戲劇教育與劇場研究

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主編語

轉眼間又來到撰寫第三期的主編語。本次的稿件是自由投稿,在缺乏研討會論文發表文章的挹注下,本來很擔心會缺乏足夠的稿源——很幸運的是,我們的刊物逐漸獲得大家的注意,因此本次投稿的品質與量數也超過預期

此次投稿的論文中,經過初審及三位學術外審複審結果,共有四篇文章脫穎而出。其中前兩篇以「戲劇教育」和大專通識課程及師資培育方法為探究主軸。第一篇《漫步於求知與遊戲間的負責專家一Heathcote「專家外衣」戲劇教學法的人類圖像探究》,作者探討如何透過專家外衣之四個面相,引發參與者之學習意願,並成為一個具備專家特質的人,也希望藉此提供大專通識藝文教師另一種思考角度與教學方法。第二篇《案例教學法應用於職前師培訓練一以創造性戲劇課程為例》研究者嘗試在幼教系創造性戲劇課程中,應用事前撰寫好的戲劇教學案例來進行引導,了解其中的運作歷程與相關問題,以做為師資培育運用案例教學法之參考。

後兩篇研究比較偏重以「戲劇教學應用在學校課程」的個案研究,其中第三篇論文中,研究者認為戲劇教育可以提昇學生批判性思考,並依此分析自己在英國 Coventry 的一所小學中所進行的戲劇教學實踐,試圖提出戲劇對學生所引發批判性思考形式與效能。最後一篇,作者特別以「幼兒園」作為研究案例,探討外來戲劇教師如何與幼兒園中的教師媒合,共同建構戲劇課程教學的歷程與脈絡。

第三期出版在即,仍要感謝婉容主任和同事們的支持,以及編輯助理琍吟 (Taco) 花費心血進行一次又一次的校正、編輯與聯繫等諸多繁瑣的工作。也 希望大家支持本期刊,持續投稿,讓稿源能夠"源源不絕",以維持我們出版的品質。

戲劇教育與劇場研究 第三期總編

戲劇創作與應用學系教授 國立台南大學

漫步於求知與遊戲間的負責專家—— Heathcote「專家外衣」戲劇教學法的人類圖像探究

鄭黛瓊

經國管理暨健康學院通識中心副教授 / 國立政治大學教育學系博士生

摘要

每個教學法都必然含蘊著一個特定的人類圖像,英國戲劇教育家 Heathcote 發明的「專家外衣」戲劇教學法(Mantle of the Expert),主張以一種整全學習(a holistic learning)的方式來幫助學生理解、思考、轉化和應用知識,她以「專家」形像,建構出理想的參與者的人類圖像,在戲劇活動歷程裡,學習者以「專家」姿態參與戲劇活動,也建立了此法的特徵。因此,本文針對四個角度,深入探討「專家外衣」戲劇教學法中的人類圖像,有了如下的發現:其一、「專家外衣」的參與者即求知者;其二、參與者即整體學習的人;其三、參與者是遊戲人;其四、參與者是負責任的人。綜合上述的推論,判斷「專家外衣」教育模式,是一場模擬的知識探索遊戲,參與者(學生)為遊戲人,是一個在求知與遊戲間漫步遊走的負責專家,而且「專家外衣」方法裡的專家,永遠是解決問題導向,呈現出一個「排難解紛者」(troubleshooter)的專家圖像。這樣的思考與定位,或許可以提供一個視野向度,供通識藝文教師在引導學生探索藝術與理解世界時,有一個另類的思考角度與方法。

關鍵字:專家外衣戲劇教學法、責任、遊戲人、排難解紛者

The Responsible Expert Who Rambles between Knowledge and Play: A Study of the Human Image within Heathcote's Mantle of the Expert Method

Tai-Chiung Cheng

Associate Professor, Centre for General Education, Ching Kuo Institute of Management & Health / PHD Student, Department of Education, NCCU

Abstract

Every pedagogical method must bear an ideal human image. A leading English figure in drama in education, Dorothy Heathcote, invented the method of Mantle of the Expert. She claimed that a holistic learning experience helps students to understand, to think, to transform, and to apply knowledge. Therefore, she introduced an "expert" role as the human image of the learner. Within the dramatic activity, each learner will participate in the dramatic situation as the expert. This is the characteristics of the Mantle of the Exper method. Thus, this research employs four different points of view to penetrate the human image of this method in regard to the following discoveries: the participant of the Mantle of the Expert as the learner; the participant as the person in a holistic learning; the participant as "homo ludens" (Man the Player); and the participant as a responsible person. From a synthetic point of view, the educational model of Mantle of the Expert is a simulation game of knowledge exploration. The participants (the students) are the game players who play the roles of responsible experts somewhere between knowledge seeking and game playing. The expert in the Mantle of the Expert method is always in the image of a person who is continually problem-solving oriented. Then, the image of "troubleshooter" emerges by inference. With such concepts and perspectives, the research might provide a vision for teachers who offer liberal arts education. When they guide pupils/students to explore the arts and understand the world, they will have an alternative method to expand their perspectives to obtain an alternative picture of knowledge.

Keywords: mantle of the expert, responsibility, homo ludens, troubleshooter

壹、前言

九年一貫課綱裡的「藝術與人文」領域的施行,已逾十年,這樣的藝文課程銜接至大專的通識藝術教育,當進入技職體系的教育裡能結出甚麼果實?藝術美感經驗的傳遞與創作技能的教導,年復一年,與不確定的學生的邂逅,交織出一個又一個的故事,每個故事都寓含著意義,重點是在教學現場裡,如果藝術創作是種遊戲,美感經驗是種遊戲經驗,藝術教育中的師生界定為遊戲的參與者,那麼,師生真的「玩」得起來嗎?在生活經歷有著落差的狀態下,師生間可以產生互動對話,乃至「動起來」嗎?一個互動的課堂需要什麼樣的基礎,才能營造出互動的師生關係?進而達到學習的目的?那麼,甚麼樣的人能成為充滿動力的藝文學習者?

通識藝術教育是一種情意教育,情意教育涵蘊的「體相用」,揭示著人性本質的探索、藝術的創作與人格發展(馮朝霖,2000:99-122)。基礎的「藝術與人文」教育,是一種打破藝術種類界限,其藝術內涵既是多元亦是統整,以藝術欣賞為主,其本質在人文素養的養成,而非「技巧訓練」(崔光宙,2006)。而技職體系的通識藝術教育,不論是藝術概論、藝術與人生、藝術與生活亦循此脈絡,多元而統整,多元的是藝術內容,其人文精神則是統整的。那麼教師在眾多的學子間教學互動,面對藝術素養不一的狀態,教師該如何面對與處理呢?教學目標與學子真實狀態落差如何縮小?這是一個值得思考的問題,而這問題背後更有一個命題需要澄清,我們的教育體制對人抱持著甚麼期待,希望這一貫的通識藝術教育將學生培養成為甚麼樣的人?於是教育哲學的一個重要的議題——「人類圖像」的重要性就浮現出來。

任何的教育實踐與理念,皆含蘊著一個對人的預設,此預設即為「人類圖像」(蔣興儀,2011)。自柏拉圖以降,歷代哲人為人類思尋著一個理想的圖像,杜威強調從經驗中學習的人類圖像;尼采提出了「精神三變」——駱駝、獅子、孩童,馮朝霖從這裡看出後現代教育將走進教育美學的範疇,指出「孩童」是後現代教育的重點,承襲尼采哲學的觀點——「成為你自己」,人是創造自己的主體,馮朝霖據此推論「人類圖像已由『理性/自主』走向『情性/創化』」,這使人類圖像有了「美學轉向」,「教育與文化的關聯也就同時進入了美學的範疇」,進而指出「教育是成人之美的藝術」(馮朝霖,2006a),另類的教育歷程使教育有了美學轉向的契機。

英國的戲劇教育學家 Dorothy Heathcote (桃樂絲·希斯考特,1926~2011),於 1967 年以戲劇教學崛起於英國教育界,而後與 Gavin Bolton 成為研究夥伴,並局成為英國戲劇教育 (drama in education,簡稱 DIE) 的權威人士。Heathcote 向來在英國教育體制內的角色相當另類,又終生服務於師資培育的專業,她以旺盛的創造力,勇於發展新穎的戲劇教學方法,來幫助學生學習與協助教師教學;而 Bolton 則是 Heathcote 的理論詮釋者與建構夥伴。他們致力於將戲劇教育功能,應用於提昇人們的學習能力,而非侷限在劇場藝術的教育。而 Heathcote 的眾多教學方法裡,「專家外衣」教學法(Mantle of the Expert,縮寫為 M of E或 MoE)是她提倡最力的方法(Heathcote & Bolton,1995)。

「專家外衣」教學法於 1970 年代中葉由 Heathcote 發明,最初是針對小學生與整體課程(the whole curriculum)而設計,NYU 的音樂與表演藝術系亦指出 Heathcote 有三個重要的聞名於世的教學系統:Mantle of the Expert(為小學生與整體課程而設)、Rolling Role(以教師參與中學教育而設的小組學習模式)、Commission Models(著重學校與事業體、博物館與產業間的關係)(2012)。而後此方法經過許多教師廣泛用在幼兒、小學、中學、高中(Toye & Prendiville,2000; Holden,2012),而這也是她一生推動最力的教學法。及至二十世紀的後期,「專家外衣」戲劇教學法逐漸廣受到西方教育界的注意,隨著 Vygotsky 的理論發展,後現代的教育思潮的影響,體驗與角色扮演被教育界接受,特別是她的論述作法常與批判教育學界的論述比較能呼應,儘管英國國內有一些反對的聲音(Hornbrook,1989; Bolton,1998),她的「戲劇為學習」(drama for learning)的思想與作法更逐漸為人們接受與重視。

雖然相較主流教學,她的概念與方法一直挑戰教育體制對教育的限制,然而她一直專注於在培育及鼓勵體制內教師,使用她的創新教學法,解決教學困境,她的創新與實踐,影響著教師重新思考學生主體、認識學生需要與學習的觀念,本質上,Heathcote 不僅是位教學專家,而且是一位體制內的改革者。她發展出「專家外衣」教學法,就是為了師生,所提供的學習社會脈絡、共建知識的平台。

「專家外衣」教學法,立基於一個理想的「專家」圖像之上,透過扮演專家的角色,把專家視為思考與執行教育目標的架構,是整個方法的特徵;因此,本文的研究目的將透過文獻分析,探尋出「專家外衣」教學法裡,隱藏在「專家」背後的人類圖像,一個來自 Heathcote 對「認識」(knowing)的主體,所提

出的理想圖像。本論述的前提乃在於以 Heathcote 對其教學法——「專家外衣」所做的陳述,專家外衣的「專家」乃是負責任的專家(鄭黛瓊、鄭黛君譯,2006:32),由此展開探究命題,目的透過教育美學思維,釐清「專家外衣」教學法裡的人類圖像,為此方法在教育美學範疇裡定位:

- 一、「專家外衣」的參與者即求知者(learner);
- 二、參與者即整全學習(holistic learning)的人;
- 三、參與者是遊戲人;
- 四、遊戲人是負責任的人。

貳、「專家外衣」的參與者即求知者

「在專家外衣裡的參與者被框定為一個委任在一事業裡的服務者。這個架構基本上影響他們與知識的關係。」(Heathcote & Bolton,1995:32)「專家外衣」是一種將知識織入戲劇的情境架構,以提供一個模擬動態的社會脈絡,讓學生在社會的擬真中去理解知識,它是一種專為應用在整體課程領域(whole curriculum)中的教學方法(Heathcote & Bolton,1995:16)。Heathcote 深知要學生學習課程知識,必需啟動他們學習的熱情,必需在特定文脈中方可得到深刻的理解,而她為學生選擇的學習途徑便是戲劇,她一直看重戲劇特有的反映社會的本質(Davis,1997:13)。

在專家外衣的教學模式中,知識的建立來自個人所設定的角色—專家(expert),而專家角色(expert)即是此法最核心的學習框架(frame)。教師將和學生討論出一個專家共識,透過扮演的專家,形成學習的框架,在戲劇活動裡的情境,透過集體角色產生集體信念與探索動機,學生透過角色扮演(role-play),被老師引導扮演專家,進而如專家一般對模擬入戲的情境產生問題,在情境中找到解決問題的信念,產生學習的動機,並積極尋求知識,建立對策,以解決問題,進而產生學習的具體結果。有了信念和動機,角色扮演的學習系統方能啟動。這個戲劇教學模式,有別於教師的講授過程,而是強調探索與轉化應用知識的經驗,教學目的在使學生真正得到理解知識並應用知識的能力。

Bolton 曾指出 Heathcote 的戲劇教學 (teaching drama) 受到 Michael Polanyi 的知識理論的影響 (Bolton, 2003:143)。Polanyi 將知識可分為顯性知識 (explicit

knowledge)與默會知識(又稱隱性知識,tacit knowledge)兩種,顯性的知識如透過邏輯、理性等途徑所取得的知識,而默會知識則往往來自情境,不那麼直接,甚至可能是師徒制,倚靠頓悟所取得,有時甚至具有相對性,也就是某些知識對某些人而言是顯性,但對某些人而言則是隱性(毛慶禎,2005)。這默會的成份按照許澤民譯本(2004)包含著言述(articulation)、求知熱情(intellectual passions)與歡會神契(conviviality)(Polanyi,1974;許澤明譯,2004)。

Polanyi(許澤明譯,2004:120)從探索求知熱情,追溯人類求知學習之前的能動原則,這種原則乃是隱而未顯的,是一種「默會智力」,它包含了感覺力和警覺性,Polanyi稱為「既有目的又有注意力的自我驅動力和自我滿足的衝動」,是這些衝動推動著學習力的開展,他指出這衝動「先於動物的學習」,又促成了動物的學習。而人本身乃自然與理性的合體,Polanyi從人的自然性,即動物性中,找出人類學習的能動原則。透過回溯至動物與嬰兒的非言述層面,甚至推至低等動物,發現有一個「探索現存東西」的「普遍警覺性」,「這是動物對面臨的狀況取得求知控制的一種衝動」,他指出(許澤明譯,2004:164):

知識的能動形成與接受它作為現實的標誌這兩者的結合是預先構定的。我們把這種結合看成一切個人致知的顯著特徵。這是指導一切技能與行家絕技的原則,它透過口頭言語必須賴以為嚮導和確認的無所不在默會係數而融彙在一切言述致知之中。

也就是說人的學習和感知與內驅力有關,內驅力即是能動原則,它是一種 默會能力,這種能動力啟動了實踐的行動力。「如果說感知預示了我們對事物的 所有致知的話,那麼,內驅力的滿足就預示了一切實踐技能,而且,這兩者總 是互相交織在一起的。」(許澤明譯,2004:124)從學習武術與藝術、其它技 能,或是學習中的師徒互動關係,我們都可以看見這種能動力。

專家外衣的教學模式裡,也注意到這種啟動默會能力的條件,如:技能、熱情、道德、人際關係…等,因此在操作上設計動態的情境模擬,開啟學生探索未知的動機,以協助學生學習顯性知識,進而兩者互文,促進理解與學習的發生。一方面學生因扮演專家而必須在情境裡解決問題,因而獲得從教師方面所準備學習的顯性知識,另方面又在戲劇情境中發現意義,而有所頓悟。Heathcote 看任何與學生一同探索的知識領域為一個整體,而此一整體寓含著默會知識與顯性知識,教師透過專家外衣的方法,引導學生透過默會知識,學習

顯性知識並從中發現意義,而「意義始終是 Heathcote 的教學目標」(Bolton, 1998:178)。

因此,在 Heathcote 的專家外衣的實踐裡,她所強調的與學生建立公約(contract),師生關係是夥伴關係(brotherhoods)(Wagner, 1999: 41-46),皆因她重視默會情境裡提供的學習機會(Johnson & O'Neill, 1984: 18):「優秀的教師在於有能力分辨事物與人的差異,二者都需要好的技巧,但最重要的技巧植基於我們與人的關係。」這是個存在於情境裡的倫理關係,在情境中蘊含著默會的元素。「專家外衣」法小心翼翼的編織起與知識相關的文脈,好讓學生開啟默會的學習路徑,引起學習動機,進而得到精準而完全的理解。

例如 2006 年的一個教學為例,我使用專家外衣方法引導我技術學院的學生研究基隆西定河的文化與產業的變遷,運用專家外衣的技巧,透過「出戲」(out of role),畫個人的「水杯」,建立可以討論問題的「茶水間」環境,與學生建立傳播公司裡的同儕關係,此即啟動每個參與者的默會能力的環境,也就是預先埋藏一個即將展開的任務—製作一個雜誌型節目以介紹西定河流域的發展,而後全班集體「入戲」(in role)在茶水間透過耳語,引動學生對主題的警覺、探索與討論的可能(如圖 1 所示)。



圖1 透過畫出自己的馬克杯建立公司茶水間,以利學生「專家」們入戲討論問題

在 Heathcote 的概念裡,她總是將認知知識與情感知識融合為一,並將這兩種知識想像出一種社會情境(Davis,1997:14),對她而言認知的認識與情感的認識同樣重要,要認識一個陌生的對象,我們總是同時看到整體與部分(Polanyi,1974:57),「我們越是深入地觀察一個外觀,我們對他的細節的感覺就越是敏銳。」(許澤明譯,2004:74) Heathcote 的專家外衣方法裡,教師總是帶著學生觀察事物、素材裡的符號,專家角色是一種對問題核心的疏離效

果 (Frame distance),它讓學生不必以陷入混亂的當事人的角色來體驗情境,而以專家姿態,客觀地進入事件情境裡仔細思考、分辨與觀察,讓學習在情境中產生。

綜上所述,Heathcote 的專家外衣教學法提供學生另類的學習情境(透過學生集體入戲與出戲的交織),學生的角色逐步地從活動參與者,透過專家角色產生信念與動機,一步步建立文化內涵與社群經驗,學生在情境中由被動的個體轉化成主動求知的主體,在學習中體現知識的顯性與默會關係,最後將課程知識轉化為帶得走的知識。

參、參與者即整全學習的人

「對教育而言,專家外衣模式有一個特徵就是『以整體角度看某個學科的部份』的領域教學。」它擅長處理跨領域教學的統整式課程(鄭黛瓊、鄭黛君譯,2006:31-32)。由於不滿意學校的將知識分割片斷的學習經驗,又希望在體制內尋求解決的策略,因此,Heathcote「不會讓班級中的成員掉入傳統的學生的學習者角色」,而且她的方法不讓學生在壓力下工作,需要更多時間,好讓學習者充份了解學習內容:

為了使真正的學習發生,這些學生們不僅需要透過一段時間的練習來加強這些技巧,當他們正在學習時,還必須能察覺到他們的新技能及概念,並且他們在某個階段,必須對他們的學習負責。(鄭黛瓊、鄭黛君譯,2006:31-32)

Heathcote 主張知識向來是一種整體的狀態,知識不可分割且彼此相關相連,任何學科或學習領域「是以廣大範疇的知識光譜互通的」。「專家外衣」方法是一個整體課程的教學方法,呼應著英國國家教學課程裡的課程統整的訴求,Heathcote 清楚「傳統教學不利於此類課程發生的可能性」,她研發出這種方案或主題式教學,將「使得教學課程的所有科目都被包涵在裡面,而整體經驗同時保存了連續性及統一性」(鄭黛瓊、鄭黛君譯,2006:31)。她認為真正的學習歷程,應該是個從學習到應用的完整過程,而「專家外衣」可以運用在所有課程的教學上。為了達到應用知識的目的,她認為知識的應用必定有其存在的社會情境,學習知識必須在處境中理解知識與分辨知識;Heathcote 認為人是不斷進步與發展的,她相信大多數的人是在一種社會生存與相互依存的狀態

下運作著,而戲劇正是一種學習社會各種關係互動的完美媒介,她認為在這種模式下,透過戲劇的模擬與角色任務,並以更多複合形式來挑戰學生,學生的知識與轉化的能力,逐步在活動裡提升,並朝向他們越來越精確的品質(Davis,1997: 13),如圖 2 所示。



圖2 手繪地圖,集體在大型黑布上, 繪出西定河上的西定路,經營六 年以上的代表性的店家,以及教 堂、廟宇

「專家外衣」的整全學習經驗,既是體現(Embodiment)亦是鑲嵌 (Embeddedness)的學習歷程。embodiment是一種「體現」的狀態,有著參與、 體驗的涵義;而 embeddedness 意指將某事物鑲嵌入一種事物上,亦是一種植入 的狀態(Oxford 線上英英字典, 2012)。馮朝霖主張個體接受教育的模式,應是 個兼具體現與鑲嵌的學習過程,個人的身體與世界是息息相關,由於人存在於 具體的文化與世界環境中,人是無法離開社會文脈理解知識,在不斷變動的環 境裡,個人又需要不斷透過感覺、經驗去轉化與適應這個變動的世界,故而學 習是必然的。因此,身體的適應機制與意義的開展,當然與身體參與有關,當 身體參與情境並體現情境,個體是整全的接受環境的訊息,包含著來自政治、 社會、生活的各種道德與機制,並在學習的過程裡彰顯意義,因此教育應避免 片斷與教條,所謂「言教、身教、境教」的理想,在傳統學校裡卻常忽略後二 者(馮朝霖,2011)。教育歷程既包含著個體在文化脈絡中體現知識,也包含個 體學習在社會鑲嵌的脈絡中,受到人際關係、社會價值與法律規範的影響,學 習的過程是兼具二者的。專家外衣法寓「專家」角色,鑲嵌社會各種關係脈絡、 價值於情境與角色,賦予學生聽說讀寫的學習機會,提升學生參與學習的動機, 並設以情境與專家角色來塑型,模擬社會中的專家基於解決問題的需要,而探 索與思考問題、學習知識,以此手段幫助學生在過程中理解知識、運用知識,如此學生面對學習時得以開展全面性的關照。

因此,在專家外衣方法裡,專家角色是重要特徵,這角色寓含著一個「排難解紛者」(troubleshooter)的圖像,他必定是位具有社會義務與責任的人。 Heathcote 曾說過專家外衣的戲劇是一個社會劇(鄭黛瓊、鄭黛君譯,2006: 17-18),學生在專家外衣的戲劇情境中:

為了真正的學習得以繼續,學生不僅需要透過一些時間的實踐來加強 技能,他們也要意識到他們需要這些新技巧與概念—他們必須知道他 們在學習—而且他們必須對他們的學習負起某些程度的責任,專家外 衣的作法可以辦到—而不會掉入傳統學生/學習者的學習模式。(鄭黛 瓊、鄭黛君譯,2006:16)

學習者必需具備社會責任意識,當具備此意識時,學習者才有機會成為學習的主體,成為面對問題時主動思索與尋找解決方法的,於是學生變成專家,是「學習中的專家」(experts at learning)(Heathcote & Bolton, 1995),是一個整全觀照與學習的人。

肆、參與者是遊戲人

「專家外衣」在教室裡的運作,學生扮演著「專家外衣」裡的專家,是一種戲劇性遊戲,其運作模式仍舊循著角色扮演(role play)來進行,然而 Cecily O'Neill 認為專家外衣裡的專家扮演活動,是一種必需參與的形態,並不適合當成強調自發的角色扮演遊戲(鄭黛瓊、鄭黛君譯,2006);不同的是 Heathcote 的方法更著重教師參與學生的角色扮演的情境中,引導學生在過程中學習,我個人認為 Heathcote 並未因教育而放棄角色扮演的遊戲性質,從她的專書「戲劇教學」裡的第六章〈兩齣冒險戲劇〉(鄭黛瓊、鄭黛君譯,2006:105-121),她甚至為了引起學生的興趣,而調整她的「專家外衣」的特徵之一——經營一個專業機構,因為「她認為這些相對上較為年幼的學生們,有權擁有他們「可怕的冒險」。而在教學的初期階段,她要達到的是「學生正享樂於戲劇的元素中,而同時盡責的掌握著每一個發生的危險情勢之局面」(鄭黛瓊、鄭黛君譯,2006:120),Heathcote 將戲劇活動,由自發遊戲發展為集體參與的遊戲,增加其遊戲的嚴肅性,賦予教育的機會,這與席勒的遊戲人理論有所呼應,席勒指出遊戲

中的人是完整的人,而 Heathcote 正是主張在她的戲劇教學情境裡,參與者是理 性與感性整全地投入在戲劇的角色扮演中,在這虛構的情境裡去思考、體驗與 學習。

Schiller 在《美育書簡》的 6-10 封信裡,闡述人應該要透過教育成為完整的人,如古希臘人般,以藝術將自然的天性與開展的理性調和成一體,使人成為完整的人,他主張要如同古希臘人般,「透過美來克服人的粗野與疲軟和乖戾形式」(馮至、范大燦譯,2003:77),以調合成為完整的人。

