Hunt Questions Worksheet ▪ Scavenger Hunt Answers Worksheet ▪ Scavenger Hunt Answers PowerPoint (optional) ▪ Program Evaluation Survey ▪ Pens/Pencils ▪ Prizes (optional – see Prizes section for suggestions) ▪ Origami Instructions ▪ Color Computer Paper, pre-cut into squares ▪ Snacks (see Snacks section for suggestions) ▪ Disposable plates/cups/napkins
Library Materials	<ul style="list-style-type: none"> ▪ Other movies by Studio Ghibli/Hayao Miyazaki ▪ Movies by Mamoru Hosoda ▪ Manga ▪ Books about Japanese folklore, Japanese art ▪ Books with art instructions (ex. How to Draw Manga/Comics, etc.) ▪ Display cases for circulation items ▪ Marketing materials for upcoming youth events ▪ Library card registration forms
Equipment	<ul style="list-style-type: none"> ▪ Projector ▪ Projector Screen ▪ DVD Player ▪ Speakers ▪ Microphone

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Program Timetable (Suggested):

Below is a timetable of the program, the estimated time of delivery, and the materials needed to conduct each activity. This timetable only offers estimates for the delivery of the program itself and does not include set-up or clean-up time.

Duration : 3 hours	Activity	Explanation	Materials
5 min	Welcome	At the designated start time, offer a brief welcome to the attendees. Explain the order of the evening's events: craft/snack time, movie viewing and scavenger hunt, break for snacks/bathroom, scavenger hunt answers and prizes, and closing. Encourage attendees to help themselves to snacks, try their hands at origami, and browse through selected library resources. Remind attendees that the movie will begin in 20 minutes.	N/A
20 min	Craft/Snack Time ACTIVITY: Origami, snacks	Attendees may use this time to select and eat snacks, try folding origami, look through library resources, and hang out with their friends. Library staff may use this time to prepare the movie equipment and mingle with patrons, fostering stronger relationships between Youth Services staff and teen patrons.	- Snacks - Origami Instructions - Color Computer Paper - Library Resources (related books/movies)
5 min	Movie & Scavenger Hunt Introduction WORKSHEET: Scavenger Hunt Questions Worksheet	Gather teens in the viewing area and announce that the movie will begin momentarily. Introduce and pass out the Scavenger Hunt worksheet and pencils. Explain that the worksheet is optional, but that there will be prizes (optional) for those with the most correct answers.	- Scavenger Hunt Questions Worksheet - Pens/Pencils

		<p>Remind attendees that they are free to get more snacks, keep working on origami, use the restroom, or ask questions during the movie but to please be respectful of noise level for those watching.</p> <p>Briefly introduce <i>Spirited Away</i> by explaining that it is a film by famous Japanese animator and director Hayao Miyazaki and that the film contains many references to traditional Japanese folklore.</p>	
2 hrs	Watch Movie	View the film. The run time, from the start of the film to the beginning of the credits is 2 hours and 1 minute.	- Copy of <i>Spirited Away</i>
5 min	<p>Announcements</p> <p>WORKSHEET: Program Evaluation Survey</p>	<p>Explain that there will be a 10-minute break, during which, attendees are encouraged to use the restroom, get more snacks, keep folding origami, and explore the library resources.</p> <p>Pass out and introduce the Program Evaluation Survey. Ask that all attendees fill out the survey and leave it in a designated location before they leave for the night.</p>	<p>- Program Evaluation Survey</p> <p>- Pens/Pencils</p>
10 min	<p>Break/Free Time</p> <p>ACTIVITY: Origami, snacks, survey</p>	<p>Give attendees 10 minutes to use the restroom, eat snacks, fold origami, and explore library resources.</p> <p>Library staff may use this time to prepare the Scavenger Hunt PowerPoint (optional) and prizes (optional).</p>	<p>- Snacks</p> <p>- Origami Instructions</p> <p>- Color Computer Paper</p> <p>- Library Resources (related books/movies)</p> <p>- Scavenger Hunt PowerPoint</p>

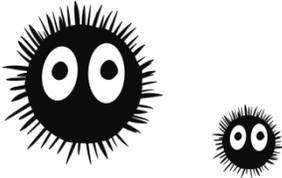
10 min	Scavenger Hunt ACTIVITY: Scavenger Hunt Answers	Gather attendees and review the answers from the Scavenger Hunt by either reading the answers or using the Scavenger Hunt PowerPoint. Use the honor system for checking answers. Should there be a tie, three tie-breaker questions have been provided on the answer sheet and in the PowerPoint. Once the winners have been selected, hand out prizes.	<ul style="list-style-type: none"> - Scavenger Hunt Answers Worksheet - Scavenger Hunt Answers PowerPoint (optional) - Prizes (optional)
5 min	Closing	Thank attendees for coming to the movie night. Encourage them to return their completed Program Evaluation Survey and pens/pencils to the designated location and to throw away their trash. Remind them that they are free to browse and check out the provided library resources and that they are welcome to take any provided marketing materials for upcoming events.	<ul style="list-style-type: none"> - Library resources (related books/movies/marketing materials for upcoming events)

Evaluation:

Upon the conclusion of the event, library staff should encourage participants to complete the anonymous Program Evaluation Survey, which can be found in the Google Drive:

https://drive.google.com/drive/folders/15-5W0Wsk2wWiNyV_4j4_RLJZTFtzYdsr?usp=sharing

The survey prompts users to answer questions about the *Spirited Away* movie night and opinions about library programming in general. The survey utilizes Likert-scale and open-ended questions to allow for the collection of both quantitative and qualitative data.



Reference

Search Institute. (1997). *The developmental assets framework*. <https://www.search-institute.org/our-research/development-assets/developmental-assets-framework/>