

## Italian story

*Work done by Italian students in 5th classes of primary school  
of "Melanzio-Parini" School in Montefalco and Castel Ritaldi - ITALY*

### **Steps of working:**

1. Storm Breathing with students about how technology helps us in our daily routine and how it could be in the past when technology was absent.
2. What are the plus points and the points against using technology in.
3. The students detected that usually technology can isolate people in his own world without keeping in consideration other people, not caring about the other moods or needs, and sometimes people feel alone.
4. Thinking about a story where a contemporary boy looks for help to save the world from the possibility of losing empathy. Six heroes will help him to find a way to manage technology without compromising humanity.
5. Writing down the story in Italian and then in English with the help of the teachers.

### SIX HEROES DEALING WITH TECHNOLOGY

"I'm not happy, I don't feel part of this world".

This is a story of a boy named Dante who lives in the contemporary era, but doesn't feel to be so "modern".

One day, not so long ago, Dante decides to go play at the park near his house; while he was strolling, he was overwhelmed by a group of older boys who did not even realise they made him fall, because they were too concentrated on watching videos on their mobile phones. Distracted as they were, they stomp on him and go away. He gets up on his own and goes home accompanied by a sense of disbelief. On his way home, he sees in the distance a boy that's having fun skateboarding, the boy seems happy to meet him, luckily not everyone is interested in using digital tools, even outdoors!

At a certain point Dante notices that the skateboarder is running really fast to the point of not noticing a mother who is walking blissfully with her baby that's in the stroller.

The ears of the skateboarder are deafened by the music coming from the big headphones he wears.

He cuts the mother off and the stroller overturns on the road; the skateboarder, totally disinterested in what happened, picks up his skateboard and continues his ride.

Dante helps the frightened mother get up and continues his walk back home.

There, at home, he feels safe; there's his brother, he asks him to play cards, but his brother is concentrated on playing video games and once he loses the game, he throws it violently. He is beside himself with anger.

The only thing Dante can do is to leave him alone: he's frightened, bewildered and runs to his mother to seek comfort, but she is watching a soap opera on her tablet and she doesn't pay attention to him.

Dante, sad and desperate for all the episodes he has witnessed, runs to his grandfather, his "safe haven", he knows that his grandpa will understand his state of mind. The grandfather lives in the countryside, where the sky is clear, where you can hear the singing of birds, where the wind blows through the leaves and the healthy colours of nature makes you feel good. He realises his grandchild had something going on, he's very sad and has this dead look so he asks him what happened and why he's upset.

- Grandpa, I need to tell you a story.

Once upon a time there was a wonderful world where everyone felt good together and lived peacefully. However, one day, the sky turned grey and gloomy and suddenly a dazzling light hit everyone's eyes, slowly imprisoning people's minds. Once everything was over. It was discovered that robotic extraterrestrials were beginning to dominate the world, taking control of any human abilities. Grandpa, I'm desperate! I'm sure that everyone around me is a victim of this extraterrestrial spell.

- We can do nothing alone, but I assure you that victory will be on our side.

The grandfather then greets his grandson; concerned about the situation and Dante's state of mind, he decides to send five carrier pigeons to five different countries (Greece, Cyprus, Bulgaria, Romania and Poland) to track down five of his most trusted friends of yesteryear.

While Dante returns home with some hope in his heart, the grandfather falls asleep and in the middle of the night he's awakened by a sound of footsteps: they have arrived, it's them!

They were happy to see each other again, and as it always happened when they met, even this time, they get together in a circle, join their fists and on everyone's hand appears a ring with a specific element: a heart, symbol of love, an ear of wheat, symbol of the fertility of the earth, a white horse, symbol of bravery, a mirror, symbol of beauty, a sword, symbol of strength and the flames of a fire, symbol of power.

At this point, the six friends pronounce their magic formula three times: "union is strength" and suddenly they are transformed in Aphrodite, Demeter, Krali Marko, Prince Charming, Dragon and, finally Romulus who has the appearance of grandpa; he and his companions were once chosen to save the world of the future.

The time had come: they, the heroes of the past, had to come together and face the obstacles of the modern world. Romulus recounts his grandchild's worries and desperation for this now "grey" world: at this point the heroes understand that their goal must be to bring humanity back to pursue the true values of life, healthy relationships and freedom from the prisons of technology.

So, they create some rules that could help people learn to use technology appropriately, using it to enhance the important aspects of life.

Romulus and the other five heroes reach the city and can not believe what is happening: the situation is just out of control! Suddenly, thanks to their magical powers, they go back in time and see the events experienced by Dante, Romulus' grandson: they find themselves at the park and see how the grandson was overwhelmed by the boys who were focused on watching their phones; immediately the heroes try to stop the fall of the boy and Aphrodite casts a spell on the members of the group, making fall in love with each other. Meanwhile Krali Marco realises that a stroller with a sitting child inside is overturning due to the impact with a skateboard: together with Prince Charming, advised by the latter's white horse, he grabs the child on the fly and places him in his mother's arms.

Now everything seems under control, but suddenly Demeter and Dragon are drawn to the fuss coming from a house nearby; suddenly they find themselves inside the house and witness a sad scene: it's time to make video games disappear!

Dragon spits fire and eliminates the devices, while Demeter grows a lush garden immersed in fresh air and tranquillity in the room; this becomes the privileged place to play with friends and siblings.

At this point, Romulus goes to his daughter, Dante's mother, grabs her with loving force and leads her to that garden to reunite her with her children. It is right here, in a warm atmosphere, that they realise that spending time together, sharing moments of play, ideas and thoughts, is the essence of life.

From that day on humans established rules that would help them use technological tools intelligently and consciously: the heroes had left an indelible mark!

Romulus, then, gives Dante a decalogue of rules so that he can spread it among the people:

- love and take care of each other
- play outdoors
- be creative
- regulate the use of technological devices
- communicate with people live instead of through phone messages
- don't ignore others
- give importance to what surrounds you,diverting attention from what is virtual
- listen to the others carefully
- live the family moments to the fullest
- do not isolate yourselves and do not be estranged from the others

The heroes have completed their task; they hug Dante, who greets them with tears in his eyes.

THE END