這樣的想像,在 Heathcote (鄭黛瓊、鄭黛君譯,2006:123)的戲劇教學的模式裡,出現了這樣的實踐可能。她的「專家外衣」提出這樣的設計:「在專家的外衣模式背後的原則之一是(1)一個企業(enterprise),(2)一個客戶(client)和(3)一個問題(problem)的建立。」在教師細膩的引導下,學生集體創作出一齣穿透現實問題的戲劇,所有的學生角色,是他們自己選定的專家,並帶著這角色的眼睛來看他們所投身的事件,了解他們所需的能力,因為角色扮演,他們要在虛構情境中,使用自己的理性,認識自己的感受,創造出讓自己滿意的解決良方,一種由學生專家集體看為美好的解決結果。學生跳出他的天性,透過模仿的遊戲扮演專家,於是經歷專家這個角色架構,所賦予的思維模式與專業道德,產生一連串的解決問題的動力,他們入戲(in role)解決問題,出戲(out of role)充實自己的知識,以準備再入戲時解決更進一層的問題。角色扮演是一種遊戲,是一種審美活動,當學生真正參與這活動中,認同自己的角色時,他們將角色所擔負的責任,自然而然的擔負起來,同時身為共同遊戲的夥伴,他們也當對其隊友負有責任,於是專家的形像浮現,也啟動了為解決問題而開展的感知力。

席勒的完整人指的是審美人,是形式與感知兼具的人。形式與感知運作在人的身上是甚麼樣的狀態呢?「只有人的感性才能使他的功能成為活動力,但是只有他的人格才能使他的活動成為他自己的」(馮至、范大燦譯,2003:92)。為了不只是物質世界,「人必須給物質加上形式」,使物質得以辨識,「而使得世界的多樣性服從他的自我一體性」(92)。感知與形式使得人產生人的「世界的多樣性」和「自我的一體性」兩種相反的特質。前者展現著多元的結果,後者追求一致性,兩者皆同時蘊含在人的身上。當人需要認識事物時,他需要將事物冠以形式,以辨明對象,而當抽象的概念無法具體時,便需將概念物質化使它顯現。於是感性和理性有著雙重的任務,感性將形式轉化為世界,理性將世

界轉化為形式,前者目的在變化與多元,後者的目的則為了達到觀念的一致性。

Heathcote 稱專家是「專家外衣」教學法的架構,架構乃是一種理性的形式,同時專家在戲劇情境中也基於慈悲(compassion)的情感(David,1997:22),而有了追尋真相的動力,理性領銜整合認知形式與感情的認知,在戲劇情境中,交互運作以解決問題,過程中既充滿「世界的多樣性」(教師出的各式任務),又滿足「自我的一體性」,這一體性存在於專家這個角色身上,包含其外顯身份與內在精神上。

Schiller(馮至、范大燦譯,2003:28)提出「第三性格」的主張,即審美的性格,以調合自然人與理性人,亦能與「專家外衣」裡的「專家」呼應。Schiller將人分為兩種基本原型:自然人與理性人,前者是站在物質宇宙去看世界,是被動的;後者則屬倫理道德屬精神層次,足以站在物質宇宙之外去看世界,甚至有能力去掌握世界,是主動的。前者現實而殘暴,後者理想而假設,必需有「第三性格」的出現,方能調和二者,建立一個既具生存條件的人,又具發展倫理道德的個人。這個設計「純粹是力的支配過渡到法則支配的道路」,以達成在精神倫理上得到「感性的保證」。道德國家的建立,與具有第三性格的人有關。道德國家的建立以「倫理法則」為基石,自由意志被尊重,有一種恆定一體的理想,但人的自然性天生是多元而恆變的,這兩者的天性不應互相傾壓,若以純粹自然人的感覺來支配倫理法則,人變成為野人,而若以純粹理性人以法則來摧毀情感,則成為蠻人,「有教養的人具有性格的全面性」(31),當「完整的性格」出現,國家與個人才能達到合諧統一的境地。

審美教育是 Schiller 為當時德國人提出的教育建言,「政治上的改進要通過性格的高尚化,而性格的高尚化又只能通過藝術」(馮至、范大燦譯,2003:68)。席勒心目中理想的人,以藝術家為範本,藝術家不向時代媚俗低頭,只仰望他的尊嚴與法則,他以幻覺和真理來創作作品,「用一切的感官和形式刻畫出來」,只有真正熱愛真與美的青年才有這樣的想法,在他們的遊戲裡顯現他們的完整形式與感知,藝術是他們的遊戲,這遊戲透過美來淨化人,所以「藝術勝過自然」(75)。高舉審美教育的教化功能,審美充滿一種為求真理而超越的動力,不與流俗妥協,叛逆是為了生存,是一種向上生長的動力。它必不是媚俗的產物,是真正認清事實並進而提升超越現狀的行動,「誰若不敢超越現實,誰就永遠得不到真理。」(84)審美是為了得到真理,而超越成了審美的關鍵字。

為了達到形式與世界,既具一致性又具多元面貌的結果,形式衝動與感性 衝動這兩股驅動力,扮演著重要的角色,前者透過形式引導我們認識外界事物, 後者則讓人在時間限制中轉化為物質,這兩種驅動力各有其功能與目的(99), 如表 1 所示。

表 1 形式衝動與感性衝動對照表

法則	功能	目的	基礎
形式衝動	建立法則	認識	自由
感性衝動	造成個案	在時間內轉化物	物質 因果關係

這兩種衝動其實不該是對立的,理想的狀態是將感性衝動臣服於形式衝動而成為一體。二者在培育上各有其不同的稟賦,當感受能力得到培養則增加靈活度,人格越受鍛鍊,則理性將得到越多的自由發展,越能瞭解世界,並創造更多自身以外的形式(馮至、范大燦譯,2003:105)。當人將形式與感性結合一體時,事實上是一種理性的運作,人在同時意識到自己是自由的個體時,又同時感知自己是物質,這時遊戲衝動便產生了。因為物質有形式,是因限制而成形,而自由是能動,為了生存、發展而探索,遊戲成為這兩股衝動的中介衝動,既可探索又有約束,成為人類在能獨立運用能力前的必要演練,調合了形式與感性兩股衝動。

將觀念的形式衝動結合感性衝動,以提升人的境界,這是一個理想的遊戲人的圖像。個人從被社會環境影響的被動角色,轉變成主動判斷思考的主體。席勒在失序與秩序間擺盪,在被動與主動間斟酌,在生存與精神間衡量,創思出一種兩者兼具的可能性,「只有各種精神力均衡地混合在一起,才能造就出幸福而又完善的人」(馮至、范大燦譯,2003:54),在 Schiller 的心裡遊戲人是理想的完人。

在「專家外衣」的戲劇學習情境裡,參與者(學生)的創作參與過程裡, 其形式衝動與感性衝動一直是辯證與調和的,教師提供的作業(task)使專家們 不斷接受挑戰,作業具有不同形式,專家必須辨識並找出良方解決,並在整個 戲劇行動下,又體認出情節所蘊蓄的「意義」。一個參與此角色扮演情境中的遊 戲人,由被動的接受刺激的狀態,轉為主動解決問題、創造新的可能性的遊戲 人,並整合在被動感性與主動理性間參戲,體會有別於自己天性的「專家」角 色,在此過程中建立了「第三性格」(馮至、范大燦譯,2003:28),一個理性 參戲並追求美的性格,即審美的性格。

伍、參與者是負責任的人

遊戲裡具假裝性與嚴肅性,是人類生活的功能之一,它出自於人類自願的行為,具有自由的品質,而與生存的現實性劃分界限,為此人們喜歡遊戲,透過虛擬的假裝行為中,經歷歡樂、美的自由狀態,遊戲的內容包涵了「比賽與競賽、表演與展示、舞蹈和音樂、慶典、化裝、聚會和競技」(多人譯,1996:8),它的進行中看起來是一種閒暇可被打斷的模式,但當遊戲是一群人一同進行時,必經過一種公約,此公約即遊戲規則,Heathcote 在「專家外衣」裡,說明如何引導學生入戲時,便強調這「協定」(contract)建立的重要(鄭黛瓊、鄭黛君譯,2006:13);由於它的社會性,使得人們參與它得以「擺脫孤獨」,這種社會公約使得遊戲的嚴肅性突顯出來,Huizinga以為「只有當遊戲是一項被確認的文化功能時——項儀式、典禮—它才被置于責任和義務的領域。」(多人譯,1996:9)。

從遊戲發展的歷史來看,Huizinga(多人譯,1996:224-225)也指出:「從19世紀最後二十五年起,遊戲在運動外觀上,已變得越來越嚴肅,規則日益嚴格苛刻。」19世紀審美愉悅被高舉,甚至取代宗教,是文明史上最重要的創舉之一。遊戲不斷的系統化與體制化,使得遊戲的嚴肅性益發提升,至於藝術的創作當然充滿著遊戲的成份,而擴展至人類文化與遊戲的定義相比對,即使科學都可發現符合遊戲定義的部份,「在特定時空發生、有特定目的、依據固定規則的活動」(227);而現代生活,甚至政治皆具有遊戲的性質,於是他指出「當我們的判斷開始動搖,認為世界是嚴肅的這一個感覺也開始隨之動搖,古諺云:『一切皆是幻夢』,更為明確的結論代之而起,並加諸我們身上——『一切皆是遊戲』。」(236-237)遊戲人在「走向裝飾、走向結構、走向模仿」(188)中進行「最高尚的遊戲」(236),這樣的遊戲人應具備甚麼樣的品質呢?

「文明最重要的任務之一,便是將人的自然狀態,加上了形式」(馮至、范大燦譯,2003:183),席勒以為「從感覺的被動狀態到思維和意願的主動狀態的轉移,只能通過審美自由的中間狀態來完成(182)。」換言之,一個人由被動的自然人狀態轉變成主動思考與道德的個體,審美成為重要的必經過程,當人在審美中,他既是主動也是被動,他是主動願意參與審美活動的主體,同時又被自身物質的特質所限定,然而因為「審美的心境」,人得以經過打破裡面的

自然人的感覺的支配,使「理性的自主性在感性領域就已經顯現出來」,一個具審美經驗的人進入理性與道德狀態,要比從物質狀態進入審美狀態要來得容易的多。「有審美心境的人,只要他願意,他的判斷和行動就普遍有效」,只要給他機會,他就能從粗糙走向美,但一個被動的感性人,若要做到這一點,他必須「改變他的天性」(180-183)。

主動參與的遊戲人,覺醒是必須要的狀態。覺醒與察覺、反省密切相關,在覺醒的過程中,參與(commitment)的個體是必需的(方永泉譯,2003:153)。在教學中,如何引發學生參與投入,一直是一個課題,專家外衣善用學生的經驗與課題結合,引起學生的投入行為,透過思想、辯證、反省、發現、創作,認識並建構自己是主體的事實,「學生能完成對於那些形塑他們生命之社會關係的深刻察覺,並且發現到自己也具備重新創造世界的能力。唯有透過覺醒,學生才能獲得重新解讀這個世界的力量。也唯有透過覺醒,學生才能相信並激發出自己具有轉化自己生命及改造社會的力量。」(方永泉,2006:45)

「專家外衣」是一個社會劇,一個立足社會以解決問題為目標導向的社會劇,學生們扮演著能為造福社會的專家角色。Heathcote 一直深信戲劇具有社會溝通的本質,而這個社會互動性,需靠著戲劇的行動人來完成。「專家的外衣」裡的專家,是一個有能力思考的自由理性人,又勇於求知的人。Heathcote 針對「專家外衣」教學模式所要引起學生的責任感有著這樣的描述:「有責任感的人才能體驗到知識」、「有責任感的人一定是一個服務者,而不是一個接收者」、「讓有責任感的學生得以超越目前的才能」、「一個有責任感的人看得見眼前的道路」(鄭黛瓊、鄭黛君譯,2006:32-35)。「教育是在社會中發生的現象,教育行為基本上也是社會行為」(馮朝霖,2000:99-122)責任為紀律的一體兩面,透過一系列設計的任務,賦予學生務必解決的責任,來激發學生的責任感以解決問題,是一種增能的行動,而增能必以責任為前提。

就 Heathcote 的觀點被動的人是無法負責任的,只有主動想要負責任的人,才會想要解決問題,因為想要解決問題,才會需要知識與知道知識的重要,才能「經驗知識」。一個負責任的人是具有回應的能力的人,當他們遇上問題時,他們是回應而不只是反應。專家只是罩上專家形式的外衣,好讓學生辨識,以便於掌握學習的線索,根本上「專家外衣」是一個「人」的陶養歷程。

專家如何看待問題呢?Heathcote 指出在人與知識間的關係,是一個部份與

整體的關係,當她的戲劇情境裡,專家團隊面對一個問題,「問題」是一個整體,包含許多部分,而解決問題時的行動,是需要一連串能力與知識,將這一連串的部份一一處理,因此,專家面對問題時,是以部分和整體的眼光來面對。「專家外衣為知識提供了一個核心:學生總是以擔任負責任的個體來經驗知識。因此,在部分和整體之間的交互連繫是無庸置疑的。」(Heathcote & Bolton,1995:32)。

一個負責任的人在處理問題時,總是能看清事物的部分和整體的關係,唯有如此才能真正解決問題,讓事件或事物重新回到正常的秩序軌道上運作。專家的主體一直是存在著的,他絕不是一個口令一個動作的完成工作,他是目標導向一直到完成為止,因此,專家是一個徹底的服務者,他必定要超越目前的才能,才能將問題解決,說到這裡,一個勇氣的價值在專家的專業形象裡被突顯出來,求知竟然與勇氣相關。因此,Heathcte說「有責任的人看得見前面的道路」,如果遇到困難怎麼辦呢?她會說「那是一條黑狗,把牠打跑!」(Bolton,2003:32)。

Schiller 以為當人恢復人的完整天性,建立在心智進化的基礎上,要「勇於為智」(馮至、范大燦譯,2003:65)。「理性的職責是找到和提出法則,而這些法則的實現要靠勇敢的意志和生動的感覺。」(63-64)當自由精神剷除理解真理的障礙,理性思辯將感官的錯覺與欺騙揪出來,可是人仍不脫蠻人習氣,席勒指出「在人的心裡必然存在著某種東西,它阻礙接受真理」(65),那是甚麼?該怎麼想怎麼做呢?

「要克服由於天性的怠惰和心靈的怯懦而造成的接受教化障礙,必須有堅 韌不拔的勇氣。」(65)勇氣需要鍛鍊,而怠惰與怯懦的障礙均來自肉體;人們 追求真理需要以勇氣為基石,追求智慧則是一種戰鬥的過程,人們「要熱愛真理,他們必須先是智者」(66),真理驅散幻影。然而當人面對生活的困境,到 底是否要在生活中妥協逃避還是負責面對?人的選擇是為肉體還是精神?決定著人發展的高度,而社會國家需要有高度的人們來支持。Schiller 以為這不是選邊站的問題,而是鍛鍊的問題,當理性有了高度,肉體卻跟不上,仍舊無法完成理性的籌劃結果,因此從性格出發到頭腦的路徑必須打通(66-67),透過感覺功能的陶養改善性格,進而改善在生活中運用審視力的能力,也就是將審美能力自然而然地運用在生活上,審美包含了勇於負責的態度。

Goffman 在其名著《日常生活中的自我呈現》的第一章表演(按:另有一譯本為徐江敏、李姚軍譯,書名為《日常生活中的自我表演》),開宗明義指出「當一個人在扮演一種角色時,他必定期待著他的觀眾們認真對待自己在他們面前所建立起來的表演印象。」他透過一組極端來說明人如何投入自己的角色,一個是完全投入自己的角色,一個是玩世不恭,「在典型的信任性職業中,個體一開始還能專心於那種她做出的表演,然而在達到對其身分形成自我信任並完成整個過程之前,他會多次往返於真誠與玩世不恭之間。」(馮鋼譯,2008:18)Heathcote 的「專家外衣」,教師引導學生扮演特定專業的專家時,透過入戲(in role)與出戲(out of role)過程裡,建立專家的形象,也建立一個獨立主動能負責任的個體形象。

仍以 2006 年上學期筆者試教「專家外衣」為例,教師引導學生在「專家外衣」,為自己的「企業」命名,設計「標誌」(logo)為自己扮演的專家角色定位,當任務定為「為西定河製作一個雜誌型的節目」,於是界定學生專家的身份到專業的賦權,進而予以探索與創作的機會,學生們逐漸建立自己在活動中的專業形象,並為自己的工作負起責任,他們在過程中從其生命經驗出發,透過「命名」與「說故事」,入戲與出戲的交錯過程,釐清自我與認知對象的相關問題,並在扮演他人過程中,發現與轉化自己,如圖 3 與圖 4 所示。



圖 3 2006 年和幼三甲同學們的「專家外衣」的教學實驗,學生/同儕 入戲探索問題



圖 4 分組找出答案,以認識西定河畔 的相關歷史與文物

戲劇的素材必來自其社會文化, Heathcote 引申人類學家 E. T. Hall 的理論, Hall 將人類行為分為三類:(1)正式的;(2)非正式的;(3)技術的。正式的表現一個代表形象,以公司、慶典、政府顯現出來,非正式的行為,則與它的

成員如何自我組織顯現出來,則與個人為了生存所採用的日常生活方法。(鄭黛瓊、鄭黛君譯,2006:199) Heathcote 的專家外衣收納這個理念,並落實呈現在戲劇活動中,以正式的企業形象,來包含一群「有責任感的專家」,集體探索著知識領域,集體蘊含著團結的可能性,而求知展開了啟蒙的機會。對於啟蒙、團結與責任間的結構關係,馮朝霖(2000:180-181)有著這樣的主張:「啟蒙與團結的倫理共同圓成於「責任」的階段」,主體性倫理學與他者倫理學最終以責任為依歸,「啟蒙是自我負責,團結是向他者負責,對自我與他者同樣負責才是完整的倫理學,因此在責任的實踐中人才能獲得至高的自由與幸福。」「專家外衣」教學模式看重學習與責任間的關係,我們從實作裡看到學生在負責中得到自由與幸福感。

黃武雄(2007:162-163)強調理想的教育應是個套裝知識與經驗知識交織的歷程,學校教育尤其是大學的通識教育,「更應加重經驗知識的份量」,除了談「定義、事實與論證」外,更要談「意義、問題、如何發現事實、得到論證、價值與思想」,和學理互相印證。啟發人「深刻自覺」人的本質圖像,恢復其本來充滿學習的能力,不正是教育所以存在的理由,也正是馮朝霖所言,真正的教育在於促成「人的第二次誕生」(馮朝霖,2006b)。「所有的認知學習都從身體出發,都在社會文化脈絡中發展」,「我的身體感受及資訊來自社會文化的脈絡,即關係」,「體驗是在具體的時空關係中發生(馮朝霖,2011)。」在多元的環境裡體驗學習,讓個體從被環境主導的狀態轉化為主導自我成長的主體,「專家外衣」期許的專家形象,是個對自己的成長負責的主體,當參與的學生轉化為解決問題的專家,也意味著建立「第二次誕生」的可能,從被動的自然人,轉化成對自己成長負責的個人主體。

陸、結論

Heathcote 的「專家外衣」戲劇教學法,蘊含著 Heathcote 對知識的觀念、對世界的認識與對人的希望。一如她在 Drama for Learning 中所提出的概念:知識是屬於有責任心的人,或是願對事物負起責任的人。只有願意負責任的人才會有解決問題的意圖,當知識不足時,才會去找知識尋求解決途徑,而解決問題即是一個負責任的人的遊戲,「專家」便是這樣的一種身份,他的存在是為了解決問題,在解決問題的意圖上,專家是主動的,非被動的;而一個遊戲人是一個參與遊戲的主體,而非被動遊戲的個體,因此他才有所謂全神貫注的心流

狀態,他的主動性是自由的,在遊戲中面對挑戰也是自由的,遊戲人在遊戲情境中,要解決許多迎面而來的挑戰,必須應用他綜合判斷的能力,是理性融合了感性,這理性領軍的整全個體,顯現了一種理性人的自由狀態,也塑造了遊戲人的自由人、創作者、解決問題的高手等形象,這種狀態是非常 Schiller 所說的遊戲人的模式。

我們試著將 Heathcote 的「專家」與「遊戲人」的形象作一種疊合,社會上生活的種種問題與遊戲呼應,或許可以發現一些有意義的線索。專家的主動解決問題的形象與遊戲人的自主參與活動的形象呼應;專家尋求解決問題的意圖,與遊戲人意圖突破挑戰呼應;專家學習知識以解決問題,與遊戲人尋找方法,學習與鍛鍊自己以突破挑戰呼應;專家思尋以創意求更好的解決良方,與遊戲人找出更快更好的突破方式呼應。

在這許多相似處,我們可以得到這樣的結論:「專家外衣」戲劇教學模式裡的專家圖像,是一個理想遊戲人的形象,他是具有理性調和感性與自由創作的精神,並且具有願意參與事務與負責的意圖,擁有具體解決問題或尋求解決能力的人。專家即是負責任的人、遊戲人、理性人、自由人、解決問題的人,統合來說專家是一個學習型的人,而「知識」成為專家必備的素養,「自我完成」將是成為學生專家的底蘊。

也就是說 Heathcote 發明的專家外衣戲劇教學法希望引導學生,成為一個具有能負責任的專家特質,他們必須具備豐富知識,當知識不足時也能為解決問題而主動求知,他們是能主動參與事件提出建設性貢獻的一群人,這群人必須是「玩」得起來的活動參與者,接下來與 Schiller 的遊戲人呼應,他們是一群由理性領軍卻又融合感性的完整人類形象,他們是遊戲人,這種人的狀態是自由的,而自由又與知識相連,自由的思考並找尋答案。真正的遊戲人才能擔負「排難解紛」的專家角色(a troubleshooter),因為遊戲包含著精神與技能的結合,完美、精準、創意的解決問題,成為遊戲人的追求,當學習者具備遊戲精神,其內在將開展了由「量」轉化為「質」的追求的可能。

今天在技專校院裡,一個以學習專業技能的教育環境,學生開始學習藝術的信念,往往並不正面積極,在這樣的狀況下,如何引動學生的學習意願? Heathcote 重視先建立學生的社群關係,進而以角色扮演提升學習的信念與意願,並逐步提供挑戰與知識技能的統整方法,讓我們的學生由被動轉變為主動 參與的個體,願意為自己的學習負責任,追求讓自己與眾人滿意的解決可能性。 Heathcote 的「專家外衣」教學法,所孕育的「排難解紛專家」的人類圖像,可 以為我們在人才養成上,提供一個可行的參考,溯其源頭,仍在於 Heathcote 對 人的一種永遠抱持希望與溝通成全的看法,一個負責、自由的遊戲人的圖像, 如圖 5 所示。

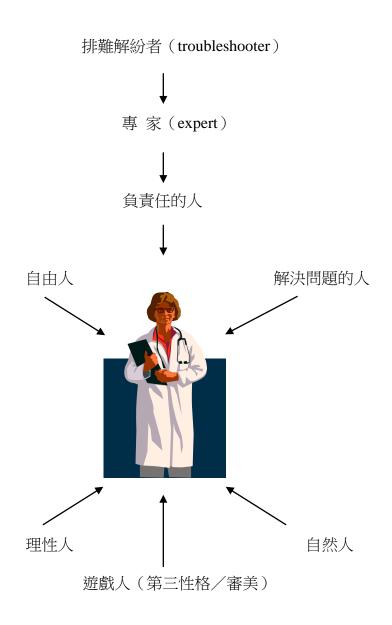


圖 5 專家外衣教學法裡的「排難解紛」的專家圖像

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案例教學法應用於職前師培訓練—— 以創造性戲劇課程為例

林純華

高雄鼎金國小附設幼兒園教師

林玫君

國立臺南大學戲劇創作與應用學系教授

摘要

本研究以協同行動研究,探究如何以案例教學法進行幼教師職前培訓之創造性戲劇課程中。研究結果建議,案例教學可以七個步驟進行,包含步驟一「案例的選擇與分析」、步驟二「相關理論講授」、步驟三「書面案例閱讀」、步驟四「案例報告撰寫」、步驟五「教師引導活動」、步驟六「案例討論」及步驟七「延伸活動」等。經過實際反思教學行動和學生的反應,發掘可將步驟四「報告撰寫」移至步驟六「案例討論」後,在學生經歷討論後之報告,在深度與廣度方面更佳。此外,研究也發現在案例教學法之步驟一中,教師應該依據「教學目標」來選擇案例。同時,若能將步驟五中「教師引導活動」和步驟六中「案例討論」所使用的教案統一起來,對學生學習的連貫性和意義會更好。此次的案例教學對學生而言,不但能增進他們對創造性戲劇理論與教學之瞭解,亦能強化其為幼兒設計課程的能力。建議未來可特別發展「生手教師戲劇課程案例」,以更貼近職前教師之教學經驗。

關鍵字:案例教學法、師資培育、職前教師、創造性戲劇、戲劇教育

Study of Case Method Instruction in pre-service teacher-training programs: Using creative drama courses as the example

Chun-Hua Lin

Kindergarten Teacher, Kaohsiung Dingjin Municipal Elementary School

Mei-Chun Lin

Professor, Department of Drama Creation and Application, National University of Tainan

Abstract

This research uses collaborative action research to explore how Case Method Instruction (CMI) can be adopted to introduce a creative drama course in the pre-service preschool teacher-training program. The findings suggest 7 steps of CMI: "case selection and analysis", "theory instruction", "case paper reading", "case report writing", "teacher-guided activities", "case discussion", and "extension activities". Based upon the teacher's reflection and student's responses, it appears that for a better quality of student reports, in terms of their width and depth, Step 4 should proceed after Step 6. Moreover, it is also found that teachers need to select those cases that suit the teaching objectives of the class in Step 1. It would be more coherent and meaningful to the students if the lessons for teacher-guided activities in Step 5 and those for case discussion in Step 6 could be combined and unified. For the students, CMI not only increases their understanding of the theories and pedagogy related to Creative Drama but also strengthens the teacher's ability in designing drama lessons for young children. In future studies, it is suggested that more cases could be developed particularly for the novice teacher to get closer to their own teaching experiences.

