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Food on Film

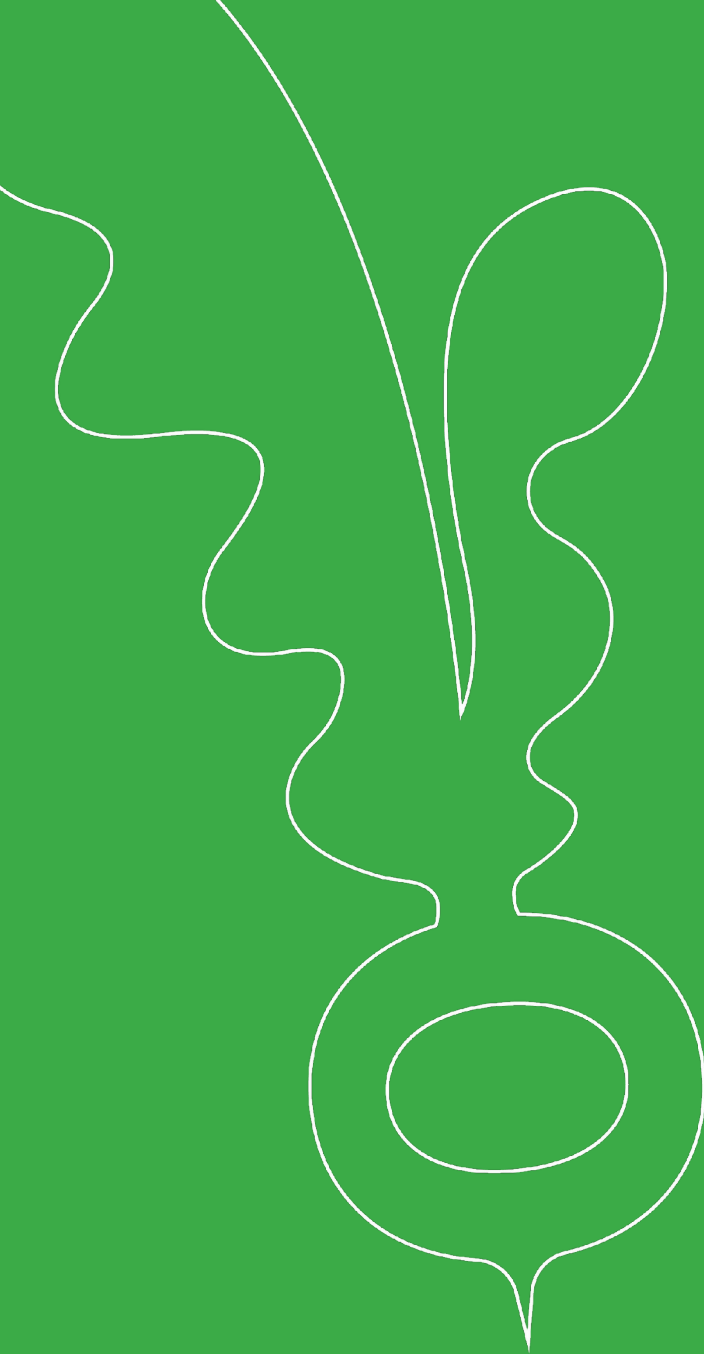
Stories to Feed a New World

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Do you want to address the topic of the climate crisis and its connection to food with your students and don't know where to start?

Are you looking for effective and engaging teaching tools to raise students' awareness about making conscious food choices?

Join the Food on Film project!

Objectives and targets

The overall goal of the project is to stimulate audiences' interest, especially youth, through a **highly inspiring film education format** that focuses on the direct impact of the current food system on the issues of climate change and the environment.

The format of the project is comprised of a mix of **online and in person activities** to inform, engage and actively involve schools and the public. The project will revitalize the cinema experience for all audiences, both online and in person.



