

Monica

Cameron

Family Discussion Guide

EYFP

These are some sample questions for Episode 2. Use the ones that seem helpful or interesting. You may have your own questions as well.

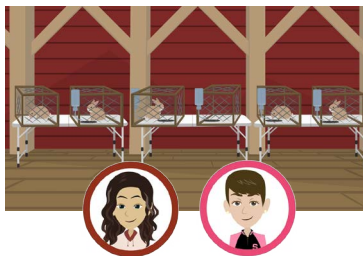
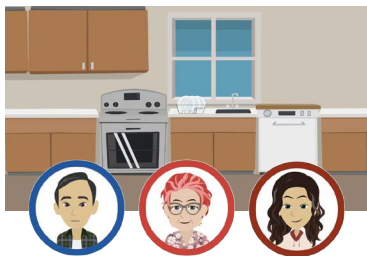
Opening

Think of a time when you felt like someone really listened to you. How did you know they were listening?

As you watch the video, keep track of when the characters are listening to each other.

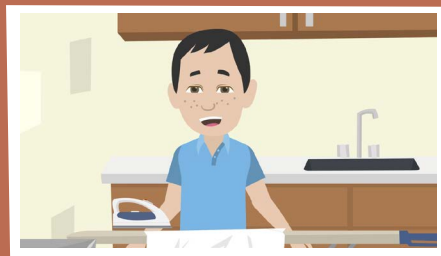
Part 1: Listening

- How much do the characters seem to listen to each other in each scene?
- How did you decide if one character was really listening to another character?



Vocabulary Alert!

In Episode 2, Scene 5, Cameron says that he has **Tourette Syndrome** (say “**Tor-eh-t Sin-drome**”; also called “Tourette’s Syndrome”). People with Tourette Syndrome make sounds and movements called **tics** (say “**ticks**”). Tics can be simple, like blinking or sniffing, or they can involve many body parts or sounds. The important thing to know is that people with Tourette Syndrome cannot control the tics. To learn more, visit tourette.org.



Continued

Part 2: Missed Opportunities

- Were there times when you felt like [character's name] was not really listening? Explain.
- What might have been different if [character's name] had really been listening?
- What is the difference between “hearing” and “listening”?
- Why is listening important?
- What are some ways you can practice really listening to other people in your life?



Family Fun!

When you listen to someone, you have to pay attention to them. The Mirror Game is a fun way to practice paying attention.

To play the Mirror Game, stand about 2 to 3 feet in front of your partner. Turn your body to face them.

One partner will be the Mirror and the other partner will be the Mover. The Mover starts the game by slowly moving. The Mover can move in any direction, but always has to face the Mirror.

The Mirror tries to copy the Mover like a reflection in a mirror. After 2 minutes, switch roles.

When you and your partner are ready to level up, stand facing each other, about 2 to 3 feet apart. One partner will start the game by slowly moving, and the other partner will mirror. This time, you do not need to wait for 2 minutes to switch roles. One partner can take over the “Mover” at any point just by changing the movement. You can see how this works at go.ncsu.edu/youtube.improv.mirror.

Practice switching back and forth with your partner. How long can you and your partner keep the game going?