Keywords: case method instruction, teacher training, pre-service teacher, creative drama, drama education

壹、背景與目的

在師資培育系統中,傳統教學傾向以老師為中心,透過系統性的講述,將知識傳遞給學生,這就是所謂的「講述法」(張芬芬,1997;陳憶芬,2004)。Ginsburg&Clift(1990)認為此種教學所建構的知識是公共的,這些知識在事前就已經認定,與學生的經驗無關,老師是一個知識的傳遞者,非學習的決定者,學生對理論與實務間產生的辯證關係較少,理論此時變成學生的最高指導原則。而經過如此師資培育養成教育下的學生,進入職場可能無法將理論與教學現場結合,就會大嘆理論無效,棄之不用。此種「公共取向」的知識,對於學生而言,或許是填鴨的,非經過自身的深刻體驗。陳伯璋(1990)認為真正能讓人印象深刻的學習,應該要能使人感動,通過自身內化而成的「個人取向」的知識。尤其在師資培育機構的職前訓練中,如何找到實用的師訓方法,讓學生能夠真正將知識內化為「個人取向」的知識,並結合理論與實務應於未來教學中是非常重要的訓練過程。

近年來,國內教育者也對這個部分的研究很感興趣,其中又以「案例教學」 引起相當多的關注。「案例教學」是一個運用「案例」作為教學工具的教育方法, 透過案例的討論、對話、分享與反省,引導參與者建構個人的教學理論,同時 也能加強實務經驗並讓參與者體驗未來施教對象及教學實境的可能問題 (Hensen, 1987; Florio-Ruane&Clark, 1990;引自高薰芳, 2002)。

自80年代起,國內外已有許多運用「案例教學」進行職前與在職教師的訓練工作(張民杰,2001);近年來,臺灣與中國大陸案例教學研究也逐步展開(吳青樺,2003;高薰芳、蔡宜君,1999;高薰芳,2002;張民杰,2001;胥紅麗,2005),但目前運用案例教學最多的領域仍以醫學、法學及管理方面的課程,而在教育的部分,目前則以輔導或品格教育等主題為趨勢(田耐青,2011;林政旭,2013;侯玉芳,2011;徐綺穗,2010;張益瑞,2012)。

自從九年一貫「表演藝術」被納藝術與人文正式課程後,對師資培育的需求與日俱增。尤其表演藝術本身就是一門「做中學、學中做」行動課程,更需要找到一種能夠不同於過往單純以"講述"為主的師培方法。另外,在表演藝術的課程中,許多的教學問題都是發生在學生展演的"剎那"間,要如何捕捉或模擬教學瞬間所需要的因應策略與師生互動方案,對師資培育者而言是一大挑戰。

近年研究小組嘗試運用「案例教學」於職前師培課程中,發現它是一套實用但

是過程繁複的教學機制(王毓茹 2006;林玫君,2005a;廖淑文,2006)。在課程中,曾以「影片」做為案例與學生討論現場教學情境;也曾將案例寫成「書面」形式,並將案例中的活動轉化為教案,實際帶領學生進行案例中的戲劇活動,進而使其親身體驗案例內容。不過,多數的案例僅以小學的戲劇課程為主,且對象多半是在職教師,對職前學生的培訓部分比較缺乏研究。另外,在案例教學的方法論上,不同案例教學的形式也缺乏深入的探討。

從 95 年起,隨著幼托整合方案的發展,美感領域成為幼兒園中的主要課程之一,而新的課綱中也鼓勵老師運用戲劇扮演或創造性戲劇的方式,在幼兒園中進行課程。剛好此時研究小組有機會在幼教系大學三年級開設創作性戲劇課程,因此運用「案例教學法」,進行行動研究。在經歷一個學期的期程,嘗試將案例教學形式,應用於職前師資培育的戲劇教育課程中,透過行動反覆實踐和反思的歷程,探究案例教學的過程,並從中瞭解案例教學實施成果,期望能提供日後師資培育機構欲進行案例教學之參考。更期望學生能因此轉化為「個人取向」的知識以提高職前教師未來在職場工作之思辯能力與行動力。具體而言,本研究的問題包括:

- 一、案例運用於職前師資培育戲劇教育課程的步驟為何?如何選擇案例?
- 二、在進行案例教學過程中,所遭遇的問題為何?如何調整行動?
- 三、案例教學實施後的成果與學生的回應為何?

貳、方法與設計

一、研究方法與參與對象

本研究採協同行動研究之方式,研究小組(含主教&協同教學)與參與對象共同組成。研究中以三者間的反省性互動歷程為主,針對戲劇案例教學的發展及運作進行反思、討論與評估,並以反省螺旋的架構,不斷地省思檢討而修正。其中參與對象為修習幼兒園教育學分之幼教系職前教師(簡稱為學生),在上學期研究小組已與他們一同進行「創造性戲劇初階」課程,包含劇場遊戲、模仿動作、韻律動作、聲音故事等戲劇教學活動,下學期則進入「創造性戲劇進階」課程,主要進行故事戲劇活動。本班共有十五位大三學生,一名男生,其餘十四名為女生。

二、研究流程與步驟

本研究主要採兩階段進行,第一階段從 94 年 9 月至 95 年 3 月,研究小組 先整理分析文獻並歸納出一般案例教學之步驟,進而設計符合戲劇教育案例教 學之流程;接著,開始收集現成案例,並加以分析案例內容以選擇合適案例。 第二階段從 95 年 3 月至 6 月,主要進行兩次案例教學,使用之案例分別為「進 入野獸的世界」(林玫君,2006d)及「十二生肖的秘密」¹(甘季碧、林玫君, 2006)。下列為分析文獻後,並加以考量戲劇教育課程之特色,所完成的戲劇教 育案例教學計畫:

- 1. 案例的選擇與分析:在教學前先尋找案例。
- 2. 相關理論講授:介紹故事戲劇的教學技巧與內涵。
- 3. 書面案例閱讀:課前發予案例請學生回去閱讀。
- 4. 案例報告撰寫:請學生分組撰寫案例分析報告。
- 5. 教師引導活動:將案例轉化成上課內容並帶領之。
- 6. 案例討論:以「口頭」的方式,針對案例內容進行討論。
- 7. 延伸活動進行:請學生分組設計教案,並於課堂上試教後,實際至幼稚園教 學。

整個行動過程中,研究小組嘗試先分析教學現場,擬定行動計畫後再進行教學。經過教學之反省與討論,以評估教學行動,並調整行動策略,修正原訂計畫後,再次進行行動。以下為本研究之行動循環歷程圖:

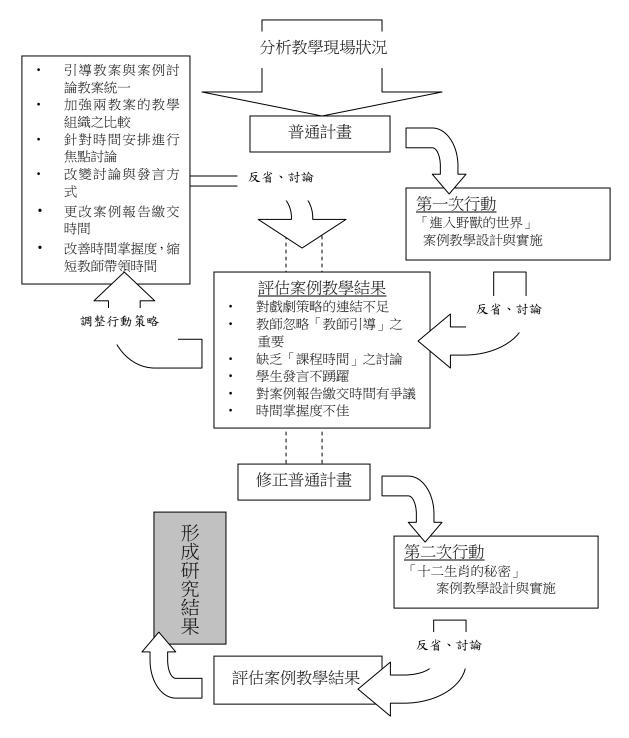


圖1 行動循環歷程圖(參考蔡清田,2002)

三、資料收集與分析

研究中收集的資料包含「案例教學觀察紀錄」、「教學省思日誌」、「協同教學對話紀錄」、「訪談紀錄」、「案例教學滿意度調查」、及其他文件資料如「教學

活動設計」、「案例分析報告」等。在行動過程中,先將錄音或錄影記錄轉譯成「案例教學觀察記錄」;同時,也將其右半留白,供研究小組在教學後寫下「教學省思日誌」與「協同教學對話紀錄」。另外,也會輔以學生對「案例滿意度」之調查、「訪談記錄」及「案例分析報告」等資料。其中「案例教學滿意度調查」採李克特量表(Likert scale),要求學生在一系列陳述句中,針對陳述句表示他們是否極同意(SA)、同意(A)、未定(U)、不同亦(D)、或極不同意(SD),每個答案代表一個分數,SA為5分,A為4分,U為3分,D為2分,SD為1分,整理後將採平均數的方式呈現各項調查結果。在整個研究過程中,研究小組持續比較分析上述資料,藉助三角檢證之方式以減低偏見,並彼此交叉對研究對象的文件資料給予評鑑與意見,如此可在不一樣的詮釋中,建立研究之效度。下表為各類資料之編碼整理:

表 1 原始資料編碼意義表

蒐集資料類型	編碼	意	義
案例教學觀察紀錄	觀 950228	「觀」表案例教學錄影轉	轉譯紀錄,後為教學
		日期	
教學省思日誌	誌 950203	「誌」表示教學後之省思	思記錄
協同教學對話紀錄	協 960702	「950601」為對話日期	
訪談紀錄	訪 960204	「訪」是學生的訪談紀錄	录以「訪 950228, S 」
		表示。第一組以「訪950	0228,G1」表示
案例教學滿意度	調-Q1	「調」表調查表的資料	,「Q2」為作答的問
調查		題題號。「調1」表第一	次案例教學後的調查
案例分析報告	C950602	「C」表案例分析報告,	「G1」為第一組的
		報告	
文件資料	文 960102	「文」表相關文件資料	,含學生作業之教學
		活動設計及案例分析等氧	報告

參、文獻與研究結果之對話

一、戲劇教育案例教學的流程與案例的選擇

(一)案例教學之流程規劃

一則案例的教學方式有許多種,汪履維(1997)進行時會先指定學生閱讀案例資料,請學生就案例中提出的或呈現的問題,採用合作學習或交叉分組討論,最後請每一位學生參照討論的結果,完成個別的書面作業。胥紅麗(2005)則強調,應先講授理論知識再提供案例,最後再以小組或班級為單位進行討論。鮑建生、王洁、顧泠沅(2005)建議討論前要先閱讀案例、完成討論前的作業單,在討論後還可運用角色扮演的形式揣摩案例中人物的心理,或者將案例運用在自己的教學現場中。張民杰(2001)則歸納國內外學者的見解,將案例教學分為三個階段:實施前的準備、實施過程和方式、實施後的相關活動。所謂「實施前的準備」是指教學者與參與者的準備工作,包括選擇或撰寫案例、熟悉案例、調整心態等;在「實施過程」中,主要是案例討論的階段;最後「實施後活動」,則包含書寫案例報告、進行教學評量或後續活動等。

綜合上述,研究小組初步歸納案例教學步驟有五:首先,教學者應先對案例的內容進行評估,選擇合適的案例;其次,進行相關理論的講授或介紹;第三,將書面案例發給參與者閱讀,並運用各類方式呈現案例;第四,進行案例討論;最後,設計延伸活動,如至幼兒園現場教學以提供研究對象驗證的機會。

雖從文獻中歸納出案例教學五步驟,但從戲劇教學的角度來看,似乎還有不足之處,經過幾次研究小組的討論後(協 941211、協 950108),為強化學生對戲劇課程的體驗,決定在步驟四「案例討論」前,加入「教師引導活動」,示範戲劇活動的帶領,本次研究的兩次案例教學,教師引導的活動分別是「神奇變身水」及「十二生肖」教案;同時,也在步驟三案例閱讀後,加入「案例報告撰寫」,希望學生可以先針對書面案例的內容加以分析,作為之後討論的依據,具體而言,即是請學生以分組的方式書寫閱讀案例後的想法。綜合而言,本次戲劇教育案例教學步驟計畫為:「案例的選擇與分析」、「相關理論講授」、「書面案例閱讀」、「案例報告撰寫」、「教師引導活動」、「案例討論」及「延伸活動進行」。下圖為本次研究之完整行動方案:

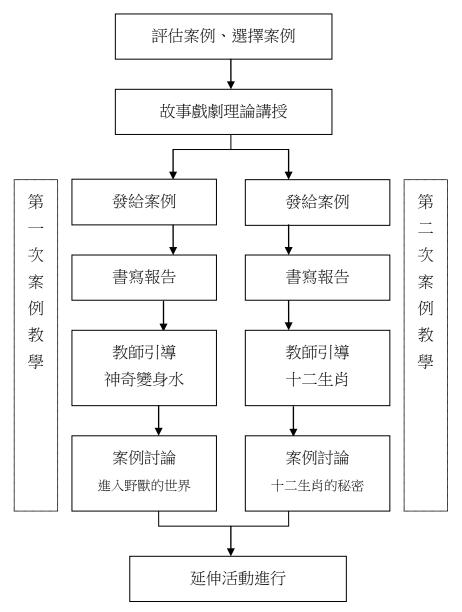


圖 2 案例教學行動方案

(二)案例的選擇與分析

案例,是一個複雜情境的真實紀錄,其形式可以是敘事文學、書信、影片、網絡等(Merseth,1994; Richard,1997);一般而言,案例具有真實性及可學習的特色,因此,一篇案例就需要包含事件中的人物、情節、困境或問題,讓閱讀者能夠從中找出線索加以分析。

而其來源主要有二,一為教學者或學習者自行撰寫的案例;一為其他人寫 好的現成案例(王麗雲,1999;張民杰,2001)。現成案例目前有許多專書(高 薰芳,2002;張民杰,2001;魏薇、陸書紅、王紅豔、張萍編著,2005),林玫君(2005b,2006a,2006b,2006c,2006d)、甘季碧、林玫君(2006)與陳淑芳(2000a,2000b)也於幼教資訊投稿一系列的幼兒園教學案例,成長幼教季刊也可看見幼兒園教學案例的蹤影(李貞儀,1997;曾陳奕奕譯,1997;楊俐容,1997,1998;劉玉燕,1998)。

鑑於自行書寫案例耗時較多(王毓茹,2006;張民杰,2001;廖淑文,2006),而上述現成幼兒園案例已為數頗多,因此,研究小組嘗試從現成的幼兒園案例中尋找。然而,案例如此多,該如何將之分類以為所需,就是接下來的首要任務。張民杰(2001)曾依據「範圍」將案例分為「宏觀」及「微觀」兩種,前者會介紹一個國家、地區教育的整體情況或整學期活動,後者則是描述一堂課或一次活動。若依「功能」來看,可以分「實例取向」及「反省取向」之案例,前者主要描述成功的教學示例,在案例中並沒有特別明顯的問題待解決或決定,後者則存有許多待答問題,甚至會呈現兩難困境給閱讀者來省思。

由於本次研究之對象主要是大學三年級之學生,且在下學期適逢規劃學生 進入幼兒園集中實習兩週,如何提升他們的戲劇課程規劃能力是當務之急也是 本次案例教學之教學目標。由此觀之,本次研究或許可先從「實例取向」的案 例先找起。以下分階段描述案例的選擇與分析歷程:

1.檢核案例內容選擇合適案例

綜合分析現成案例,戲劇教育案例僅有「我有話要說」、「老鞋匠與小精靈」、「安靜的酋長」、「如果我是機器人」、「不一樣的小狗狗」、「我們要當豬小弟」、「十二生肖的秘密」、「進入野獸的世界」等8篇(林玫君,2005b;2006a、b、c、d、e、f;甘季碧、林玫君,2006)。透過進一步分析發現,其中有四篇屬於「反省取向」案例,具有明顯的問題待解決,其主要的討論範疇為班級經營、學生常規處理、師生關係建立等;其餘四篇案例,則是屬於「實例取向」案例,主要描述戲劇活動的帶領及組織技巧,包含模仿動作(不一樣的小狗狗)及故事戲劇(我們要當豬小弟、十二生肖的秘密、進入野獸的世界)之教學過程。

然而從學生的戲劇學習經驗來看,案例「不一樣的小狗狗」屬於上學期的 學習範疇(模仿動作),因此在本研究中暫不考慮納入案例教學。截至此時,僅 剩下三個與下學期有關的故事戲劇教學之案例可供選擇。 在重新閱讀文獻(林玫君,1997,1999a、b)及小組討論後(協950218), 認為戲劇教學之「實例取向」的案例應該包含當次的教學目標、戲劇策略的排列組織等,若依前述條件檢核三個實例,會發現實例「我們要當豬小弟」僅是「討論、作稻草,而且光蓋稻草屋就蓋了一整個案例」(協950307),從此實例中並無法清楚看到戲劇策略如何被組織與安排,而其餘兩個實例反而可以清楚看到許多的戲劇策略組織與排列,因此先選擇了「進入野獸的世界」及「十二生肖的秘密」兩實例作為案例討論之媒介。

2.尋找案例焦點為未來案例討論擬定題目

透過上述篩選出符合教學目標的案例。接著,研究小組嘗試針對案例的細節作詳細的閱讀,同時擬定「分析步驟」——(1)以教學目標為依據,(2)抓出案例內文中與之相關的段落,(3)分析段落的焦點,(4)從焦點中擬訂出將要討論的問題。以案例「進入野獸的世界」為例,此次案例教學目標為「運用戲劇策略進行課程設計」,案例內文與之相關的段落如下:

在進入課程前,我與搭擋太陽老師討論戲劇課程的進行,決定將課程分成三堂課,每堂課約四十分鐘,一開始我考慮到孩子可能對「故事後半段—阿奇在野獸國」的部分比較有興趣,所以我先從故事的「後半段」開始帶孩子討論並呈現故事的後半段—阿奇在野獸國與野獸互動的情況。第二堂課再從故事的「前半段」進行討論呈現—阿奇房間的傢俱變成叢林。最後一堂課綜合整個故事,將故事從頭到尾呈現一遍。」(節錄自案例「進入野獸的世界」)

段落中提及整個戲劇課程的組織方式,產生的焦點為「課程組織的安排」,研究小組擬提出的問題是——「流程的安排上有先後,為什麼如此安排,用意為何?」接著,又挑選出另一段落:

討論完阿奇在野獸國中的情況後,我開始和孩子討論野獸的特徵:「剛剛的那些野獸一開始的時候,會是什麼樣子的?」孩子回答:「很兇、生氣、眼睛很大。」我開始請孩子扮演他們自己的野獸:「等一下老師數到三的時候,請你用你的手、你的腳做出一個野獸特別的樣子,但是是不會動的野獸喔!321,停!(拍鈴鼓)。」……接著我又問:「現在你的野獸長的是這個樣子,那如果要把野獸變成生氣的樣子,應該是怎樣的?321,停!(拍鈴鼓)。」……,我故意用微弱到幾近

唇語的聲音說:「各位野獸,現在我們已經躺在溫暖的山洞中,肚子吃的好飽,眼睛開始有點想閉起來了,啊~(打呵欠),睡覺時間到了。」就這樣,我以口述的方式引導他們進入山洞中休息,結束阿奇在野獸國中的旅程。(節錄自案例「進入野獸的世界」)

分析段落的焦點為「戲劇策略運用與組織」, 擬定的案例討論問題則為「老師運用哪些戲劇策略,如何運用?還有哪些策略可用?」

按步驟分析兩篇案例後,共擬出八個問題(參考表 2),其中包含故事角色的分配、戲劇策略使用與組織、整體課程設計流程等。

表 2

案例焦點分析表

案例	教學	案 例內文摘要	案例焦點	討論問題
名稱	目標	采/加 / 文 / / / / / / / / / / / / / / / / /	光闪乐温	口门間门门及
進入野獸的世界	如何運用戲劇策略進行課程	 將課程分成三部分,後半段 →前半段→整個故事。 討論阿奇在野獸國的經歷。 討論野獸的特徵,請孩子扮演自己的野獸。 討論練習傢俱的外型及功能。接著,引導孩子從傢俱變成叢林植物。 孩子分組變成按摩椅、床及按摩衣服三組,老師以阿奇的身份口述家俱的變化。 最後一節故事整體呈現。 	1. 課程組 織的安 排 2. 戲劇策 略組織	1. 流程的安排上有先後,為什麼如此安排,用意為何? 2. 如果是你,你會如何安排故事片段? 3. 老師運用哪些戲劇策略,如何運用?還有哪些策略可用? 4. 如果是你,你會用什麼策略進行野獸國戲劇活動?
	設 計			
十二生肖的秘密	如何運用戲劇策略進行課程設計	 上學期發現孩子對十二生尚的興趣,下學期第一節課即分享十二生尚的故事。 老師扮演土地公,請孩子擔任專家設計十二生尚比賽路線並搭建。 第二堂課老師請孩子以靜止的畫面呈現十二生尚中印象深刻的片段。 第三節準備頒發名次獎項時,有人告狀,老師詢問扮演動物的孩子當時的情況。 老師轉身扮演老鼠,與孩子進行對話。 最後,老師扮演玉皇大帝,詢問大家的意見。 	1. 人色排戲略方課織絡戲略織用課計點與戲的 劇使式程的 劇的與 程的一鼠角安 策用 組脈 策組應 設焦貓	1. 老師如何幫孩子安排 一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一

二、案例教學歷程的問題與調整

案例教學過程中,多少有些不盡理想之處,本研究即透過行動過程,以循

環的方式將所遭遇之問題再次地調整與進行。以下為案例教學面臨之問題與調整。

(一) 將「教師引導的教案」與「案例討論的教案」統一

為了讓學生能看到更多的故事範例來學習相同的戲劇策略,經過研究小組的討論(協 950221),決定第一次案例教學先運用與案例「野獸國」不同的故事一「神奇變身水」進行「教師引導」。在第一次案例教學後,從觀察記錄(觀 950314,950321)發現,部份學生將實作課程所使用的戲劇策略與案例中的策略視為不同的戲劇方法,這樣的發現也反應在研究小組的教學日誌中:

今天問:「我從1數到10,你會慢慢變成另一樣東西,這個是什麼戲劇策略」學生回應:「慢動作。」但是我認為這戲劇策略是數十,但大家卻以為是慢動作,是因為學生對於戲劇策略的熟悉度不夠嗎?還是大家與我的認知不同呢?抑或是,當我在進行帶領時,沒有說明清楚或是帶領時不夠明確?當然,若從教案的角度來看,也可能是因為教師引導的活動與案例中的活動不一樣,所以學生當然會不太熟悉戲劇策略,甚至不能夠馬上對應到,畢竟要從一個故事到另外一個故事,並對照其中的戲劇策略,這其中的確有些空隙存在。(誌950321)