The project intends to:

- Involve **students (17-19 years)** and their teachers from 5 EU countries (Italy, France, Montenegro, Germany and Austria), through a **digital platform** that will reach EU schools with films and an innovative educational pathway
- Bring a food focused innovative format within **environmental film festivals**, including screenings and other events

Regarding the activities with schools, the project's specific objectives are:

- **To promote European audiovisual works, through film education**, by putting the spotlight on the pressing issues of food and the environment, through the collaboration of civil society and cultural organizations
- **To stimulate youth's interest and engagement** in cinema and to encourage its use as a means of expressing their voices

The project, from 2024 to 2026, is promoted by **Slow Food**,
an international organization committed to ensuring that everyone has access
to good, clean and fair food
together with four environmental film festivals:



Cinemambiente
Association
(Italy)



Mobile Film
Festival
(France)



Innsbruck Nature Film
Festival
(Austria)



Green Montenegro
International Film Fest
(Montenegro)



and in collaboration with

Interfilm
(Germany)



University of Gastronomic
Sciences
(Italy)



Università di Scienze
Gastronomiche di Pollenzo
University of Gastronomic Sciences of Pollenzo

Main activities for schools

01

MOVIES SCREENINGS

02

LIVE ACTION ROLE-PLAY GAME

03

ONLINE LESSONS

HOW TO COMMUNICATE WITH VIDEO LANGUAGE

04

SCREENPLAY WRITING

05

FILM-MAKING WORKSHOP

1. MOVIES SCREENINGS

Teachers will have access to a dedicated digital platform that will contain:

- the “**Food on Film**” **catalogue** that includes 20 documentaries, available in Italian, English, French, German and Montenegrin or Serbian.
- a **selection of 200 environmental films** in original languages and a selection of short movies dedicated to gender and inclusion.
- **In-depth dossiers** related to film screenings, on the following five themes: climate change and globalization, food and health, loss of biodiversity and agroecology, meat consumption and animal welfare, and food waste. These technical sheets can facilitate an in-depth analysis and discussion after viewing the movies.



2. LIVE ACTION ROLE-PLAY GAME

A live action role-playing game (LARP) is a playful activity of theatrical origin, in which players play a character acting in a simulation scenario. It is therefore based on **firsthand experience** of real situations to then reflect through a **collective de-briefing process** on what happened during the play.

Students will first experience and then reflect on the experience and how what was learned during the game, is reflected in their daily choices, such as in their food choices.

Teachers will receive a **Manual** with all the instructions to guide the role-play game - you do not have to be an expert, you will be guided step by step through the preparation, implementation and debrief of the game!





3. ONLINE LESSONS HOW TO COMMUNICATE WITH VIDEO LANGUAGE

The digital platform will include a dedicated section with online lessons that will guide students in learning how to communicate effectively with video language about food system challenges.

Through insights into **storytelling** and techniques for making videos with smartphones, students will develop and strengthen their **digital skills** and ultimately can contribute to inspire and influence other young people, as well as their families.

4. SCREENPLAY WRITING

The online lessons on how to communicate effectively with video language about food system challenges will culminate with the writing of a screenplay for a short film (1 minute). This can be done in small groups, individually or as a whole class.

A **European script contest** to write a screenplay on a food challenge will be organized at the end of the educational path. The schools that will write the best screenplay will win a film-making workshop to produce their films (two schools for each country).





5. FILM-MAKING WORKSHOP

The two winning schools for each country will participate in a film-making workshop. (worth approx. EUR 5.000,-)

Experts will visit schools to share their expertise and work together with students on winning scripts to make a professional videos!

The short films produced will also be included in the digital platform.

Timing

Teachers will have access to the resources contained in the digital platform as of September 2024.

As showed in this presentation, we suggest an order for the activities and an indicative commitment of 4-5 days per class from September 2024 to June 2025 to implement the activities, but you have **full freedom in organizing the activities as you prefer!**

Classes, that would like to participate to the script contest and get the chance to participate in a film-making workshop, are invited to follow the timeline below:

- **September 2024 - March 2025:** in-class activities (movie screenings, live action role-play game, online lessons on how to communicate with video language and screenplay writing)
- **By March 31, 2025:** submission of the screenplay writing for the contest
- **By April 30, 2025:** announcement of winners
- **May - June 2025:** film-making workshop for winners
- **By June 30, 2025:** submission of the films (all classes participating in the project, even those who will not participate to the workshop, can submit their video “one smartphone, one minute, one film”, teachers can decide individually whether these films are then shot).

Why participate in this project?

- Free access to a catalog of documentaries, educational resources, and in-depth dossiers on key issues
- Lessons for communicating about food effectively
- Useful content and resources to enrich your curriculum and lessons
- Opportunity to engage your students in an innovative educational pathway to address strategic and current issues
- Possibility to customize the educational path in terms of contents and timing
- Be part of a European project involving 5 European countries and more than 200 classrooms!

What are you waiting for?

Join the Food on Film project

Send an email to: daniela.moser@inff.eu



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