在研究小組進一步討論與反思後,認為產生的原因可能有二,一為教學者未在「教師引導」課程後,立即說明教案中策略的名稱與方法;二為「神奇變身水」與「野獸國」是兩個不同的故事,即使都具有相同的戲劇策略,但是對初次接觸戲劇活動的學生而言,似乎難以將兩者作連結(協 950322)。

因為如此,在接下來的第二次的案例教學中,就改採「教師引導的教案與 案例中的教案相同」之方式,並搭配遊戲及講義,加強學生對戲劇策略與故事 的連結與了解。

綜合兩次案例教學,透過案例教學觀察記錄(觀 950328,950411)及問卷調查回饋顯示,學生對於第二次案例教學給予較多的肯定。

S8: 第二次案例教學能深入體會活動的樂趣,對各戲劇策略的運用較瞭解,也有助於討論。

S3:第二次案例教學實際讓我們玩過案例中的情節,不必憑空想像, 如此實際帶活動,可以更瞭解情形也比較知道可以如何更改活動。 S9:第一次案例教學的組織架構較鬆散,而十二生肖較完整。 (調2-Q4)

同時,學生在比較對兩次案例教學的喜好程度時(調 2-Q4),除了一位較喜歡第一次案例教學外,有7位表示較喜歡第二次的教學和案例,其餘4位則顯示都喜歡。透過訪問,亦有學生提出「第二次案例教學讓我有"身歷其境"的感覺,不像第一次只能看到書面案例,然後自己想像實際戲劇教學策略是怎樣被帶領的」(訪 950613, G2)。

經過進一步的分析,發現兩次案例教學最大的不同在「教師引導」與「案例討論」之間的相關性(間接與直接相關),相關性所指為「教師引導」的戲劇活動與書面案例內容之關係。第一次案例教學中,運用不同的故事(神奇變身水與野獸國),其間重要的連結就在於兩者有共同的戲劇策略,此為間接相關。在第二次案例教學中,無論是引導的戲劇活動,或書面案例中的戲劇活動,兩者之間用了相同的故事情節與共同的戲劇策略,此則為直接相關(見表3)。由此可見,建議進行案例教學之初,可先進行「直接相關」的案例教學方式,如此一來學生可除卻學習斷層之憂。直到熟悉各項戲劇策略或故事戲劇的活動後,再進行「間接相關」的案例教學方式會較佳。

表 3 **案例教學相關性一覽**

第一次案例教學			第二次案例教學		
活動	教師引導	直接口語	教師引導	直接口語	
	活動帶領	討論案例	活動帶領	討論案例	
1/- 	かた総白』	野獸國	十二生肖	十二生肖	
故事 	神奇變身水		的故事	的故事	
	數數/停格	教師入戲	教師入戲	專家	
	建構地點	雕像	專家	建構地點	
	三項默劇	三項默劇	建構地點	靜像畫面	
戲	雕塑大師	轉化	靜像畫面	思想軌跡	
戲劇策略與課程設計	雕像	建構地點	思想軌跡	意外的電話	
策 略	快動作/慢動作		意外的電話	訪談	
與	教師入戲		訪談	坐針顫	
程	轉化		坐針氈	觀點與角度	
設 計	流動塑像		觀點與角度		
1 組 織	靜像畫面		唱歌		
%HX.			即興表演的景		
			辯論		
			雕像		
			說故事		
相關性	間接	時間	直打	妾相關	

(二) 更改案例分析報告繳交時間

從案例分析報告可以瞭解學生對案例的看法,因此在一開始的設計中,研究小組嘗試請學生在進行案例教學前,先完成案例分析報告。然而對學生來說,這樣的作法反而造成他們的困擾。透過訪談(訪950328,S8)發現,學生不喜在課前討論案例分析報告的因素有二,一為組員間彼此的時間難以協調,二為花許多時間討論,最後卻因課程時間的關係,無法充分分享。因此,研究者嘗試以訪問的方式,尋找不一樣的時間點完成案例分析報告。

經過與學生詢問並統計的結果,有 2 位贊成案例教學前書寫案例分析報告,另 11 位希望於案例教學後書寫案例分析報告,其餘 2 位無意見(調 2-Q6)。

同時也有學生提出案例分析報告於案例教學後繳交的想法。

S5:能夠想的比較周到,也比較順暢。

S9:可以聽其他組的看法,補強自己的報告。

S15:自行操作以後思考的範圍變大了,寫案例分析報告具有復習、回顧今日的上課內容的作用。

S3: 感覺是統整和復習,可增加老師說的部份。

S1:經過討論後,對報告的問題能探討的更深入。 (調2-Q6)

經過再次文獻的檢閱(高博銓,2007;張民杰,2001;鮑建生等,2005), 發現在撰寫案例報告可利用兩個不同的時機:一是討論前所作的報告(亦稱為 案例分析報告),可作為後來案例討論的基礎;二是討論後所撰寫的報告(亦稱 為案例心得報告)。綜合上述資料,並考量學生意見,決定將案例分析報告更改 為課後完成的「案例心得報告」。

(三)改善時間掌握度的問題

案例討論的時間掌控是影響案例教學的因素之一(高薰芳,2002;張民杰,2001)。歷經第一次案例教學,這問題也逐漸浮出。透過統計顯示,案例教學中最需要改進的就是「討論的時間與空間」(表4)。

表 4

「案例教學改進處」之調查統計表

第一次案例教學		第二次案例教學	
項 目	平均值	項目	平均值
1.寫案例分析報告前的提示	3.57	1.分組討論的方式	3.46
2.課中講解部分	4.07	2.課中講解部分	⊚3.77
3.案例討論後的說明與總結	⊚4.29	3.案例討論後的說明與總結	3.62
4.案例內容	3.71	4.案例內容	3.39
5.討論時間與空間	△3.36	5.討論時間與空間	Δ3

◎表最滿意處, △表最需改進處。

此外,針對時間的掌控問題,亦有部分學生在提出自己的看法:

S5: 討論的時候,時間的控制要掌控好,不然後面的組別會很趕。

S4: 事先花了很多時間討論, 每每卻因為時間的關係, 無法完全分享。 (調1-Q2)

綜合上述,在第二次案例教學中,考慮縮短「教師引導」的戲劇活動,拉 長書面案例討論時間。不過,在經由與協同研究者的討論後(協 950411),為了 案例教學的完整性,若在規劃縮短「教師引導」戲劇活動時,發現活動帶領不 夠完整而無法呈現案例內容時,還是要將課程時間拉長,例如進行第二次案例 教學本來需要兩堂課的時間,就要延長至三或四堂課才行,如此才能保障學生 的學習權益。

(四)改變討論與發言的方式

案例討論是案例教學中重要的階段,教師必須引導學生針對案例焦點進行討論,鼓勵學生展開持之有據、言之有理的爭論。Merseth(1994)曾提出討論包含大群組、小群組、小組間等方式。張民杰(2001)也曾將討論分為小組、全班等方式。

綜合而論,案例討論一般會有全班自由討論或小組討論的方式兩類。前者 採全班自由發言進行交流,後者為小組之間具有群組的交流。在本研究中,剛 開始的規劃原欲嘗試上述兩種討論方式,但是在進行第一次的案例討論後,發 現並非如預期中理想化。

今天第一次討論野獸案例,由於剛開始我提供的問題皆為填充式問 句,因此學生與我在一問一答間有了簡短的互動。接著,我認為學生 好像準備好可以回答更深入的問題,我改用比較開放式的問句:「從傢 俱到進入小老鼠的部分,可以如何調換順序?」學生反應一片寂靜。 整個場面不似開場時的熱絡,為避免學生繼續寂靜下去,我引導學生 去思考才有了部分回應。接下來,學生的回答都較為簡短有力,並不 能說沒有自己的想法,只能說……可以再多說明一些。(誌 950321)

經由一番反省後與重新瞭解第一次的案例討論歷程(觀 950321),發現第一次討論中大多採「全班自由發言」方式;且從觀察記錄中還發現研究對象回應較為完整的是在「小組討論」中。因此,在第二次案例討論,就改採較多「小組討論」。以下是進行第二次案例討論時,小組討論後分享的情況。

研:教師進行十二生肖活動,讓孩子擔任的角色為何?為何要讓孩子

當十二生肖的角色?

S8:我們想說在靜像的部份,可以讓學生整個思考過故事的流程及故事的節奏,然後從中挑選最喜歡的片段,我覺得可以讓孩子對於故事更瞭解也更豐富這樣。(對故事更瞭解)就是比較不會跳來跳去。

S2: 就是十二生肖裡面的動物,可以讓他們去模仿,展現出肢體的表現這樣,可以讓他們即興說出要說的話。(觀 950404)

從上述觀察可以發現,小組討論方式中學生給予的回應較為具體,且能說出自己的想法。綜合上述兩次案例討論過程,研究小組認為提出填充式問句時,可請「全班自由發言」。但提出開放式問句時,可能更改為「小組討論」方式較佳。

(五)案例討論需要同時考慮「課程設計」與「時間安排」

從表 2 的案例焦點分析來看,這兩次案例教學的討論內容大抵不離「課程 組織的安排」、「戲劇策略運用與組織」、「入戲角色的安排」、「課程組織的脈絡」、 「課程設計的焦點」等,研究小組重新進一步審視這些焦點後發現,這些都是 屬於「課程設計」之討論範疇。然而,對即將進入現場的學生而言,這樣的焦 點是否還有需要強化之處呢?這問題從第一次案例討論後的教學日誌有了解決 之道。

看到大家設計的課程,真的非常豐富,可是在實際幼兒園教學中,並非一時間可以將所有設計的課程上完,我想可能要分幾次上完吧!有了此種感覺,當下我請學生回去想一想:「今天我要進行戲劇活動,不一定要將故事全部的情節通通帶到,我可以單獨針對其中一部份進行,下一次再針對另一個情節進行。」提出此意見後,我就繼續下組的分享了。其實,我可以在當下進行關於課程時間安排的討論,而且,幼兒園現場教學的時間真的比較零散,如何進行戲劇活動的切割與安排真的蠻重要的。不過,既然我今天沒有提到,或許下一次有機會,可以深入探討。(誌 950321)

既然從日誌中已經覺察到「課程安排於不同的上課時間」之重要性,研究 小組嘗試重新回頭審視第二次討論的案例內容,將與「時間安排」有關的段落 拉出來,以下是相關的段落。 第一堂課中,與孩子分享完「十二生肖的故事」後,我開始試探性地詢問大家知不知道自己的生肖………接著,我開始運用故事中的情節詢問孩子:「故事中的動物是不是要比賽?那請問是誰去跟動物宣布這個消息?」孩子回答:「土地公。」我開始和孩子建立關係……第二堂課時,我與孩子討論在十二生肖故事中印象深刻的片段……經過上節課的比賽後,動物間的名次已經出來了,我在第三節課開始準備頒發十二生肖的獎項:「好,要頒獎了,第一名是……。」突然我的手機響了……故事中十二個動物訪談完後,孩子對於老鼠有許多不滿的地方,我接著搖身一變,變成故事中推貓下水的老鼠。最後,由我扮演玉皇大帝,孩子們擔任神仙的角色,我說:「今天聽了很多神仙的想法,我覺得大家還是找不出一個相同的意見,所以,我們大家來表決吧!」(節錄自案例「十二生肖的秘密」)

從上文摘錄的文章看來,「十二生肖的秘密」案例中,明顯書寫出課程設計的時間安排為何?因此,在進行第二次案例教學時,即運用此案例內容與學生討論問題——「幼稚園可進行教學的時間有限,你會如何運用零碎的時間,將完整的戲劇課程設計安排其中?你考量的因素有哪些?」

針對後來增加的「時間安排」之討論,發現學生的反應很令人驚豔。

S2: 所以這份案例是一個星期的課程(驚訝的語氣)!

S5:對孩子來說,他都不會覺得無聊嗎?

S13:那他是一開始就把故事講完,那可是如果一開始就把故事講完, 可如果是延續兩個月的活動,那他們到後面會不會不記得。

S9:對!我就是怕他們會忘記!(附和 S13)我覺得一開始就會講故事來引導,可是有時候我會覺得一兩個禮拜還 OK,但是時間一久,孩子會不會不記得說某一段故事。(觀 950404)

從上述回應可發現,在加入「時間安排」的討論後,學生對於討論有的更多的思考,也會逐步建構出屬於自己的教學模式,例如:學生就會瞭解在進行長時間的戲劇主題課程時,除了需考量幼兒園既有的教學時間外,還需考量幼兒的反應才行。

三、案例教學實施成果與學生之回應

(一)案例教學與創造性戲劇課程內容符合

此次課程內容是以故事戲劇的活動帶領與組織為主,對上學期的初階課程而言,此次是個進階的課程。然卻不知如此的案例教學對於學生而言是何感受,經過調查表統計(表5),學生對於案例教學「能與創造性戲劇課程所學結合」給予「4.29」及「4.62」最高評價。從訪談也顯示肯定案例教學與創造性戲劇課程之結合性的原因:

研:對你來說,這學期這樣的教學方式,會不會比較容易認識戲劇教 學或對教案有些概念?

S13:會耶!我覺得在我之前自己接觸的戲劇,比較偏向戲劇而不是偏向教學,之前的經驗我也不太知道如何帶入幼兒園中。可是如果是這次的教學的話,那就很生動了!就是故事場景的轉換,都可以用建構的,一些技巧如口語動作等,就是看案例還有實際帶領,才會更有感覺,知道如何融入幼兒園的教學中。 (訪 950411, G4)

綜上所述,其實案例中囊括了師生進行戲劇活動的教與學,這些資料恰好 給予學生進入幼兒園實際教學的先備經驗,此不啻為戲劇教學理論與幼稚園實 際教學搭起一座橋。

表 5 「**案例教學中喜歡的項目」之調查統計表**

第一次案例教學		第二次案例教學	
項目	平均值	項目	平均值
1.課前小組討論與互動	△3.86	1.課程中小組討論與互動	4.08
2.教師講解	4.07	2.教師講解	4.15
3.案例內容	3.93	3.案例內容	△3.92
4.能與創造性戲劇課程所 學結合	⊚4.29	4.能與創造性戲劇課程所學 結合	⊚4.62
5.分組口頭分享	4	5.分組口頭分享	4.08
6.能讓我更瞭解故事戲劇	0 4.29	6.能讓我更瞭解故事戲劇	4.54
的課程設計		的課程設計	
7.能讓我更瞭解戲劇活動	0 4.29	7.能讓我更瞭解故事戲劇的	4.46
的帶領技巧		課程設計	

◎表最高平均數, △表最低平均數

(二)教師引導活動增進學生對戲劇教學的瞭解

「教師引導」所指為「神奇變身水」與「十二生肖」兩個戲劇活動帶領。 透過戲劇活動的實際帶領,讓學生有親身體驗之感,甚至印象也更深刻。

從上表 5 可以發現,兩次案例教學後,對「更瞭解戲劇活動的帶領技巧」 之滿意度,學生予以「4.29」及「4.46」高平均值。在調查表中也直接說明對案 例教學前半段「教師引導」的肯定。

S5:我最喜歡案例教學中的部分是活動的進行,因為是親身體驗,感覺就像經歷了一次試教,還可以從中發現一些看書面看不出來的東西。

S10:實際「案例教學」操作部份是我最喜歡的,因為有動的感覺。

S7:實際帶領戲劇技巧的學習是我最喜歡的部分,因為較動態有趣, 印象也更深刻。(調 1-Q1、調 2-Q1)

綜上所述,兩次案例教學歷程受到學生的肯定外,對於前半段教師引導部 分也的確增進學生對戲劇教學的認識。

(三)強化學生戲劇課程設計的熟練度

研究最終目的是期望學生能運用策略或活動來完成課程設計。如以戲劇策略喻為各色的顏料,不同的課程設計即為美麗的畫作。因此,如果學生可以將各式顏料運用得當,最後形成的畫作相信會是多采多姿的。在本研究中共請學生設計三次課程,下列案例分析報告可窺見其第一次的設計:

先讓一組幼兒用【建構的默劇】,以家中會有的空間建構環境,讓另一組幼兒猜這些是什麼傢俱,在家中的什麼地方(如:客廳、廚房),而傢俱又是如何使用,請人上去使用看看。接著,用【轉化】方式,將傢俱變叢林植物,再用【雕像/三項默劇】的方式,呈現不同的植物及動物,都練習過後,讓一組幼兒成為植物,另一組進入叢林中,成為與植物有互動的動物。接著進入幼兒發揮想像呈現海浪的段落,用【雕像/三項默劇】的方式,創造海底生物的角色,再用【數數/停格】的默劇,讓幼兒進行角色轉換,並使用【慢動作及快動作】的默劇,訓練幼兒精細及反應能力。(C1950321,G4)

從報告內容,發現學生嘗試運用各種戲劇策略進行"野獸國"故事的練習。接著,在第二次的練習中,學生同樣設計出"十二生肖"戲劇課程(C1950411,G4)。最後請學生自選繪本來設計課程。以「小狗阿疤與綿羊」(文950602)活動為例,設計讓孩子扮演故事主角阿疤,亦從中探討阿疤與綿羊之間的友情,最後將戲劇情節拉到最高潮,設計"大野狼"一角進入,完成整個故事戲劇課程設計。由此觀之,其課程設計已趨於成熟完整。此外,還將故事加入不一樣的情節(如衝突的角色加入一大野狼),完成具起承轉合之設計。

另一方面,從調查表統計(調 1-Q1、調 2-Q1)結果也發現,在「能讓我更瞭解故事戲劇的課程設計」一項中,學生給予的平均數分別為「4.29」及「4.54」(表 4-1-4),此兩平均數與其他項目相比,名列前兩名,可見學生對在案例教學中學習"課程設計"一事,具有很高的接受度。

另外,學生對課程設計的熟練也可從訪問中得到印證。

研:在案例教學中,你學習到什麼?

S13:我知道怎樣轉化故事進入戲劇中,我是認為幼稚園有很多故事,故事與劇本差別最大在於對話與否,可是我認為情節與對話這兩者是可以轉換,所以不管是單純帶孩子進行故事也好,或用故事帶孩子進行戲劇,我也可以知道如何使用。

S5: 我能學習分析故事內容,並作各種角度的安排,加強對帶領戲劇活動組織能力和技巧。

研:是否可以幫助你們學習設計課程?

S7: 會阿,就會想說,像我們那時候寫教案,就會想說這個要用在哪個方面,就是用哪個策略可以達倒我們想要的目標。

S8:比較具體,比較知道怎樣作設計。(訪 950411, G4)

從上述發現,學生認為案例教學對課程設計是有具體幫助的。同時,也可從前述瞭解,藉由案例教學中的練習與討論,讓學生的戲劇課程設計更趨於成熟。

肆、結論與建議

專業的師資培育是一條漫長的路途,近年來案例教學漸漸嶄露頭角,也逐漸被廣泛地運用到各領域,但仍有相當大的發展空間。特別是作為戲劇教育的

案例教學,其教學原則、案例發展、案例教學評鑑等,都需未來研究深入探究的。本研究係以協同行動研究出發,以初步瞭解案例教學運用於職前戲劇教育師資培育課程,俾便日後師資培育機構欲進行戲劇於案例教學之參考,本研究主要的結果與發現如下:

案例教學大致可歸納為下列七個步驟:首先,對案例評估並選擇案例;其次,進行相關理論講授;第三,閱讀書面案例;第四,進行教師引導活動;第五,進行案例討論;第六,書寫案例報告;最後,進行延伸活動。其中,在步驟一「案例的選擇與分析」部分,應重視「教學目標」。Toylor 也提及在任何課程和教學中,老師都應先回答四個問題(孫軍業,2004):

- 1. 試圖達到什麼目標?
- 2. 提供什麼教育經驗是最有可能達到這些目標?
- 3. 怎樣有效組織這些教育經驗?
- 4. 我們應該如何確定這些目標正在實現?

本研究中,研究小組開始先確定案例教學目標,後再用以檢核案例內容以選擇合適的案例。接著,檢核篩選出合適案例後,即針對案例教學目標作案例內容之分析,上述過程「教學目標」位於核心地帶,由核心出發,始進行案例教學,其中間的「教學目標」對案例教學的開展似乎具有統攬全局的指導意味。以下以圖 3 表示案例選擇與分析之過程。

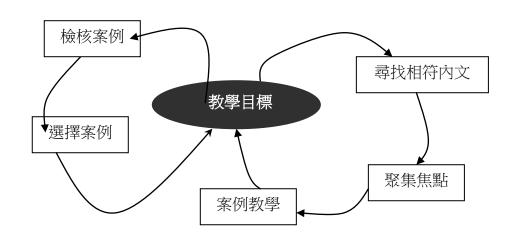


圖3案例選擇與分析之流程

在案例教學進行過程中,需要考慮將「引導的教案」與「案例討論的教案」

統一,以減緩學生學習斷層之現象;此外,也參考文獻建議及學生的回應,更 改案例分析報告書寫的時間;最後,進行教學時,教學者應時常注意時間的安 排,並適時地調整或規劃案例教學課程。在案例教學進行後,歸納各項資料, 發現案例教學與創造性戲劇課程內容似乎有相符之處,彷彿為戲劇教學理論與 幼兒園實際教學之間搭起橋樑;而「教師引導」活動也確實能增進學生對戲劇 教學之瞭解,甚至在歷經完整的案例教學後,學生的戲劇課程熟練度也強化許 多。

綜言之,從本研究的行動歷程可以發現,一個成功的案例教學,必須緊密 地與「案例」、「教學者」、「參與者」結合,而本研究即是實驗這樣的案例教學 而產生的工作流程,或許可以提供欲進行戲劇領域相關之案例教學的參考。由 於本研究所使用之案例為專家教師進入現場教學案例,此類案例或許可運用於 有教學經驗之教師,但對職前教師不一定適合,建議未來研究可持續發展「生 手/職前教師戲劇課程案例」。

鸅銡

1 此案例主要參考屏東教育大學陳仁富教授之戲劇教學工作坊後,再實際進入幼兒園操作教學所書寫而成的實例。

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戲劇做為教學法如何增進學生的批判性思考技巧

賴恬琪

國立新營高中

摘 要

以蘇格拉底(Socrates)與杜威(Dewey)對教育的哲學為基礎,作者試圖探索教育的真正價值,希冀建立更好的教育願景。作者主張批判性思考(critical thinking)應成為教育的焦點,並相信戲劇和劇場可作為教導批判性思考的媒介,以及將人文藝術融入課程的平台。本研究以個案研究(case study)方式呈現,於英國考文垂(Coventry)的一所社區小學中進行。研究者與其它共同研究者一同設計教案,在同一個班級中以一週一堂課的方式,連續 5 週實施教學。研究者意欲探索戲劇在實際課堂中,對鼓勵批判性思考的功效。

研究發現涵蓋了以下幾個重點:(1)教師入戲(Teacher-in-Role)如何影響與鼓勵學生建立自己的論點。(2)戲劇如何引發學生多重角度的思考與形成更開闊的思考視野。(3)情感因素如何影響批判性思考,以及(4)如何檢視學生既有的思考模式與信念,並加以討論。

關鍵字: 戲劇教育、批判性思考、蘇格拉底問答法

How can Drama as a Pedagogy Facilitate Young People's Development of Critical Thinking Skills?

Tien-Chi Lai National Sinying Senior High School

Abstract

In criticizing the problems of education in Taiwan, the author of this dissertation aims to explore the true value of education, in order to develop a better vision of it. Based on the philosophy of Socrates and John Dewey, the author proposes that critical thinking skills should remain the focus of education. As a previous English teacher and an MA student in drama and theatre education, the author firmly believes that drama and theatre can be used for teaching thinking skills while incorporating arts and humanities in the curriculum. Also, the thinking process learned in the drama classes can equip pupils with transferrable skills in the future.

The research took the form of a case study, and was conducted in one single class in a community primary school in Coventry. The author formed a team with three other fellow researchers, who designed and conducted five drama classes all together. All the analyzed and interpreted data were collected during the five drama class sessions in that school. The research aimed to explore drama's efficacy in terms of promoting pupils' critical thinking skills, and the research findings centered on major issues related to the development of critical thinking through a dramatic framework.

The research findings covered the following areas of inquiry. It looked into how Teacher-in-Role affects pupils' development of their own arguments. It also investigated how drama serves as stimulus to trigger pupils' multiple perspectives and form broader thinking patterns. In addition, the research examined affective factors arising from the dramatic framework and discussed some examples regarding how to examine pupils' existing belief system and how to bring them to their conscious level.

Keywords: drama and theatre education, critical thinking, socratic inquiry

Chapter 1: Introduction

Education thus becomes an act of depositing, in which the students are the depositories and the teacher is the depositor. Instead of communicating, the teacher issues communiqués and makes deposits which the students patiently receive, memorize and repeat. (Freire, 2000: 58)

The unexamined life is not worth living.

Socrates (in Plato, Apology 38a)

'I look after souls when they are in labor, and not after their bodies; the triumph of my art is in thoroughly examining whether the thought which the mind of the young man is bringing to birth is a false idol or a noble and true spirit.'

Socrates' dialogue with Theatetus (in Plato, Theatetus) (cited in Saran, R. and Neisser, B., 2004: 163)

When I was studying my MA in the UK, the National Curriculum for Secondary Education in Taiwan had gone through a major change. The new National Curriculum, which emphasizes the development of critical thinking, brought the issue to my attention. Receiving most of my education in Taiwan, I was hardly given chances to talk, discuss, and have debates in classes. Spoon-feeding of knowledge is the common teaching practice in classrooms, while the teaching of critical thinking has long been absent. After three years of teaching experience, I simply realized that I was repeating the same route. I found myself losing the energy to teach and my students became inactive as well. Paulo Freire (2000) criticizes the education system, coming up with 'the banking concept of education' which he contends leads to the disempowerment of pupils. He promotes critical education practice, arguing that instead of imposing knowledge on pupils, teachers should provide them with opportunities to have dialogues, and this dialectic process forms the basis of critical thinking. This perspective gives me new insights into my teaching.

In addition to the passivity resulted from the current education environment, another major problem in Taiwan's schools is the mentality of instrumentalism. As an English teacher, the question I often confronted was 'what can I do with a bachelor's degree in English Literature?' In other words, the focus of education in Taiwan tends to be the production of practical skills; some students choose to study in a field not because they love the subject, but because it's practical and profitable in the future. The mindset of instrumentalism prevails not only in my home country, but also in the Western world. Martha Nussbaum (2010), who clearly voices her concern with her book entitled 'Not for Profit,' points out that in a world emphasizing economic growth, the ability to think and argue for oneself is relatively neglected. She stresses the importance of argument in a democratic society, contending that the lack of self-scrutiny results in various problems which are detrimental for the society.

Based on the mindset of instrumentalism, some people in Taiwan don't recognize the importance of philosophy, the arts and humanities. However, those subject areas are highly related to human condition and could affect the quality of our lives. Philosophy equips one with the discernment of the truth, while the arts and humanities have to do with empathy and human understanding. As an English teacher, I am convinced that those two fundamental disciplines of study should and could be included in the teaching of English language. It is thus my personal belief that language teaching shouldn't be confined to teaching linguistic aspects only, but should include the ability to appreciate various texts and even to critically examine them. To critically examine the texts requires the ability to think; hence the teaching of critical thinking is essential and worthwhile.

To incorporate thinking with the appreciation of the arts and humanities, there is no better way than using drama and theatre in class. O'Neill (1995: 143) contends that theatre is 'a laboratory for witnessing and investigating what Howard Barker calls "unlived life." 'In her viewpoint, drama and human inquiry are always related; spectators are given chances in theatre to 'sift the evidence before them for the truths it may contain.' (ibid) Heathcote also indicates that drama has the 'dynamic, explosive power of discovering a new conception.' (cited in Martin-Smith,1996:69) Drama has the potential to enlighten one's mind, giving people new insights into

current situation. It also enables people to think and apply the thinking to their life. Heathcote points out that 'learning could be transferred to similar contexts' and that 'it would work as a guide in future decision-making if the children could recognize the similarity between the drama they had experienced and a situation they might encounter in real life.' (ibid) What Heathcote claims is that the awareness of the consequences of their decision-making learned in drama can be transferrable and applied to real-life situations. Hence, I would propose that drama can be used to trigger pupils' thinking and is beneficial to their life in the future.

Based on the above personal experience and beliefs, I conducted my research centering on the question: 'How can drama as a pedagogy facilitate young people's development of critical thinking skills?' The research also focused on the following sub-questions:

- What are the factors that hinder/foster pupils from thinking of more possibilities?
- What drama conventions/techniques work well in provoking 'critical thinking'?
- How do we make young people more empowered in thinking through drama?

Tracing back the enlightening practice Socrates used for seeking the truth and human understanding, I hope to explore drama's efficacy in terms of promoting critical thinking skills. Due to time constraints, this research is merely a tentative project; many of the research findings can still be further investigated.

Chapter 2: Literature Review

John Dewey, one of the most influential practitioners of Socratic education, claims that the problem with the conventional methods of education is 'the passivity it encourages in students.' (Nussbaum, 2010: 65) Peter Abbs also claims the predicament of education system is that it is 'neither Socratic nor predisposed towards the aesthetic.' (1994:1)

He argues ardently:

Education itself has fallen into the hideous black hole of unmeaning. It has been taken over by instrumental powers and its program rewritten by instrumentalists and politicians. (1994: 2)

If our impression of education is discipline and punishment, the main focus is blurred by instrumental goals, the result of it is the production of passive students, what are the true values of education? Also, what should remain in the focus of education?

2.1 Socratic Enquiry and Reflective Thinking

William Sumner argues that 'Our education is good just so far as it produces well-developed critical faculty.' (1959: 633) Nussbaum asserts that the impartation of knowledge full of facts doesn't count for an education; instead, children should be responsible for their own thinking and to 'engage with the world in a curious and critical spirit.' (2010: 64) Moreover, Fisher (2008) contends that in a rapidly changing world, teaching the ability to think for oneself is far more important than teaching practical skills. It can be clearly seen that to cultivate a person's critical thinking skills should be at the heart of education.

The notion of critically reflecting on existing beliefs, ideologies, and ideas is not new. It can be traced back to the Greek philosopher Socrates (470-399 BC), who was famous for his Socratic questioning. It is this Socratic questioning that becomes the basis of the Western intellectual tradition. (Paul :1993; Abbs :1994; Saran and Neisser: 2004; Fisher: 2008; Nussbaum: 2010) Fisher defines **Socratic enquiry** as 'seek the truth through a sequence of questions' (2008: 115) He proposes that the Socratic method of teaching is 'through dialogues facilitated by questioning.' (ibid:111) Socrates made a metaphor of himself and the midwives, claiming that his task was to assist people in giving birth to their own ideas. He said poetically that the greatest pride of midwives is the 'discernment of the true and false birth.' (cited in Saran and Neisser, 2004: 163) Based on the notion of Socratic questioning, Abbs also proposes that education should lay its foundation on critical reflection.

He stresses in details that:

"...to adopt the Socratic view of education is to reaffirm that knowledge should be primarily concerned with critical reflection, with personal development and with the sustained enquiry into the various forms of meaning." (1994: 8)

John Dewey criticizes that education failed in that students are told to learn the solutions rather then 'investigate the problems and engage in enquiry of themselves.' (Lipman, 2003: 20) He asserts that what should be happening in the classroom is thinking; otherwise, education would become 'a charade and a mockery.' (ibid)

Dewey distinguishes 'ordinary thinking' from '**reflective thinking**', defining the latter as:

...active, persistent and careful consideration of any belief or supposed form of knowledge in the light of the grounds that support it, ...it is a conscious and voluntary effort to establish belief upon a firm basis of reasons. (Dewey, 1909: 6)

According to Dewey, experience is important in education in that learning comes from reflection on experience. For Dewey, experience is not simply about doing things; it also involves the active processes of reflective thinking, and it is this reflective thinking that should be one of the educational imperatives. (ibid) Dewey's emphasis on reflective thinking became the pioneer of critical thinking. (Lipman, 2003)

2.2 What is Critical Thinking?

From Socrates to Dewey, several educators and theories stress the importance of thinking in education, and especially 'critical thinking' is mostly valued. However, what is critical thinking?

Matthew Lipman (2003) reviews the history of critical thinking movement during 1980s in the Western world, and traces the origin of the term 'critical thinking' in the passage. He gives a comprehensive characterization of critical thinking from various authors renowned in the research field of critical thinking, such as Robert Ennis, Robert Sternberg, John Mcpeck, Harvey Siegel, Richard Paul,

and so on. Some of the statements about critical thinking are about meta-cognition, such as 'thinking about thinking' and 'attentiveness to the formal aspects of thinking' (Garver). Others are about logic, reason, and philosophy, such as 'thinking performed by those who are appropriately moved by reasons.'(Siegel), and 'a light version of philosophy' There are many statements which stress the reflective aspects of thinking, such as 'reasonable reflective thinking that is focused on deciding what to believe or do.' (Ennis) and 'reflections upon the causes and consequences of what happens.' Some lay emphasis on the removal of biased thinking, such as 'thinking that aims to overcome bias, prejudice, and stereotyping' (Paul). Still others are about producing practical outcomes, such as 'thinking that helps us solve problems and make decisions (Sternberg)'. (ibid: 56) From those different aspects of critical thinking, Lipman summarizes critical thinking as 'thinking that strives to be impartial, accurate, careful, clear, truthful, abstract, coherent and practical.' (ibid: 58) He further specifies it in later chapters as 'skillful, responsible thinking that is conducive to judgment because it relies on criteria, is self-correcting, and is sensitive to context.'(ibid: 209)

2.3 Drama and Critical Thinking

In this section, I would like to discuss the fundamental relationship between drama and critical thinking. McGrath claims that one of theatre's major functions in a democratic society is 'celebrating and scrutinizing the values within the borders of the Demos.' (2002a: 137) If drama and theatre provides an opportunity for a critical examination of the society, the ability to think and argue for oneself must be involved in the process. In other words, one can cultivate his/her critical thinking skills through drama and theatre. I would like to refer to Bertolt Brecht and Augusto Boal, the two major theorists who also believe that drama and theatre can serve as a venue for a critical scrutiny of the existing social values or ideology, and who are interested in promoting social changes through drama and theatre.

Brecht is well-known for the fact that his theory about drama and theatre is always political. His guiding principle in devising his work is heavily influenced by Karl Marx. Instead of persuading his audience into accepting what is presented on stage, Brecht challenges his audience by creating a distance from the situation or the

character, for he 'embraces change, including the right to "consider each new situation afresh." (Brecht, 1966a, cited in Wilson, 2006: 49) What he wants to achieve is promoting social change through drama and theatre works. In Brechtian theater, two major elements are essential: one is the *Verfremdungseffekt*, literarily means 'strange-making effect' (Neelands and Dobson, 2008: 69), and the other is the concept of 'epic.' The strange-making effect aims to force audience 'to look at ordinary things in a striking, peculiar or unexpected way' and thus stay away from the habitual thinking and see the world from a different perspective. (ibid) As for the concept of epic, it refers to the episodic style of Brecht's theatre production. In Brecht's epic theatre, story is broken down into several episodes, every of which is self-contained and free-standing. By leaving gaps between each episode, Brecht intends to make his audience exercise their own judgment to make connections between the episodes and reach their own conclusion.

Brecht's epic theatre has some implications in educational drama. First of all, it's episodic style can be found in a process drama, which is defined by O'Neill as a drama which 'proceeds without a written script, but includes important episodes.' (O'Neill, 1995: xvi) In epic theatre, the gaps between each episode enable the audience to pause and reflect on it. In a process drama, there are certain points that require students to discuss, play in role, reflect on or respond to the current situation. Both of them promote change in thinking through dramatic forms. Secondly, the role of teacher in a process drama can be compared to the actor in Brecht's epic theatre. Brecht doesn't want his actors to totally identify with the roles in the drama, but maintain some distance from them. Actors sometimes address the audience directly out of the characters. With such detachment of the character, actors offer the audience a critical perspective different from the empathetic identification with the character. In a process drama, teachers step in role and out of role very often, creating a detachment of the character and maintaining a potential space for students to use their own imagination or exercise their own judgment without telling them the plot explicitly. O'Neill also contends that the purpose of using **Teacher-in-Role** is not 'to give a display of acting, but to invite participants to enter the fictional world.'(1995: 61) Wilson considers the similarities between contemporary storyteller and epic actor. He clearly points out that '...the job of storyteller is not so very

different from the job of the epic actor—to show and enlighten, not to conceal and mystify.' (2006: 58) If in a process drama, a teacher has the duality of the actor and narrator (storyteller), his/her job inevitably involves giving students a moment to pause and reflect on the current events happening on stage, hence fulfilling drama and theatre's duty of providing a venue for young people to explore issues worth noting and attain a critical stance toward them.

Brecht aims to promote change through theatrical events. However, for Augusto Boal, merely thinking within one's mind is not satisfying to him; he wants to provide a stage space for those who are powerless in their real life and empower them by evoking their desire to change the current situation. His Forum Theatre is meant to be participatory and political, aiming to change passive audience, the spectators, into 'spect-actors.' (Boal, 1979) Process drama bears certain similarities to Boal's Forum Theatre. First of all, in process drama, students are both spectator and participant in the drama, which is the same with people in Forum Theatre. Secondly, in Forum Theatre, the audience is provided with an opportunity to participate in the drama making whereas in process drama, the plot in the drama is kept uncertain, leaving a 'creative gap' (Winston, 2004) for the students to explore and speculate. As Boal contends, 'In forum theatre, no ideas are imposed: the audience, the people have the opportunity to try out their ideas, to rehearse all the possibilities and to verify them intheatrical practice.' (1979: 119) This creative gap can be used as a stimulus to trigger students' thinking, and is thus beneficial to the development of their own judgment. Thirdly, Forum Theatre often deals with issues, such as exploitation, which are not easy for people with less power to tackle.

Boal clearly points out:

'It is not the place of the theatre to show the correct path, but only to offer the means by which all possible paths may be examined. ...theatre in itself is not revolutionary, but these theatrical forms are without a doubt a rehearsal of revolution.' (ibid)

In process drama, certain issues can also be brought to students' attention, such as bullying or domestic violence, and students can be encouraged to come up with

solutions to address these difficult issues without feeling intimidated. Not only can students try out their own ideas in drama making, but they can also act it out so as to embody their thoughts. Martha Nussbaum also claims that '... performance offers a venue for exploring difficult issues without crippling anxiety.' (2010: 110) In other words, drama and theatre may serve as a safe haven for the re-examination of certain difficult issues. Therefore, I am convinced that drama and theatre can be a means by which young people develop their own critical thinking. It equips young people with the competence to examine/re-examine their current situation, to question the seemingly unquestionable issues, to challenge the authority, and to seek change.

Arnold van Gennep's comes up with the concept of 'liminality' (cited in Carlson, 2004), which refers to the transitional state of one's identity or social status. In this liminal situation, 'the initiands live outside their normal environment and are brought to question their self and the existing social order through a series of rituals that often involve acts of pain: the initiands come to feel nameless, spatio-temporally dislocated and socially unstructured.' (Thomassen, 2006: 322) Victor Turner further expands the concept of liminality to a larger social setting, stating that 'the seedbeds of cultural creativity' are found 'betwixt and between' the normal regulatory structures of life. It is in liminal spaces, he suggests, that 'new models, symbols, paradigms etc. arise.' (cited in Nicholson, 2005: 126) Drama and theatre can be a 'liminal space,' a place straddling fiction and reality and blurs the distinction of adult world and childhood play. If in rites of passage one experiences the reconstruction of his/her identity, drama and theatre can also result in the disruption of current habitual thinking, and thus bring about new insights. Hence, drama and theater functions as an important space for the cultivation of critical thinking.

2.4 Aesthetic, Socratic Enquiry and Drama Education

I would like to use Abbs' remark as a conclusion to this section. Abbs keenly promotes Socratic enquiry in education and also emphasizes the importance of arts education.

He argues:

The Socratic impulse to question and explore the nature of experience must remain at the heart of the educational enterprise, but questioning and exploring do not have to take place through concepts; they can also be developed, to even greater effect, through the sounds of music, through the gestures of the body, through the metaphoric language of the poet, as well as through the tonal values and vibrant textures of paint. (Abbs, 1994: 9)

His main point is that to cultivate critical thinking skills, the arts are as essential as other knowledge-based subjects, for the 'crystallizing moments of understanding' do not happen without arts, thus we need some places 'like the theatre or cathedral,' where the arts are preserved. (1994: 9) Nicholson (2005) points out that learning by experience is central to Dewey's pedagogic philosophy; as an experience, arts can also function as a means of deepening perception and increasing sensitivity, which I may argue is the starting point of critical thinking.

Chapter 3: Context of the Research

The research took place in a community primary school, which is located in Coventry, England. Most of the children come from Asian or African backgrounds. The class we chose to teach in was a year 5 class, in which students were 9-10 years old. The class was mix-gendered and very multi-cultural, with 17 girls and 13 boys. There are certain reasons for choosing this class and this age group. In the first place, with the aim of probing the development of critical thinking, it's important that the students can express their opinions clearly. Due to their age, most of them were capable of expressing their thoughts and ideas without major problems. In addition, the multicultural backgrounds provided students with a diversified environment to hear opinions from different ethnic groups. As a researcher, I am convinced that the multicultural environment enriched pupils' experience and broadened their views, because multiple perspective-taking is considered valuable in developing critical thinking. Hence, I believe such environment could be beneficial to my research.

The Shape of the Fieldwork

The research was conducted with the same class, involving a drama session of 60 minutes per week, over 5 consecutive weeks. We were a team of four drama teachers, all of whom both taught and participated in the drama sessions. The drama scheme used two stories as a framework: one is from the Greek mythology Jason and the Golden Fleece (three sessions) and the other from Chinese legend Mulan. (two sessions). The drama scheme took the shape as a 'process drama,' which 'proceeds without a written script, but includes important episodes.' (O'Neill, 1995: xvi) Students in the class were expected to be 'both participants and an audience to their own acts.' (ibid) There are two major reasons for using those two stories. One is that we hoped to engage pupils with stories that were from cultures other than their own and invite them to cross the boundary of their culture and recognize the diversity of other cultures. Another reason is that we wanted to encourage students to compare male and female warriors, which aimed to probe students' understanding of courage and bravery, and gender stereotypes. Alongside this, we deliberately chose stories with complex moral aspects to encourage pupils to critically engage with moral issues.

Chapter 4: Research Methodology

4.1 Case Study

The methodology used for this research is case study. According to Stake, 'Case study is the study of the particularity and complexity of a single case, coming to understand its activity within importance circumstances.' (Stake, 1995, in O'Tool, 2006) We chose to do our field work within the same class for five weeks, which gave us a deeper understanding of the subjects we researched into. As Denscombe points out, 'The case study approach works best when the researcher wants to investigate an issue in depth and provide an explanation that can cope with the complexity and subtlety of real life situations.' (2010: 55) My research focus is 'how' drama in education fosters the development of critical thinking skills, and I am interested in probing into the process and ways/factors which facilitate critical thinking. Case study approach focuses on one particular case, trying to explain 'why'

certain outcomes might happen and 'how' the factors are interrelated; it aims to emphasize the relationships between factors and process in which the outcomes occur, rather than merely examine the end-products. (Denscombe, 2010) Critical thinking skills are not easy to be accessed, the outcomes are unpredictable and the developing process is as precious as the outcome. Therefore, case study approach provides an optimal foundation for my research.

In addition to my research focus, each drama itself is intrinsically a particular case, as O'Tool claims:

Drama is by its very nature a negotiated group art form and is therefore a non-reproducible experience....Because of the complexity of the interactions, the whole creative sequence needs to be studied. (O'Tool, 2006: 46)

Drama should be examined as a particular case; it casts some lights on and illuminates human behavior. Case study bears similarities to drama in terms of the insights gained from both of them. As Winston points out, the uniqueness of case study in drama education lies in its power to generate new knowledge, as the best forms of drama do. (Winston, 2006) Drama is about shared human condition and lived experience, and through the highlighting of drama, we can see things from a different perspective. A case study also does the same.

4.2 Reflective Practitioner

Within the framework of case study approach, we also strove to be reflective practitioners, who reflect on and criticize their own practice of teaching. Schon(1987) comes up with the classical model of reflective practice, which incorporates the following three concepts: (cited in Neelands, 2006: 19)

- Knowing-in-action: the professional know-how which informs professional actions and interactions. It is the way in which theoretical knowing become or inform our practice.
- Reflection-on-action: reflection on our knowing-in-action in order to assess or achieve greater efficacy.

 Reflection-in-action: reflection during rather than after teaching episodes, which characterizes all professional practice that is ethical and action-centred.

As a researcher and a master student, what we've learned in class sessions during our post-graduate study prepared the ground of 'knowing-in-action,' equipping me with the essential drama conventions and schemes to be put into practice. On the other hand, our practical fieldwork requires the reflection 'on' and 'in' action. In other words, we not only have to reflect on what we've learned in theory, but also need to evaluate and reflect on the theories when they are being applied, so as to achieve greater efficacy in the teaching practice. In particular, reflection-in-action is regarded as 'vital characteristic of arts education practice, particularly...in **process drama**—which are co-operative, improvised, indeterminate and interactive.' (Neelands, 2006: 19) Because of the indeterminate and interactive nature of process drama, to adjust one's teaching practice constantly and promptly during the process would be essential and helpful. As a drama educator/practitioner, my aim is to trigger pupils' thinking and reflection through their participation in drama. Meanwhile, as a researcher in the fieldwork, I contemplated and reflected on the experience and the issues shared with the pupils as well. Those different roles—an educator/practitioner, a participant in the process drama, and a researcher — enable us to gain insights from different perspectives, and also to reflect on the shared experiences from different stances.

4.3 Research Methods

Other research methods are employed to complement each other and ensure data validity. These methods include observation, questionnaire, and interviews.

Observation

We took the position as participant-observer in the field work, where our identity as researcher was recognized in the very beginning of our drama classes. Four of us took turns teaching and leading activities during every single session, which ensured that we can not only be practitioners but also participants and observers during the sessions. Most of the time we observed the whole class, but

when group discussion and group work were involved, we approached the groups to listen to and watch how the children worked with each other. We tried not to interfere with the children' discussion and let them arrive at their own conclusions at any time, unless the focus of the discussion was to challenge their current thinking, or prompt them to come up with ideas for doing the group work.

Questionnaires

Questionnaires were used during this research because of several reasons. First of all, we would like to know about students' understanding/opinion of certain issues; however, due to the number of the students in class, we were not able to interview every one of them. We can only get a general impression of it through questionnaires. Second, questionnaire supply 'standardized answers,' which is not to be 'contaminated through variations in the wording of the questions or the manner in which the questions are asked.' (ibid: 169) Unlike observation which could be influenced by subjective and biased views, and unlike answers to interviews which could vary greatly from person to person, data gathered through questionnaires provide standardized answers. These 'pre-coded' answers are particularly useful when we need to examine the class' overall attitude toward certain issues (e.g. whether they have certain gender stereotype), and what the dominant trend is. Also, pre-coded answers minimize the influence that 'interpersonal factors' have on the data. Considering the language ability of the 9 or 10- year-old children, we tried to keep the questionnaires as simple as possible; difficult vocabulary words and complex sentence structures were avoided in the design of them. (see Appendix 1) We intended to make the questionnaire short and easy to read, so that students can approach it without difficulties. However, reading ability still varies among the children, so whenever it was necessary, we offered help for them to complete the questionnaires.

Interviews

Based on classroom observation and the results of the questionnaire, we also used interviews to complement those research methods. According to Denscombe, interview is appropriate when the researcher need to gain insights into people's

'opinions, feelings, emotions, and experiences.' (ibid: 173) What I would like to research into is what triggers students' critical thinking ability in doing drama, so it's essential to further examine their opinions and attitudes in terms of issues discussed in class. In addition, pupils' feelings and emotions toward particular events in class can hardly be discovered through observation and questionnaires; therefore, interviews serve as a great tool to fulfill these jobs. I conducted two interviews with the students: one after session 3, and the other after session 5. The timing for the interviews was right after each story was finished, so that the students had a holistic view of the story and still had fresh memories about them. The students were selected based on the observation of our class sessions, particularly those who showed more complicated or detailed thinking patterns. The interviews were arranged as 'group interviews,' with 5 students at a time. Denscombe stresses the advantage of group interviews, pointing out that group discussion 'allows participants to listen to alternative points of view,' and it also helps to 'gather different views and experiences on the topic of the interview.' (ibid: 176-177) As for the interview questions, they were semi-structured, with 3 to 5 open-ended questions listed (see Appendix 3&4) and extended questions generated according to students' answers.

Triangulation

The aim of using triangulation is to provide data validity, and most important of all, to avoid misrepresentation and misunderstanding, as stated above. There are mainly two types of triangulation involved in this research:

Methodological Triangulation: Different methods of collecting data were used in this research, including observation/field notes, informal chatting with students and the teacher, questionnaires, and interviews. Questionnaires produced 'quantitative data', which provide us with a general understanding of the whole class' perception of the questions and issues arising from the drama lessons. On the other hand, observation/field notes, informal chatting, and interviews yielded 'qualitative data', through which we can gain a deeper insight into the phenomenon being investigated. The use of alternative methods enables us to contrast and compare qualitative data with quantitative data so as to gain more validity.

<u>Data Source Triangulation:</u> This includes informant, time and space triangulation. (Denscombe, 2010: 347) However, only informant and time triangulation were implemented in this research. For informant triangulation, I had two group interviews with different children. Except for two of the children who were invited to both of the interviews, the other children only attended one of the interviews. There were eight children providing information on the questions that I raised, which served to be different sources of informants. Time triangulation refers to 'data collected at different times.' (ibid) We handed out the same questionnaires at two different times, which aimed to find out if there is any change of the attitudes or perceptions influenced by our drama classes.

4.4 Data Collection

There are basically three ways of producing and collecting data in this research, which are by writing field notes/ research journal, using questionnaires, conducting interviews and transcribing the interviews into a written record.

Field Notes

The field notes were mainly written during and after each session, as a way of research journal keeping. Particular events or significant responses in classes were recorded according to my own research interest. There were some informal chatting after class with certain students (based on what they had shown in class), which were also recorded in my research journal. After each class session, we four fellow researchers would have a discussion which aimed to reflect on the teaching practice, regarding the corrections needed, critical moments and controversial issues happened in the class

Questionnaires

We handed out the questionnaires twice: Questionnaire A in the beginning of the first session and Questionnaire B in the end of the last (fifth) session. Most of the questions are the same, with some extra questions added on Questionnaire B(see Appendix1). The aim for using these two questionnaires is to compare the results prior to and after the drama classes. The questionnaires were collected right after

they had been finished by the students to avoid loss of data. The result of those questionnaires was presented basically in terms of frequency and percentage to show the whole class' general attitudes toward certain questions. The frequency and percentage were also calculated in terms of gender, in order to seek gender differences in the research.

Interview Transcripts

Two interviews were conducted along with the field work, each of them being transcribed into written forms. Some parts of the transcripts were drawn upon and quoted in the analysis of research findings section

4.5 Ethical Considerations

Ethical issues were taken into consideration throughout the whole fieldwork and research process. First of all, we conducted our research in an open and honest manner. Our identity as MA students and researchers were made clear to the homeroom teacher and pupils in the very first beginning. Research objectives, methods and duration were stated and appreciation was given to the participants in the fieldwork. Secondly, anonymity was guaranteed and the collected data were kept confidential. The identity of the participants in the interviews was protected, with their names replaced with the alphabetical code in the interview transcripts. All the audio and video recordings were archived but kept confidential, merely used for data collection and analysis. Lastly, informed consent was gained from the pupils whom I chose for the participation of the interviews. Pupils were told about the aim and the format of the interviews before taking part in them, and were guaranteed the protection of their identity in the research findings.

Chapter 5: Research Findings

The research findings center on major issues related to the development of critical thinking through dramatic framework. Firstly, I shall present how the drama convention Teacher-in-Role affects pupils' motivation in developing their own arguments, and the power relationship involved in the process. Secondly, I will investigate how drama serves as stimulus to trigger pupils' multiple perspectives,

which contribute to broader thinking patterns. Thirdly, affective factors arising from dramatic framework will be explored and discussed. Lastly, some examples will be given to illustrate how to examine pupils' existing belief system and how to bring them to their conscious level.

5.1Teacher-in-Role and How it Influences Critical Thinking TiR and the 'Dramatic' Motivation

As discussed in the review of literature section, narrative mode and role-playing allow pupils to explore the role in deeper understanding. Fisher claims that drama enables pupils to 'enter the narrative as participants....and brings the possibility of thinking with the whole person, with body as well as voice.' (2008:164) The use of drama convention **Teacher-in-Role** (TiR), in which the teacher takes on a role and becomes a co-participant in the drama, is a fundamental and engaging drama strategy commonly used in class. Cecily O'Neill contends that 'the initial purpose of using role is emphatically not to give a display of acting, but to invite participants to enter the fictional world.' (1995:61)

In one of our drama classes, four of us took on the role as a hero from Greek Mythology, recruiting people to join Jason's quest for the Golden Fleece. We split into four groups, having a group discussion respectively regarding what courage was and what characters they had so as to join Jason's team. Prior to the discussion, I took a chair and told them, 'When I am sting on this chair, I will be the hero Odysseus.' After sitting down, I asked what they knew about me (Odysseus). One of the boys had not been brought into the drama world and stated 'You are a girl, not the hero.' This particular event will be discussed in the later paragraph. But first of all, let me present the result of the group discussion when we used the TiR convention. The following dialogue is taken from the field notes in my research journal:

T[teacher]: What qualities do you have to help Jason? You have to provide proof or stories to show that you are brave enough to join his team.

Boy 1: I am brave, and I have skills and respect.

T: Too general, you have to prove it to me. How brave are you?

Boy 1: Well...I killed monsters.

T: How did you kill them? And how many did you kill?

Boy1: I used a very sharp sword (showed it with hand gestures) to kill it, and I killed 1,800 monsters... (He started to develop his imaginary story..)

T: Oh, okay, then I can see you are brave. Who wants to tell me about his/her stories? (All of them raised their hands and were very eager to tell their stories)

Based on the field notes, it can be clearly seen that pupils made up stories to persuade the teacher (in role as Odysseus) in order to join Jason's team. Teacher-in-Role worked quite well within this context, because the dramatic setting serves as an incentive for pupils to participate in the fictional world. It provides pupils with a 'dramatic' motivation, which I define as 'the motivation generated based on the demand of the drama with the expectation of how the story will unfold.' With this dramatic motivation, pupils will be encouraged to fulfill certain task arising in the drama world.

The Importance of Argument and Socratic Questioning

TiR not only invites pupils to enter the fictional world, but also stimulates their thinking. When it is used with Socratic questioning, it can be more engaging and is beneficial to the development of their critical thinking skills. In our case, when the teachers were in role as heroes, it provided pupils with strong motivation to come up with persuasive stories, which can be further developed into an 'argument' to achieve a specific goal. As Moon (2008: 129) points out, argument involves 'the appropriate management of evidence and the qualities of representation,' and the process of forming an argument is 'a part of the process of critical thinking.' The classroom observation shows that pupils of this age already have the potential ability to develop an argument. However, in order to encourage them to come up with a more substantial answer, apart from the provided dramatic framework, it's important that they have to be prompted by further questioning. Further questioning, when it takes on the form as 'Socratic questioning,' provides 'a stimulus for thinking and

responding.' (Fisher, 2008:121) According to Fisher, Socratic questioning are 'open questions that are genuine invitation to the enquiry' instead of 'closed, factual-type questions.' (ibid) Examples of Socratic questioning would be questions that:

- seek clarification (Can you give me an example of ..?)
- probe reasons and evidence (Why do you think that ...?)
- explore alternative views (Can you put it another way?)
- test implications and consequences (Does it agree with what was said earlier?)
- are about the question/discussion (How does this question help us?) (Fisher, 2008: 122)

These questioning patterns provide a good strategy to elicit a detailed thinking from pupils in terms of the development of an argument. In the following excerpt, further questionings were employed in the hope of advancing pupils' current thinking and help them to make a more detailed argument.

T[teacher]: What qualities do you have to help Jason?

Girl 2: I am brave and I am clever.

T: Can you give me examples that can prove you are clever? [seek clarification]

Girl 2: (silent for a while...) I am a superhero. (She still didn't give Concrete examples)

T: Who recognizes you ? [probe reasons and evidence]

All of the students: No one! (They all shook their heads.)

This was actually a quite funny moment. But Girl 2 was still very confident in herself, and was also eager to prove it, so she kept on saying.

Girl 2: I saw the giant monster, and I thought I am not gonna beat it, so I ran away. Or I will be killed. I am clever.

T: So, you ran away because you don't want to be killed, but this is not brave...

All: (laughing)

T: Is being clever enough to help Jason? [explore alternative views]

(Girl 2 didn't answer, it seemed she needed time to think about it.)

Socratic questioning used here was meant to prompt pupils to elaborate the answers and develop them into their own argument. It can be seen that when Socratic questioning is used within the dramatic context, it can be both engaging and motivating. The combination of Socratic questioning and TiR is different from conventional questioning in the classroom, which is more authoritative and coercive; it lessens the anxiety of being challenged or failing to answer. So in the above dialogue, when Girl 2 gave a contradictory answer, it was not so embarrassing as in the conventional teacher-pupil interaction. The teacher interacted with the pupils in the 'mantle' of the character, which implied a sense of playfulness.

However, apart from the playfulness, there was also seriousness embedded at the same time. TiR provided a meaningful context for interaction, and such dramatic world needed to be co-constructed both by the teacher and the pupils. In this case, when the boy challenged that I am a girl, not the hero, I stressed that I was in role while sitting in the chair. If he didn't want to believe it, he would lose the chance to join Jason's team. Thus, he was willing to cooperate. This particular case highlights how important it is for the children to be ready to immerse themselves in the TiR process. They have to be engaged not only imaginatively, but also cognitively and affectively. O'Neill states that the function of TiR is to draw participants together 'in attending to and building the event as they look for clues about the imagined world that is unfolding before them, as well as finding their place within it.' (1995: 61) TiR establishes the fictional world for collaboration without coercion, and it provides the dramatic motivation for pupils to construct and explore with the teacher the fictional world unfolded before them.

Power Relationship within TiR

Teachers should be aware of the power relationship created in the use of TiR. The higher status of the role he/she takes on should be used with careful consideration, or it might also create obstacles to the cultivation of critical thinking.

In the story *Mulan*, one of us played the role as the emperor. We asked pupils to work in groups of five, each of the five people needed to take on a role, which included a father, mother, seriously ill brother, old grandfather, and daughter. They had to decide who should go to the battlefield when the emperor came to their household. So the emperor came from household to household to ask what their decision was. In devising this activity, we intended to make all of their choices rejected by the emperor, because we wanted them to come up with their own reasons or arguments. Meanwhile, we also draw on Brechet's theory of *Verfremdungseffekt*, *or the* 'strange-making effect', aiming to encourage pupils 'to look at ordinary things in a striking, peculiar or unexpected way' and thus remain detached and critical.

I recorded some of the dialogues in class:

Group 6

E (*emperor*): *Who will go to the war?*

G6(Group 6): The grandfather. Because he has reached an old age, and he was experienced in war. (One of the children in the group expressed the reason to the emperor, while the grandfather remained silent.)

E: Who is the father? (They all pointed at the one who played the father.) Do you really want to put your old daddy to the war? Think about it.

(They didn't say anything further.)

Group 3

E (emperor): Who will go to the war?

G3: The father. (*They all pointed at the person who played the father.*)

E: Then who will protect the family?

G3: The daughter. (The one who played the daughter came forward.)

E: What can a woman do? (disdainfully)

The daughter: A woman can do anything. A woman can protect her family. She can fight as well.

E: It's China, not the modern world. Woman can do nothing but

housework.

Think about it.

Group 6 and 3 both displayed that they were able to come up with an argument to persuade the emperor. Group 6 thought of the reasons, while Group 4 took risk to argue with the emperor. In this case, pupils were stimulated to think about what the emperor said, and why he said so. Within this dramatic framework, they could choose to argue with the authority or remain silent. It is out of pupils' own choice, not the teacher's coercion that they had the dialogue with the emperor. In doing so, the use of TiR had already broken down the authoritative status of teachers. As Gavin Bolton claims, TiR 'challenges the very conception of teaching.' He clearly states:

The teacher in role has power but it is not of the conventional kind....The power relationship between pupils and teacher within the drama is tacitly perceived as negotiable. (cited in O'Neill, 1995: 62)

In other words, if they are willing to challenge the authority, TiR provides them with a meaningful context different from that of a conventional classroom. Boal states that in his Forum Theatre, 'no ideas are imposed', and that the audience 'have the opportunity to try out their ideas, to rehearse all the possibilities and to verify them intheatrical practice.' (1979: 119) Process drama bears certain similarities to Forum Theatre, as argued earlier. To bring pupils into an imagined drama world, the use of TiR is fundamental and crucial. It not only initiates the drama world, but also leaves pupils a 'creative gap' (Winston, 2004) when necessary (such as teacher in role as Odysseus and the Emperor) to explore and speculate the drama unfolding before them. This creative gap serves as a stimulus to provoke students' thinking, hence contributes to the development of critical thinking.

TiR has the potential to subvert the conventional power relations between teachers and pupils, as stated above. However, there is also a caveat in using TiR. If the role teachers take on is of a higher status, it should be used prudently; otherwise it might also create obstacle for critical thinking due to the similar power relationship in the classroom. The following excerpt from my field notes illustrates how the

power relationship prevented pupils from challenging the teacher.

Group 4

E (*emperor*): *Who will go to the war?*

G4: The daughter.

E: It's ridiculous! Woman can do nothing. Don't you know she will be sentenced to death if she goes to the war?

(The one who played the daughter only shook her head without saying anything.)

I noticed there were two different responses appearing in this activity. Among the six groups, only two groups had conversation with the emperor when the emperor was not satisfied with their choice. The rest four groups kept silent when rejected or rebuked by the emperor. It can be seen from above that Group 4 failed to come up with their argument, which may probably resulted from the authoritative image/statement of the emperor. Patrice Baldwin contends that 'teachers should avoid always being in high status information-giving roles,' because it is similar to the authoritative figure that teachers play. (2009: 138) In the case of Group 4, it may be this imbalanced power relationship that hindered the development of an argument. Reflecting on this activity, I came up with questions that 'How can TiR be used more effectively in this context?' 'Can the teacher still guide pupils to develop their own argument from inside a role, even though the role is of a higher status?' Due to time constraint, we didn't go further to explore the potential and limitations of TiR in this context; however, I think this particular aspect is worth noting and may require further examination.

5. 2 Multiple Perspectives

For our discussion is no trifling matter but on the right way to conduct our lives. Plato, Republic, V111 352 d

For the cultivation of critical thinking, it's essential for pupils to be exposed to multiple perspectives, especially in dealing with the complexities of moral issues. (Fisher, 2008) In our fieldwork, certain activities or drama conventions were used to

promote the taking of different viewpoints. Open discussion was commonly used in our drama sessions. Questions such as 'What qualities should a hero have?' and 'Based on what you have learned about Medea, should Jason keep his promise to marry her or not?' all triggered various responses and influenced their decision making. Brookfield proposes that discussion plays an important role in nurturing human growth because it is premised on the idea that 'only through collaboration and cooperation with others can we be exposed to new points of view. This exposure increases our understanding and renews our motivation to continue learning.' (Brookfield and Preskill, 1999: 3) Open discussion lays the foundation for a debate, and with evidences given, evaluated and judged, debate helps to enact critical thinking. (Moon, 2008)

In one of our drama sessions, we used debate with the drama convention Hot-Seating to facilitate discussion. We presented a short storytelling performance up to the point that Medea saw Jason in the courtroom, falling in love with him and offering him help. The controversial question is 'Should Jason marry Medea or not?' Before the debate, we spilt pupils randomly into two 'camps', Yes and No camps, and required each camp to come up with five reasons for Yes and No respectively. After this discussion, one of us was in role as Jason, and the pupils were in role as Argonauts to persuade him either to marry Medea (so that he can get the Golden Fleece) or not to marry her (it might be dangerous to marry a witch). They sit according to their camps that we assigned, on the right hand and left hand side of Jason. We found the students were enthusiastic to offer Jason suggestions, which resulted in a range of opinions. The interesting reasons I recorded go as the following:

Yes	No			
Because she loves him, and she will do everything for him.	Their love is based on condition. (If I help you, you should marry me.) It is not a true love.			
She is the king's daughter; she can convince her father to help Jason.	She might be part of her father's plan.			
She is a witch; she can perform magic and can be quite helpful.	She is a witch; couples might have quarrels in the future, she might do something bad to him.			

It's quite intriguing how the children thought about the arguments from both sides. For example, the fact that Medea is the king's daughter can be beneficial and harmful at the same time, and it can be seen that the children actually took both sides into consideration. On the surface, the activity was for Jason to hear the opinions from both sides; however, pupils were exposed to alternative point of views naturally through this debate, and it is such debating process that might prevent them from being narrow-minded thinkers. In addition, the making of meaning is at heart of the learning process through dramatic scheme. Pupils are challenged to constantly make sense of what have happened in drama, and once they discover different perceptions from their peers through open discussion, debate or other drama conventions that aim to facilitate reflection, they will have to seek shared meaning or at least, will be able to examine diversified point of views. Through the active enquiry, pupils are able to explore the inter-subjectivity among their peers.

After the debate, we asked the pupils to put themselves in Jason's shoe and decide again whether or not he should marry her. We used the drama convention **Spectrum of Difference** to let them show their decision physically.

In this case the place where students stood represented their choice:

I noticed some children from the Yes camp moved to No camp, and vice versa. We then asked who has ever changed his/her mind in the process of discussion and debate. Several children raised their hands, and gave reasons to support the new decision they made.

'I thought Medea would probably hurt innocent people, because she is a witch, so I changed my mind.'

'I thought maybe Jason could change her after he marries her, even though she is a witch.'

'Medea might steal Jason's glory.'

There was a boy who stood in the middle first and then changed to the No side. We asked him why he changed his mind in the class; he said some reasons that Medea might hurt Jason. But at the same time, we saw his friend in the No side doing a hand gesture to attract him to be part of them. We discussed after class, and thought there might be some peer influence/pressure at play in the process of decision-making. There was another girl who stood in the middle, looking confused. She later became my interviewees, St C. The following dialogue is from interview transcript 01:

St C: I wasn't quite sure about the answer when we need to decide again.

Re: Why were you not sure?

St C: I thought about both. Because when in the debate, there is one reason which is really good for No, I can't remember, but it was really good and it defended No. And there was also good reason for Yes, so I wasn't quite sure, so I just stood in the middle.

T: Do you feel when you listened to others talking about their opinions, you change your thinking?

St C: Yes, I actually thought about their opinions, and then I got confused, and I can't decide.

T: Okay, thank you.

It can be argued that the exposure to multiple perspectives triggered changes in one's thinking, and the recognition of diverse perceptions, opinions, and feelings forces one to think beyond his/her limited outlook. Question13 in questionnaire B shows that the majority of the class (77.77%) agreed that their thinking have been changed through the drama lessons:

Question 16. I feel doing drama helps me think differently.

	Strongly Agree	Agree	Not Sure	Disagree	Strongly Disagree		Total
Female	10	3	1	1	0	0	15
Male	7	1	4	0	0	0	12
percentage	62.96%	14.81%	18.51%	3.70%	0%	0%	100%

5. 3 Affective Factors

Affective factors play an important role in critical thinking. Moon claims that 'emotion can be a trigger to thinking' (Moon, 2008: 71) Brookfield also contends that 'emotions are central to the critical thinking process.' (Brookfield, 1987) The playfulness in drama and drama games help students to be more engaged in class. When I asked which part of the classes they like the most, they came up with answers such as 'kill the Harpies (the tagging game),' 'singing the song in the ship together,' 'making clashing rocks (performance)' and Whoosh game. It seemed that pupils enjoyed doing these drama activities and games, which gave them strong motivation to participate further in the drama scheme. According to Csikszentmihalyi (1997), the 'flow state' in which one is fully immersed in what he/she is doing brings intrinsic motivation. I would also argue that this flow state happened when pupils were fully absorbed in either playing the games or in doing the drama and

performance. It is this flow state that gives pupils positive feeling and motivates them to actively participate in the inquiry process.

Empathy also plays a part in critical thinking. Lipman talked about 'empathic thinking;' he defines empathy as 'when we put ourselves into another's situation and experience that person's emotions as if they were our own.' (2003: 269) Mark Johnson also claims that 'empathic imagination is the chief activity by which we are able to inhabit a more or less common world—a world of shared gestures, actions, perceptions, experiences, meanings, symbols and narratives.' (cited in Lipman, ibid) Recognizing the role feelings play in the cognitive process, Lipman contends that taking others' feelings into consideration would 'enable us to understand much better how that other person views his or her situation.' (ibid) In our drama sessions, such empathetic stance may affect pupils' perception about the characters and thus influence their judgment. The question 'Should Jason marry Medea or not?' triggered an ongoing debate, and in the first interview more details about pupils' thinking process was revealed. The following data is from interview transcription 01:

1. Should Jason marry Medea? (in the debate camps)

The result:

Yes	No
St E	St A ,B, C, D

2. Should Jason marry Medea? (after the discussion and the debate)

The result:

Yes	Not Sure	No
St B	St C	St A,D, St E

3. I noticed that some of you have different answers to question 1 and question 2, why is that the case? Do you want to talk about it?

- St E: I thought Medea would probably hurt innocent people, because she is a witch, so I changed my mind.
- St B: I think when you fall in love, you can't help what you do or feel and she betrayed her father for him and she was doing enough, so I thought he should marry her.

(The case of St C has been discussed in the 'Multiple Perspectives' section, so it is skipped here.)

4. So in the story, do you feel more for Jason or Medea?

I compared this question with question 1 and 2 asked in the interview, and found the following patterns:

Student	Identified with	Question 1	Question 2	Interpretation
St A	Jason	No	No	
St B	Medea	No	Yes	Changed
St C	Medea	No	Not Sure	Changed
St D	Jason	No	No	
St E	Jason	Yes	No	Changed

Student A, D and E identified with Jason, and chose 'no' for the answer to **question 2**. It's quite obvious that they were on Jason's side. On the other hand, while B and C identified with Medea, B chose 'yes' to questions 2 but C was still in doubt for her decision.

The empathetic stance shown by the pupils can be seen from their response to the question: St E: I thought Medea would probably hurt innocent people, because she is a witch, so I changed my mind.

T: Do you feel more for Jason or Medea?

St E: Jason. Because he has to get the golden fleece, and she put a lot of pressure on him.

It can be seen that student E put himself in Jason's shoe and regarded Medea's offer to help and marry her as 'putting a lot of pressure' on him. While student E was thinking from the hero's perspective, student B felt more for the helper, Medea.

St B: I think when you fall in love, you can't help what you do or feel and she betrayed her father for him and she was doing enough, so I thought he should marry her.

Student B identified with Medea and thought from her own stance; therefore, the judgment she reached was in favor of Medea's benefit. It is very interesting that the neutrality of the offer was interpreted in different ways, depending on whose side the students took. Although it would be naïve to say that the empathic stance we take will definitely lead us to make our judgment based on the benefit of person whom we identify with, one cannot dismiss the fact that empathy does play a part in critical thinking, and it truly influences our decision-making process. When perception and meaning of social events are not as absolute as scientific laws, affective factors more or less influence our interpretation and judgment. Lipman also maintains that the cause of a breakdown in communication lies in that people are only able to appreciate the 'linguistic or the cognitive factors involved in their interaction, but fail to achieve that exchange of emotions that would make their mutual understanding a reality.' (2003: 269) Drama provides a tentative venue to testify and explore those affective factors which are at play during the thinking process, and through the exploration, certain mutual understanding of human condition may arise, helping pupils to reflect on and see things in a different light.

5.4 A Scrutiny of the Existing Belief System

Just as Socrates' famous quotation 'The unexamined life is not worth living' indicates, the unexamined beliefs may be a stumbling block to critical thinking. I am

convinced that drama in education provides good opportunities for one to explore and scrutinize one's underlying beliefs and assumptions about life. This section aims to explore how doing drama in class achieves this goal.

Self-criticism

Self-criticism is an important element in critical thinking. Fisher (2008) talked about 'Intelligence Trap' proposed by de Bono, stating that the common faults of thinking is that people do not 'generate news ideas but be blocked by old and familiar habits.' He stresses that such learners need strategies to become open to the ideas of others and also need to be self-critical thinkers. He also proposes that self-criticism, which leads to self-correction in thinking, is an important indicator of intelligence; such capacity for self-criticism is 'not inborn, but need to be nurtured through practice and education.' (2008: 10) In the story Jason and the Golden Fleece where we used Spectrum of Difference to ask pupils to choose their answer for Jason, and we asked for people who changed his/her mind during the decision-making process. There was one boy saying, 'If a hero changes his mind, how can he be a hero?' My fellow researcher, who was the leader in that activity responded to him, saying 'Why do you think a hero doesn't change his mind?' The boy didn't give a further answer. In response, my fellow researcher said 'If others' opinion make you think and provide you with better answers, it's good to change your mind.' This pupil might have wanted to express that a hero is a person who has a resolute mind; however, under the context where suggestions were given and changes were permitted (regarding the question "Should Jason marry Medea or not? "), such statement of 'a hero doesn't change his mind' might appear to be inflexible. This inflexible thinking habit needs to be challenged; otherwise, it might prevent pupils from becoming critical thinkers. What pupils need may be some reflective moments for self-criticism and self-correction.

Received Beliefs and Operational Beliefs

Fisher proposes that there are two source of children's beliefs: one is 'received beliefs,' which derive from others (what they have been told), and the other is 'operational beliefs,' which children form as a result of personal experience. (2008:

123) Fisher argues that some of the 'operational beliefs' may be inconsistent with 'received beliefs,' and if not articulated or reflected upon, those operational beliefs may be unexamined and may hinder critical thinking. One example showing the distinction of the two belief systems arose during our drama sessions. We found that using the grouping strategy 'huggie' was not effective to mix pupils of different ethnic backgrounds and genders. Pupils tended to arrange their friends in the same group by subtly but intentionally hugging them and avoiding others. So we came up with a slightly modified strategy of grouping students. In brief, we used huggie first and then we gave each one in the same group a different number. According to the number, they have to find people with the same number and form a new group, hence the groups were even more unpredictable. After the first time we've done this, we found groups mixed with both genders and different ethnic groups worked better, because children were more focused when discussing and devising their group work instead of chatting and messing about with their close friends. Observing this change, we made this an opportunity to discuss with the pupils about cooperating with others. We asked them 'do you think it's better to have both boys and girls in a group?' They all agreed. There was a student saying that 'It's better we have both the quality of boys and girls, and we learn from each other.' However, in the next drama session when we grouped them by hugging, they still tended to find people of the same gender and especially their friends. So we stressed what we talked about in the last session, and made them walk, hug and find their group again. This time they were willing to hug people more randomly instead of intentionally finding their own friends. What I found interesting is that it indeed takes some efforts to bring the unexamined 'operational belief' to consciousness, and there is truly a discrepancy between received and operational beliefs. Doing drama together involves many opportunities to discuss and reflect on one's existing belief system, and thus further scrutinize or adjust them. Whether the result is to make adjustment to the operational belief or to consolidate the received belief and internalize it into operational one, it's essential that pupils need to be given chances to reflect on their own belief systems.

Another example illustrating how the received belief was consolidated into operational belief is shown as the following. Question 10 and 11 in Questionnaire A are used to probe whether pupils have certain gender stereotypes. The same two

questions were answered prior to and after our five drama sessions.

Question 10: I do not believe that in a story hero can only be boy/man/male.

Questionnaire A

	Strongly Agree	Agree	Not Sure	Disagree	Strongly Disagree	Didn't answer	Total
Female	8	5	0	1	3	0	17
Male	5	3	0	2	3	0	13
percentage	43.33%	26.66%	0%	10%	20%	0%	100%

Questionnaire B

	Strongly Agree	Agree	Not Sure	Disagree	Strongly Disagree	Didn't answer	Total
Female	13	1	1	0	0	0	15
Male	8	4	0	0	0	0	12
percentage	77.78%	18.51%	3.70%	0%	0%	0%	100%

In Questionnaire A, nearly 70% of the class agreed with the statement, which means the majority of the class thought both male and female characters can be the hero/heroine in a story. Interestingly, in Questionnaire B, the percentage of those who agreed rose to 96.29% with 77.78% strongly agreed, while the percentage of those who disagreed dramatically dropped to 0 %. Question 11 gives additional information on the issue of gender stereotype.

Question 11: I believe that courage and bravery are more important to boys than to girls.

Questionnaire A

	Strongly	Agree	Not	Disagree	Strongly	Didn't	Total
	Agree		Sure		Disagree	answer	
Female	4	0	3	4	5	1	17
Male	0	0	1	5	7	0	13
percentage	13.33%	0%	13.33%	30%	40%	3.33%	100%

Questionnaire B

	Strongly Agree	Agree	Not Sure	Disagree	Strongly Disagree	Didn't answer	Total
Female	2	1	0	3	9	0	15
Male	0	0	1	3	8	0	12
percentage	7.40%	3.7%	3.7%	22.22%	62.96%	0%	100%

The same tendency appeared again in Question 11. Questionnaire A indicates that the majority of the class (70%) disagreed with the question statement, which means they didn't think courage and bravery are more important to boys than to girls. In Questionnaire B, the percentage of those who disagreed also increased (85.18%), which shows a stronger opinion against the question statement. It's worth noting that Questionnaire A shows there were 4 female students whose answer was 'strongly agree' and 3 'not sure.' However, in Questionnaire B, there were 2 female students chose 'strongly agree,' 1 for 'agree' and **none** chose 'not sure'. The result shows that fewer female students agreed with the statement, and those who chose 'not sure' had a preferred answer. It can be argued that female students' attitude toward this issue changed significantly.

We intended to compare the result of Questionnaire A and B, hoping to find out

the difference and the influences our drama sessions had on them. The result of Questionnaire A indicates that pupils were more or less aware of gender stereotype and most of them didn't conform to it. I would suggest that this awareness were probably from teachers or other adults around them, which made up their 'received belief.' The result of Questionnaire B shows that after the two stories were presented (especially *Mulan* with a female as the heroine), pupils' received belief only became firmer. I would argue that their received belief has been strengthened through the drama experience and thus became their 'operational belief.'

McPeck contends that '...the importance of this process of assessing, fitting and adjusting beliefs cannot be overemphasized because it is this process that makes the belief "belong" to the person as distinct from being merely a proposition or belief he knows about. '(1981: 35) There is often a gap between the received belief system and the operational belief system, and this discrepancy needs to be brought to pupils' conscious level. The received and operational belief systems also need to be examined and re-evaluated. Drama provides such opportunity for self-criticism and self-scrutiny by raising the issues in the dramatic world. Through the embodiment of the experience, pupils can form their own belief systems based on a more informed and rational discernment.

Chapter 6: Conclusion

Drama is about shattering the human experience into new understanding. It uses the facts but, in addition, it fuses the new understanding all the time.

(Heathcote, 1984, in Martin-Smith, 1996, p68)

In the last session of our drama lessons, St F asked me enthusiastically, "Miss, do you think drama affects our life?" I said, "Yes, that's why we love it so much. What do you think?" She said, "Well, drama gave me new experiences, and made me think in the role, think for the characters, like Mulan, so I think drama can change our life." Doing drama not only awakes one's inner feelings, sharpens his/her senses, but it also changes one's perspectives and transcends the habitual way of thinking one tends to cling to. The importance of thinking and arguing for oneself

cannot be overemphasized; it's also crucial and beneficial to the practice of democracy, as Nussbaum (2010) fervently points out. Just like the ecological support is essential for the growth of natural species, thinking 'needs a habitat to facilitate its development.' (Lipman, 2003, p157) Drama can serve as such nurturing environment, as long as teachers have the awareness of its constructive potential.

I've striven to probe into the role drama in education plays in promoting critical thinking, even though the research may be of limited scope and harvested small amount of significant results. Primitive as the research may be, I still hope to provide a preliminary starting point for teachers and educators who have the same aspiration and recognize the importance of teaching thinking in schools. Socrates is said to have called education 'a festival for the mind', while Fisher claims that 'philosophical enquiry is essentially a celebration of ideas.' (2008, p121) With these insights in mind, I wish to free myself from the role of 'technicians of subjects,' but endeavor to become 'the midwives of the creative potentialities of living children.' (Abbs, 1994, p4)

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Appendix 1	
Questionnaire A	
Name (optional):	Age (optional):
Male	Female

We are looking forward to working with you over the next 5 weeks. Before we begin, we would like you to help us by completing this short questionnaire. Please tick the correct gender box, and only write your name and age if you want to. Then there are some statements which will help us to find out your attitudes before our teaching. Please tick the box that best matches your response to each of the statements. The completed questionnaires will only be read by ourselves and will be confidential, so please be honest. Thank you!

Questionnaire	Strongly agree	agree	Not sure	disagree	Strongly disagree
1. I like working in group with my classmates					
2. I feel well get along with my classmates when I work in group.					
3. I do not feel that I learn better when I work with group.					
4.I feel comfortable when I express my opinion in English in front of my Classmates.					
5. I believe that I can participate in group discussions in classroom.					
6. I believe that through a drama lesson I can enrich my vocabulary.					
7. In stories, a good person is always good and a bad person is absolutely bad.					
8. I think it's easy to know what is good and what is bad in my everyday life.					

9. I think, even if someone did something bad, we should forgive					
them, if they did not know it was					
bad.					
10. I do not believe that in a story, all heroes should be male.					
11. I believe that courage and					
bravery are more important to boys than to girls.					
Most of the time, do you like	to speak	out	in class	? Yes	
No					
If Yes, circle the reasons (can be more	than one)				
1. I feel comfortable with my teacher a	nd my class	smates.			
2. I get praised by the teacher when I ta	alk about m	y ideas.			
3. I can impress my teacher and my cla	ssmates.				
4. I like to share my ideas.					
5. Other reasons:					
If No, circle the reasons (can be more t	han one)				
1. I am afraid I may be wrong.					
2. I have no answers to the teacher's qu	estions.				
	nough				
3. I am afraid my English is not good e	mougn.				
3. I am afraid my English is not good e4. I am afraid that others will laugh at r	_				
	my ideas.				

「我們一同走走看」——戲劇教學在幼兒園的實踐

許惠慈

新竹私立道禾實驗學校戲劇教師

陳韻文

國立臺南大學戲劇創作與應用學系副教授

摘要

本研究以幼兒教師(幼師)主動需求戲劇教學資源為起點,具備戲劇專業的研究者企圖探究當戲劇專業教學資源進入幼兒園,幼師如何與外來的戲劇教師合作組成「戲劇教學小組」,研討戲劇融入幼兒教育的可能性,同時探析小組共構課程的歷程與脈絡。研究問題包含:戲劇教師與幼師合作共構課程的歷程為何?幼師在進行戲劇教學中所遇到的困難及問題為何?戲劇教師如何協助幼兒教師進行戲劇教學?研究發現:幼師原本認為戲劇教學乃教師引導幼兒扮演,以利最終演出之目標,經戲劇教師提示當代戲劇教學多元面貌,得促發幼師思考不同的可能性及教師在其中扮演的角色;幼師樂於學習、實踐上述戲劇教學策略,卻因相關經驗有限,難以隨即應用;幼師借助戲劇教師建構層次性的戲劇教學歷程,能夠獲得戲劇教學與幼兒課程結合之成功經驗,兼及戲劇元素的經驗體悟,和幼兒課程之延伸。研究結論:現場幼師對戲劇的認知有限,有待多元的戲劇教學資源進入,開展教學視野與美感經驗。戲劇教師及幼兒教師需具備溝通協調之基礎,以利幼師在戲劇教學上得到適切的協助。文末並針對研究結論提出建議,以供教師及相關單位尋求戲劇教學資源之參考。

關鍵字:幼兒園、戲劇教學、戲劇教師

"Let's Walk Together": Introducing Drama Teaching into Preschool

Hui-Tzu Hsu

Drama teacher, Natural Way Children's school

Yun-Wen Chen

Associate Professor, Department of Drama Creation and Application, National University of Tainan

Abstract

The starting point of this research was two preschool teachers seeking external assistance on drama teaching. The researchers, as drama experts, are interested in how preschool teachers and drama experts could team up to try out drama teaching in preschool. The focus of the query covers the process of cooperation between drama experts and preschool teachers, the emerging difficulties and issues the preschool encountered during the process, and the solutions suggested by the drama experts. The research found that the preschool teachers had considered drama teaching as teaching children how to perform on stage, but once learning about the contemporary praxis of drama education, they were open to alternatives. Yet, with limited skill and experience in drama teaching, the preschool teachers were unable to immediately apply drama teaching; therefore, they called for drama experts' assistance in structuring progressive drama lessons, attending to both dramatic elements and children's development. In conclusion, for preschool teachers to apply drama in teaching, it is important to introduce them to related resources. If the resources come from external drama experts, successful communication based on mutual understanding is essential.

Keywords: preschool, drama teaching, drama teacher

壹、緒論

一、研究背景動機

第一研究者大學就讀戲劇系,同時修習幼兒教育學程,畢業、實習之後獲取教師資格進入現場擔任四年的幼兒教師,爾後進入研究所進修,成為第二研究者的研究生。在指導教授的陪伴與鼓勵之下,研究生持續到不同單位實施幼兒戲劇教學,累積戲劇教學經驗的同時,也嘗試統整對幼兒戲劇與幼兒教育兩項專業的看法。

某次,偶然得知溫暖幼兒園的溫溫老師及暖暖老師對於戲劇教學有興趣,兩位幼兒教師對於戲劇教學已有自己的一套認知,但在執行層面上,兩人都認為仍有一些無法突破的困難,她們期待能有戲劇教師提供相關資源及給予回饋。

研究者與兩位幼兒教師在 2008 年相遇,內文中所提及的現場資料都是透過當時的訪談、錄影及文字所紀錄下來的。在今年〈兒童教育及照顧法〉正式施行後,因應幼托整合,相關教育單位設計新版的〈幼兒園教保活動與課程大綱〉,其中新列的美感領域裡,除了音樂與視覺藝術之外,也包含「戲劇」。據此,研究者期待這段戲劇教學與幼兒教師的邂逅,如同拋磚引玉一般,能夠帶給幼兒教育現場一些思考與啟發。

(一)教師對戲劇教學的印象

暖暖老師認為,戲劇是一個整合性的活動,需要佈景、服裝和道具進行演出;溫溫老師也提到:「我們想像的戲劇活動很嚴肅,從討論劇本開始,中間就接著做道具,最後再把幾個片段串起來,經過幾次排演之後就演出」。暖暖老師說:「小孩首次的演出很緊張,大概進行到三次就變得大方許多,可能是事前的排練不足。」

她們表示,在班級的戲劇課程中,幼兒會期待演戲,教師曾經提供舞台劇的影片給幼兒觀看,想要讓幼兒理解舞台上的道具需要有放大的比例,但樂於 扮演甲蟲的幼兒仍開心的製作著小小的甲蟲模型。老師認為幼兒不太了解服裝 道具的功能。

(二)教師在戲劇教學中的無奈

溫溫老師提到,很多的學校會要求老師在大型活動中與幼兒一起呈現一齣 戲,速成的壓力經常讓老師有許多直接的要求,例如:「跟你說要你演一棵樹! 為什麼還一直動!!」因為幼兒無法及時配合指令,老師常常是氣急敗壞的模 樣。在戲劇演出的製作方面,暖暖老師認為:「時間經常很趕,沒有辦法製作道 具、佈景,有一次本來是要請幼兒製作戲服,最後來不及還是請家長回家製作。」

(三)教師對戲劇教學的擔心與期待

老師們對於戲劇教學雖然有興趣,但兩位老師表示,她們都未正式帶領幼兒進行一系列的戲劇課程,因此擔心自己安排的課程內容與實際進行不相符。 另外,園所課程中最明確的目標是:「期末對外演出,將提供幼兒及家長觀賞」。 即便如此,兩位老師還是希望她們和幼兒都能夠在過程中開心的經歷。

從談話中,她們表達出對戲劇教學的既定認知,同時也顯露出使不上力的無奈;在僅有的認知和有限的經驗之外,幼兒戲劇教學是否還有其他的可能性?以教學現場的需求為前提,第一研究者接受兩位幼兒老師的邀請,擔任一同進行課程的戲劇教師,與兩位幼兒教師共同參與整個戲劇課程發展與實施的歷程,第二研究者則擔任專家,提供第一研究者及現場所需的戲劇教育專業諮詢。

二、研究目的與問題

本研究的出發點在協助幼兒教師克服戲劇教學的挑戰,第一研究者以戲劇教師的身份陪同進行教學、發現問題,進而透過第二研究者的專家諮詢獲取更多的戲劇教學資源。研究者企圖探究戲劇教師及幼兒教師的合作歷程、幼兒教師的教學問題和戲劇教師的協助方式。基於上述之研究目的,研究問題如下:

- (一) 戲劇教師與幼兒教師合作共構課程的歷程為何?
- (二)幼兒教師在進行戲劇教學中所遇到的困難及問題為何?
- (三) 戲劇教師如何協助幼兒教師進行戲劇課程?

貳、研究方法

一、研究步驟與架構

在第一研究者進入溫暖幼兒園與兩位幼兒教師達成協議後,三人隨即組成 戲劇課程小組,擬定學期目標,每週依循目標設計課程、進行課程及修正課程。 本歷程具備協同、反思及修正之特性,因此運用協同行動研究的方式,注重參 與人員之間的協同性,並螺旋式地循環檢核其歷程,以達改善課程之目的。

本研究之行動循環將參考潘世尊(2006)整理之教育行動研究歷程,再依本研究之需求做調整,如以下圖 1:

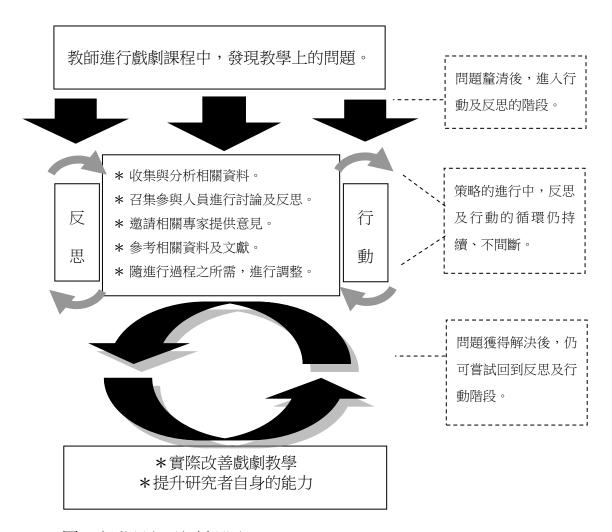


圖1 行動研究歷程循環圖

需要加以說明的部分是第一研究者的角色界定和參與形式。本研究是以兩位幼兒教師發展戲劇教學信念與戲劇教學能力為主,但因為兩位老師對於戲劇教學的先備知識有限,同時她們也期望第一研究者能夠一同參與教學;於是,第一研究者在整個反思、修正與行動的過程裡,有時會是個「外部的觀察者」,有時會因應現場的需求成為「內部的行動者」。換言之,在這樣的一個循環歷程當中,行動的主體會有所變動,但都由兩位幼兒教師開頭進行戲劇教學的嘗試,透過三人的反思與討論之後,接續再由第一研究者來示範或進行協同教學,最後行動的主體會再回歸到幼兒教師本身。

據此,本研究將由兩位幼兒教師及第一研究者進行教學的實際行動,過程中所進行的反思歷程也由三人的即時互動與定期交流來達成,而第二研究者將成為重要的外部諮詢資源。另外,為了更細緻地描述我們改善教學現況的互動形式,在本文「資料收集及分析」段落,將更進一步說明研究者與研究參與者的實際互動方式與互動週期。

二、研究參與者及研究場域

第一研究者在研究所進修時期,偶於課餘時間在幼兒園擔任鐘點代課教師,因此有機會認識溫暖幼兒園這所學校;除了早先已熟識的溫暖幼兒園園長之外,幾次參與園所代課後,開始對這所學校有較完整的了解。

園長、教師,行政老師或工作人員,對待他人都十分和善可親,對於幼兒 更是接納包容,可感覺到溫馨的家庭氛圍。教學方面,園內以課程結構較為彈 性的主題教學為主,在教學的過程當中,教師也能夠自由發展課程,直接展現 出開放的教學理念。

溫暖幼兒園規劃每週五進行興趣選區課程,一次九十分鐘,為期一學期, 此即本研究戲劇課程進行的時段。幼兒成員是來自各班對於戲劇領域感興趣的 幼兒,共三十人(其中包括中班和大班的幼兒),溫溫和暖暖是戲劇區的教師, 也是本研究的參與者。

溫溫老師性格溫和、友善,暖暖老師個性隨和、直爽,兩人都是十分樂於 表達的參與者,也是充滿幹勁及熱忱的新手老師;兩人在本研究期間,皆能夠 直接說出想法,也能夠主動相互提出觀感或疑問。

三、資料收集及分析

本研究收集資料的期程於 2008 年 9 月到 2009 年 1 月,其中包含:觀察紀錄、小組討論、小組反思,第一研究者的反思紀錄,以及其他相關的資料及文件等。為協助兩位幼兒教師進行戲劇課程並且解決課堂中發現的問題,第一研究者(戲劇教師)每週會前往兩位幼教教師的戲劇課堂進行觀察,有時因應現場的需求,第一研究者會以協同教學或示範教學成為參與者。在課程結束的當下,研究者會引發兩位老師進行簡單的分享,立即反映課堂中的感覺與發現;而在每週固定的三人小組會議中,則就該週已發生過的戲劇課程進行檢討,同時也共同討論和設計下一次的課程。為延伸小組成員的檢討與反思,第一研究者開闢封閉的網路社群作為討論平台,提供小組成員針對議題提出個人想法及意見交流,以創造課堂及小組會議之外的討論空間:討論的範疇包含就共讀的文章提出想法,針對教學的流程進行對話與反思,分析哪一項教學活動較成功,不妥的原因又是什麼,並且拋出接續課程的構想,於面對面的課程會議做進一步釐清和統整。第一研究者與第二研究者(專家)也於研究期程中,進行對話、反思及教學策略的分享——每二至三週進行一次研討,另於第一研究者反映遭遇問題時,第二研究者會立即提供諮詢與指引。

為了更清楚表述研究資料收集的時間性,在此以表格的形式羅列出資料的 類型、資料收集的週期與次數,並嘗試說明資料內容。如以下表 1:

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表 1 資料收集週期次數表

資料類型	週期及次數	内容說明
小組討論與反思	每週固定一次	針對發生過的戲劇課程進行 分享與檢討,並設想解決策 略。討論與設計接下來要進行 的戲劇課程。
網路平台資料	隨機發生	針對戲劇教學的實際狀況進 行分享與討論,增進戲劇教學 之相關知能也嘗試提出改善 現場的想法。
其他隨機資料	每週約一至兩次	戲劇教學課堂前後的簡略分享與發現。
課堂錄影	每週固定一次	戲劇教學的課堂實際狀況。
第一研究者的反思 紀錄	每週固定一次	針對研究者角色、行動與觀察 進行檢討與反思。
第一研究者與 第二研究者的研討	約二到三週進行一次	針對研究及實際發生之狀況 進行對話及討論改善策略。

參、研究歷程與發現

一、戲劇課程的安排

(一) 戲劇教育面面觀

戲劇教育可分為兩大範疇,分別為「劇場專業教育」及「戲劇通識教育」(容淑華,1999,2000),劇場專業教育主要是讓學習者藉由實際的操作及演練,習得專業的劇場技術(盧家珍,1998),而戲劇通識教育著重在藝術氣息的培養並啟發學習者各向度的潛能(教育部,1997)。

先前兩位幼兒教師一開始所分享的戲劇教學經驗,多數是為了要完成一齣如同專業劇場的戲劇。但以幼兒發展的角度來觀看教學,注重過程的學習較符合幼兒的發展階段(林玫君,2004),因此,若以演出完整的戲劇為目的,為了符合劇場演出的標準,是否容易讓幼兒在經歷戲劇的過程趨於結果導向?這也是老師們在過往經驗中的矛盾,但期末的演出勢在必行,老師們是否有能力創造符合幼兒發展的戲劇演出,同時也能夠發展出過程導向的戲劇課程?

黃美滿(2000,2001)針對幼兒的戲劇活動,帶領教師思考:戲劇教育對幼兒的意義為何?究竟是要孩子學習戲劇,還是透過戲劇來學習?她並且提示若要為幼兒進行表演課程,可從他們熟悉的扮演遊戲開始,另外,排演也可以設計成創意的遊戲過程;

第一研究者主動提供相關文獻幾個簡單的篇章給幼兒教師事先閱讀,再進行討論。溫溫老師表示:「看過文章之後重新思考課程,期望孩子的排演是在每一次課程中自然完成,而不是用傳統的方式不斷排練。」暖暖老師提出:「原來可以用有趣的方式來看待戲劇課程,希望能夠換個輕鬆的態度來面對,但是對於課程還是不知道如何安排及修正。」

在課程進行之初,我們藉由文獻達成共識,期望師生都能夠在課程中輕鬆自在,也在課程中逐漸建構出期末的演出。同時,老師們也表達出對於整學期戲劇課程的擬定,不是十分有把握。

(二)目標及大綱的修訂

課程的目標能夠提供課程實踐之方向,也讓課程內容進行時有所依歸(陳 淑琦,1999),在第一研究者與幼兒教師達成共同經歷戲劇課程的共識之後,兩 位幼兒老師初期擬定的學期教學目標如下:

- 1. 激發創造思考的能力
- 2. 培養合作精神
- 3. 練習言語適切的表達性
- 4. 啟發幼兒想像力
- 5. 明確有意義的運用身體動作
- 6. 認識戲劇與劇場藝術
- 7. 運用有關戲劇製作的技術

從上可看出幼兒教師對於課程有多方面的期待,除了提升幼兒的基本能力之外,也期待幼兒對劇場藝術有所認識。在經過討論之後,考量到每週一次90分鐘的課程,整學期只正式進行九次,同時兩位幼兒老師也表示,在閱讀完相關文獻後,對戲劇課程的想法有所改變,決定先放下期待幼兒從事專業劇場藝術的部分。因此我們從現有的教學目標刪除一些較難在短時間達成的項目,再將其餘的目標稍做調整及整併,新的學期教學目標呈現如下:

- 1. 展現創造思考及想像的能力
- 2. 養成互助合作的精神
- 3. 運用語言及肢體適切的表達自己的想法
- 4. 主動積極的參與戲劇活動

附帶一提,在討論整學期的教學目標及方向時,兩位幼兒老師坦承自己並 沒有實際從設定目標開始思考,而是從想做的活動中去找尋可能的目標,因此 忽略了統整性的思考整學期的課程。

課程目標調整之後,尋求第二研究者專業諮詢,獲得一些具體的建議,於是以原本的課程大綱(附錄一)為基礎,再從之前討論過的目標為方向,設定出較符合教師教學需求的課程大綱(附錄二)。從修正前、後的課程大綱中可看出,整體的課程方向有所轉變,從一開始用較正規的方式組織戲劇,修改為運用不同的戲劇策略累積幼兒經驗,引發幼兒建構戲劇。

Spolin 提倡以遊戲的方式讓學習者用輕鬆的態度體驗戲劇元素,例如:肢體、聲音、語言、各項感官,或戲劇文本中會出現的地點、時間、角色等(區曼玲譯,2002)。在戲劇課程的討論中,第一研究者嘗試以這樣的方式讓幼兒教師認識戲劇元素,並實際的實施戲劇教學。

二、戲劇教學策略的導入:教師入戲

(一) 教師入戲初體驗

教師入戲(teacher in role)意指教師扮演戲劇中的角色,以該角色的性格做出動作、對話,進而提出相關的議題(陳韻文譯,2008)。教師入戲的實施可以引發更多的幼兒參與(甘季碧,林玫君,2008),因此期待幼兒投入課程的溫溫、暖暖兩位老師,在第一次課程:「前往鏡子王國」中,決定進行教師入戲的戲劇教學策略—在故事的情境下,兩位幼兒教師分別以「列車長」及「鏡子皇后」的角色與幼兒互動,幼兒在列車長的指引下,很快進入情境,準備前往鏡子王國,但在鏡子皇后面前,幼兒似乎對入戲的教師感到陌生,不知鏡子皇后會如何對待他們;在課程進行到中後段,鏡子皇后開始指派幼兒呈現(進行兩人面對面、動作模仿的鏡子遊戲),並提出應該如何做比較洽當的指導語。

兩位幼兒教師在面對「教師入戲」時,除了興奮及新鮮的體驗之外,也略 感挑戰;溫溫老師提到,自己顧慮著在幼兒面前的形象,恨不得戴上一個讓她 感覺安全的面具。課後,教師們一致認為幼兒對於教師演戲感到新奇,幼兒們 投入戲劇情境,也讓兩位幼兒教師感到很有成就感。在課程進行中較可惜的部 份是,入戲的幼兒教師會不自覺以教師身分提出指令,要幼兒配合動作,而非 善用角色的特性來與孩子互動;另外,幼兒仍會分心,顯示幼兒的專注時間有 限。

(二)「酋長」真的來了!

在兩位幼兒教師還不知道如何解釋幼兒的不專注及嘈雜時,對於教師入戲的實施感到矛盾:這是一個幼兒喜愛的課程形式,但教師入戲的策略似乎又引發幼兒的躁動,教師入戲是否真的能夠讓他們投入課程?有鑑於此,第一研究者隨即在第二次課程「非洲叢林探險」中示範教師入戲。

在這次的課程中,第一研究者飾演一位非洲當地的酋長,酋長的裝扮十分簡單,除了臉部的紋面圖樣之外,手持一支象徵性的長矛。幼兒在一番辛苦的泳渡大海後,登上非洲陸地,暖暖老師扮演嚮導,帶領幼兒進入叢林,此時酋長出現、面色嚴肅,用幾個飛快的步伐跳入叢林(從教室外進入),接著停下觀察四週(包括緩慢的瀏覽每一位幼兒),在場的幼兒噤聲,安靜的觀看突然出現的酋長,酋長用當地的語言(自創語言)與嚮導溝通,酋長說話的情緒從氣憤

不解到和緩平靜,嚮導為幼兒翻譯,表示酋長並沒有惡意,且提出進入森林的人都必須經歷非洲舞的儀式,所有的人員都要和酋長做出相同的動作和發出相同的聲音。

這是一個關於肢體及聲音的戲劇課程,透過酋長的角色,所有幼兒很快的進入故事情節,並且願意配合動作。平日較為抽離、不太主動參與活動的幾個幼兒,這天有著較高的警覺,他們對於酋長的聲音、動作似乎十分敏感,並且機伶的跟著動作;有幼兒表示,雖然很害怕酋長,但這樣的過程十分刺激,覺得很好玩。

(三) 體驗、觀摩與學習

在「非洲叢林探險」課程進行過後,幼兒教師對於教師入戲又多了一層感受,溫溫老師表示:「那天課程結束後,我和暖暖也聊了很多,看完你的教師入戲,真的讓我們獲益良多,讓我們更明白何謂教師入戲…」幼兒教師發現,自己還無法善用角色,在扮演戲劇角色時,會不小心以教師身份與幼兒互動、給予指導,導致戲劇角色的成效大大降低;相對的,如果角色運用合宜,可以看到幼兒全然的投入與專注;另外,幼兒教師認為教師入戲可以協助班級經營以及營造課室的情境。

(四)持續迎接角色的挑戰

雖然引發幼兒投入活動的方式不只一種,但兩位幼兒教師表示樂於再一次 挑戰教師入戲這項戲劇教學策略。在「黑羊白羊」的聲音課程中,教師運用聲 音及音效扮演角色,角色沒有語言,以聲音表達黑羊與白羊之間的衝突,幼兒 聽得入神,兩位幼兒老師似乎又找到了一種呈現戲劇角色的方式。

針對兩位幼兒教師對「教師入戲」的實施歷程,第一研究者也向兩位幼兒 教師提出回饋:對於一般沒有受過專業戲劇訓練的教師,要放下自己原有的角 色、嘗試教師入戲這項戲劇策略,確實是很大的挑戰,兩位教師願意一次又一 次的嘗試,真的很不容易。

在一開始,實施教師入戲是由幼兒教師所發起的,接著三人在小組會議中進行檢討與分享,透過第一研究者的觀察發現與經驗分享,兩位教師開始思考教師入戲的功能與可能性,繼而透過第一研究者的實際教學示範,兩位幼教教師對於教師入戲又有更進一步的認識,爾後,幼兒教師極具熱情地「再出發」。

我們嘗試以這樣的方式實踐反思與行動的循環歷程,透過三人的互動與親身經歷,似乎也交織出格外動人與可貴的經驗。

三、經歷一場故事之旅

(一) 大家都能說故事、演故事

在進入課程的後期,開始建構期末演出的戲劇活動,基於兩位教師對於讓 幼兒和自己開心參與的期待,第一研究者建議兩位教師使用「故事戲劇」的戲 劇教學策略。

故事戲劇也叫做故事棒(story wand),大家圍坐一圈,教師拿一手杖或棒子,邀請有意願扮演教師提及的角色的學生輪流進入圈內,並依教師的指示說話和做出動作(陳韻文譯,2008)。在進行期末的主題之前,第一研究者曾帶領簡化的故事戲劇活動,一邊述說著《手套》(林真美譯,1998)的繪本故事,一邊即興邀請幼兒參與故事的演出。在故事的進行過程中,幼兒成為一隻隻進入手套中的動物,在第一研究者的故事講述下,他們分別運用屬於自己的動物語言,和新進的動物溝通和說話,教師則以說書人的角色敘述故事,同時譯解動物語言背後的意義,例如:「剛剛馬兒大叫了兩聲,對小老鼠表示歡迎。」扮演動物的幼兒在教師翻譯之下,反而越加勇敢的運用動物語言溝通,圍坐在一旁的幼兒,也感到有趣,專注、投入地觀看。

暖暖老師表示:「關於妳提到的故事棒,我覺得在孩子還沒有任何基礎下, 其實用這個方式也許還不錯…,如果要增加孩子的能力,其實老師的引導與指導是重要的。」

(二)營造一個自在安全的扮演空間

在故事戲劇的實施中,我們也有失敗的案例。在第一次和幼兒進行「傑克 與魔豆」的故事戲劇時,教師沒有預期到某位平日超好動的小孩,一上台居然 這麼害羞跟緊張,也沒想到幼兒會不知道該如何演出。

先前較少戲劇經驗的幼兒站在圓圈中央時,容易感到不知所措,一不小心就成了團體中尷尬的焦點;在故事戲劇的實施方面,教師在一旁述說主要情節之外,可隨著故事加入意外的、細微的動作及描述,引發觀看者及表演者的參與興致(陳韻文、張鏡尹譯,2008),教師的臨場反應及動作指引,也需要多次

的經驗及磨練。

另外,溫溫老師提出對幼兒的體驗:「我們都希望給孩子自主的學習,但有時在開放的過程中,腳步又進行得太快,忘了孩子其實需要一些基本能力,才有可能發展出自主學習,當我們發現孩子還無法獨立參與故事戲劇,應提供一種鷹架,建立孩子一些基本概念,當孩子越來越自在後,就是我們鼓勵他們發展的開始。」

老師們在接下來幾次的故事戲劇中,嘗試讓幾個幼兒共同呈現,例如:讓幾位幼兒一起扮演幾顆豆子,幼兒較能夠自在的展現。幾次後,幼兒似乎更能夠體驗故事戲劇的樂趣,溫溫老師表示:「我覺得孩子呈現的情況還不錯,有幾個個性比較害羞的孩子,都有主動舉手要上台表演,儘管只是演巨人家的金幣,我想都是一種進步。而且我發現小孩越演越有興趣,大家都搶著演。」

(三)累積經驗及延伸經驗的故事

「傑克與魔豆」的故事,我們總共進行了三週(次)的課程,內容包含: 傑克與魔豆的故事戲劇、豆子發芽長大(肢體活動)、與巨人會面1(巨人遭竊的心聲)、與巨人會面2(幫忙傑克朋友想辦法)等活動。

圍繞著同一個故事,產生相關的情節及議題來建構課程,幼兒教師發覺幼兒的學習有逐漸加倍的成效。在肢體的課程中,暖暖老師發現:「…本來孩子都只是黏在老師身上,但在幾次故事的經驗之後,孩子出現了自己設計的藤蔓,是一個連著一個人的藤蔓…,真沒想到原本的豆子只是我們安排的小活動,但孩子卻可以延伸出許多教師沒想到的想法,例如孩子會開始有自己生長藤蔓的方式。」幼兒經過幾次經驗,在教師的引導及情境營造下,深入傑克與魔豆的想像世界,他們願意相信、願意創造,並且願意一同維持住情節與角色。

在傑克與魔豆的故事中,除了一開始「豆子長大變藤蔓」的肢體遊戲之外, 教師們進一步運用故事情節,引發幼兒探討生活議題。多數的幼兒都能夠很快 的同理傑克家境的清寒,以及他搞砸了市場的買賣、想要補救家計的心情,因 此在重演傑克偷偷進入巨人家拿東西時,幼兒們都力挺傑克的行為—雖然上台 呈現的僅是少數幼兒,不過,連在場觀看的幼兒都安靜了下來,深怕發出聲音 吵醒巨人(教師以角色入戲);而當巨人重新出現在幼兒面前,說出自己東西 被偷的心聲,在場的幼兒還是有人覺得巨人很小器,都不願意分享,但也有幼 兒強調,偷竊是不好的行為。

接下來教師們讓願意擔任傑克的幼兒前往巨人家,找巨人情商,幼兒的態度馬上改變,似乎更能夠貼近傑克的處境,而不只是在一旁喊話—有幼兒向巨人討東西吃,巨人不肯,幼兒接著向巨人求情,還表示家裡爸爸媽媽都沒有工作;最後有幼兒以條件交換的方式,表示願意幫巨人打掃換取食物,巨人才勉為其難的答應。

從整個傑克與魔豆的故事歷程,看到幼兒的逐漸相信、願意投入,也實際 體驗到故事能夠引發幼兒的經驗累積及延伸。另外,邀請孩子與教師扮演角色 互動的部分,絕非刁難幼兒,而是引發幼兒在戲劇中針對議題的思考與行動, 教師可以視情況及目標而定,完結這樣的活動。

(四) 好戲開鑼

1.戲劇的形成方式

第一研究者與兩位幼兒教師計畫採用故事戲劇的方式來做期末的呈現,並且根據之前進行過的活動或遊戲來延伸,主題分別是「氣球的故事」、「鏡子的故事」、「豆子的故事」。幼兒可以自行選組,進入小組與其他成員和帶領的老師討論故事內容和進行方式。教師則依小組的能力來決定協助的程度。第一研究者於事前並且建議在戲劇過程中可以進行的遊戲及方式,讓教師能夠帶領幼兒在戲劇中自在呈現。

值得一提的是,幼兒自由選擇組別時,也許是友伴關係,也可能是因為「豆子的故事」看來最熟悉,是最容易上手的活動(班上剛進行完傑克與魔豆的系列活動),較年幼的幼兒都選擇了這一組。在這樣開放的選擇方式下,可以讓我們看到幼兒的選擇意志。未來,也可以更進一步去理解,幼兒是否真的因理解自己的學習能力而做選擇。

2.故事内容

在故事內容建構方面,因為三組的素材(氣球、鏡子、豆子)在先前的戲劇活動中已有所鋪陳,對於幼兒而言並不陌生,也因為幼兒對於之前故事戲劇的進行已有體驗,在討論的過程中會重述一些相關的經驗,漸漸開始有新的想法出現。教師協助組織大家的意見,並將故事設計成如同遊戲般的歷程。各組討論出的戲劇內容如下:

(1) 鏡子的故事

教師擔任說故事的旁白,精靈及小孩由幼兒飾演。鏡子裡面住著許多調皮的精靈,平常除了模仿別人的動作之外,也會故意做出不一樣的動作來嚇人,有一天,鏡外的小孩感到不對勁,開始仔細觀察鏡面,結果鏡子精靈跳出來亂跑,最後是鏡子媽媽請精靈回家吃飯才結束這樣的混亂。

(2) 豆子的故事

小孩由老師飾演,豆子們由幼兒飾演。小孩帶著豆子,將它們一顆顆種進土裡後,小孩就在花圃旁邊睡著了。豆子突然之間長大,小孩覺得不可思議,豆子說要和小孩一起玩,玩著玩著,小孩感覺睏,沒想到一清醒看到豆子都還埋在土底,疑惑著:剛剛發生的事情難道是夢嗎?

(3) 氣球的故事

小孩由老師飾演,氣球們由幼兒飾演。小孩帶著許多氣球,氣球吹起來後變成不同的造型。小孩帶著氣球逛街,沒想到來了一陣龍捲風,把氣球吹來吹去;接著氣球繼續跟著小孩走,後來來了一隻鳥,想要用嘴把氣球刺破,小孩把氣球裝在袋子裡,之後分送給別人照顧。

3.在呈現之前

三位教師都因為這次的公開演出感到緊張,因此還是決定在演出前進行二到三次的排練。排練的過程,幼兒們還是很有興致的參與他們認知中的「遊戲」,但重複多次時,幼兒們會開始顯現出興趣缺缺的模樣,也有幼兒問到:「老師,為什麼我們要一直玩一樣的呢?」這句話對老師而言似乎是一個重要的警示,實際上,幼兒們在遊戲中的呈現十分自然、也很快理解先前設計的故事情節,重複排練有部分是因為老師本身的得失心。

4.呈現當天

全園三個興趣選區(音樂、閱讀、戲劇)都在這天做呈現,幼兒的心情是 興奮的,但好像因為很多家長及觀眾的出現,讓他們變得不像以往一樣活潑。 三組戲劇故事中,有些較敏感的幼兒意識到旁人的觀看,神色顯得不太自然, 但是當帶領的教師將幼兒重新帶入故事情境時,幼兒便放鬆許多,並開心的玩, 這樣的情形尤其在較年幼的豆子組幼兒身上最為明顯,他們最能夠自在地玩、 忘記旁人的觀看。在一旁欣賞的家長及其他幼兒都十分投入,看到幼兒質樸、 天真的呈現,不免讓人會心一笑,反應也十分熱烈,結束後有其他的幼兒跑來 和我們說:「老師,你們戲劇好好玩喔!我下次也要去那一組。」

5.教師的反思

這次的呈現,讓兩位幼兒教師發現:教師企圖帶領幼兒做一個完整的戲劇 演出,主要的原因是在意家長的看法,但家長的觀摩卻會形成教師的壓力。教 師們似乎嘗試在這之間取得平衡點,讓幼兒盡量在過程中以遊戲的方式經歷, 也讓家長觀摩一場能夠簡單理解、看到孩子自然樣貌的戲劇。

暖暖老師表示:「其實一開始學校就有期末呈現的想法,所以當觀眾是家長時,我就會思考,演出的呈現是家長要看得懂的,所以就會不自覺的往家長方面思考。」溫溫老師接著說:「但是我也想,如果一開始我們就是站在孩子的角度來設計課程,那麼我們是不是要引導家長,看孩子演戲的角度,不在於戲的精細度,而是看見孩子的勇敢與樂於參與演出活動,例如有人原本很害羞,但至少會說一句話,只是這些都需要引導家長進一步理解。」

肆、結論與建議

一、結論

(一) 幼兒教師的發現與學習

1.發現幼兒的經驗

幼兒教師在課程的一開始以不同的元素切入,例如:聲音、肢體、畫面等,讓幼兒體驗戲劇多元的呈現樣貌,藉此發現:幼兒對於肢體動作有較多的經驗,對於「聲音」的體驗較少。另外溫溫老師也提出:「幾位幼兒過去在參與戲劇活動時,是很害羞、放不開的,但現在都會主動表明自己也想上台。若孩子對於上台表現自己,能感到有自信和不害羞,不也是一種收穫!」另外,暖暖老師發現:雖然參與戲劇活動的幼兒有中班和大班兩個年齡層的孩子,但大部分幼兒對活動都十分感興趣且投入,幼兒們會表示對接續還未發生的戲劇課程感到期待,讓老師覺得這次的戲劇課程似乎讓中大班混齡的孩子能夠自在、融洽的參與其中。

2.教師的戲劇經驗

幼兒教師發現,除了自己是新手教師,教學經驗正待累積,因平日甚少接 觸戲劇活動,對於一些戲劇的運用及做法並不是十分熟悉及了解,因此能夠設 計在課程中的戲劇元素十分有限,也不清楚如何應用。

3.課程的步調

在幾次課程的進行過後,幼兒教師留意到自己課程安排的份量,有時候很 貪心,安排很多、想趕快上完。在豆子課程中,幼兒教師讓幼兒有很多去試的 機會,看到幼兒越來越能夠演出屬於自己個性的豆子。原來,在課程中放鬆、 緩慢的穩定步調,更勝於進行很多課程內容,孩子們也變得不急躁,學習開始 仔細聆聽。

4.教師默契的培養

三位教師第一次聚在一起合作,默契也在培養當中,在課程中覺察到,當教師們的默契越好時,幼兒的專注、投入越多。

5.教學反思

兩位幼兒教師藉由戲劇教學的歷程反思個人教學及其信念,回饋因此更加 理解戲劇課程建構的程序及意義,對於班級經營亦能夠思考更多元的方式及策 略,也通過戲劇教學省思平日自身與幼兒互動的方式。

(二) 戲劇教師的提供與協助

1.資源提供

- (1)相關資料文獻:除了提供不同的戲劇經驗之外,有些部分牽涉到價值 信念,為避免單向的給予及接收,戲劇教師準備簡單的書面資料文 獻,提供幼兒教師參考之外,也提供了研究參與者一同思考及反芻資 訊的空間。
- (2)實際的戲劇教學策略:根據幼兒教師設定的目標,戲劇教師在課程設計之時,提供相關的戲劇策略。對幼兒教師而言,很多經驗是新穎且具挑戰性的,但也如同幼兒一般,因為幼兒教師感到有趣、刺激,顯現出樂意、主動接受的一面。

2.明確示節

(1) 戲劇課程的建構:戲劇課程的建構與一般課程有許多通性,從設定目

標到構思課程內容,以及選取適切的戲劇教學策略,都與一般課程的程序相仿,經過明確的示範也讓幼兒教師更清楚其執行程序,對課程建構的整體能力將有所提升。

(2) 戲劇教學策略的實施: 戲劇教師對於戲劇教學策略較為熟悉,能夠提供確切的示範,讓幼兒教師更能夠理解其策略之用意及應用。

(三)幼兒教師與戲劇教師的合作

幼兒教師與戲劇教師的連結雖從這次的戲劇課程才開始,但三人願意溝 通、提出自我想法,讓整個合作的歷程能夠順利,進而朝問題解決的目標邁進。

二、建議

(一)幼兒教師的教學反思

本研究脈絡能夠提供初入現場的幼兒教師反思個人之教學,例如:課程建構、班級經營、師生互動…等。本案例亦可提示教學經驗豐厚的教師重新反思 其教學歷程。

在這次的研究歷程中,研究者雖因應幼兒對課堂的反應,協助幼兒教師檢討並且改善戲劇課程,但多數時間還是比較關切幼兒教師戲劇教學信念的建立與戲劇教學能力的增進,因為兩位幼兒教師是新手教師,開端經驗影響甚鉅。另外,也可能是本案設計的課程內容步調較為平緩,讓不同年齡層的孩子們能夠一一跟上和參與,混齡的學習成員組成似乎不致造成太多教學上的困擾。未來,幼兒教師在建立一定程度的戲劇教學能力之後,應更加關切幼兒各年齡層在戲劇教學中的需求及其個別差異。

另外,幼兒教師若對於戲劇有興趣,可參與各項戲劇相關的藝文活動、戲 劇教學工作坊,從生活中累積戲劇經驗,以利未來將戲劇元素轉化至課程、教 學當中。

(二) 戲劇教師的資源提供

1.文獻提供

關於文獻及相關參考資料的提供,還是要視狀況而定,幼兒教師是否有閱讀的習慣?是否有時間閱讀?學校業務是否繁忙?都是要納入考量的部分。

2.戲劇策略的提供

礙於研究期程的限制,本研究所能夠提及的戲劇教學策略也十分有限。另外,戲劇教學策略並非都與「扮演」有關,幼兒教師可因應自己的特質選擇合適的戲劇教學策略。

3.戲劇課程的建構

戲劇教師(第一研究者)與幼兒教師們所分享的戲劇課程建構方式,僅為個人之經驗,幼兒教師應顧及經驗移植之過程,是否有所轉化、融入該場域,尊重場域原有的課程模式及文化。

4.戲劇教學策略的實施

戲劇教學策略示範的用意為拋磚引玉,能讓幼兒教師很快理解其施作程序,而只要能夠理解策略之本意,幼兒教師皆能夠運用自己的創意加以調整及修正。

(三)幼兒教師與戲劇教師的合作

教師們彼此的熟悉度,與「互動狀況」及「協同工作情形」相關,若能夠 拉長合作時間,建立更良好的互動模式及溝通,有助於課程的實踐。

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附錄一

戲劇學習區 97 上學期課程大綱 第一版

上課日期	上課內容				
9/5	興趣學習區體驗月—什麼是戲劇?觀賞戲劇、肢體開發課程〈長氣球遊戲〉				
9/12	興趣學習區體驗月—什麼是戲劇?觀賞戲劇、肢體開發課程〈觸覺遊戲〉				
9/19	興趣學習區體驗月—什麼是戲劇?觀賞戲劇、肢體開發課程〈模仿遊戲〉				
9/26	園所大掃除				
10/3	* 討論:何謂劇本。				
	* 戲劇引言:環保有關的題目,請每個人創作一個故事。				
10/10	國慶日、放假一天				
10/17	討論:本次有關主題的劇本、並且可以排練一次				
10/24	討論:角色分配與對白,道具、佈景、演戲所需人員的討論。				
10/31	園所大掃除				
11/7	* 討論:加強上次討論角色與佈景、道具的缺點,並改進。				
	* 開始角色服裝設計與製作與佈景、道具設計圖,知道自己需要準備什麼				
	東西。				
	* 分享與回饋時間				
11/14	* 討論:加強上次討論角色服裝設計與佈景、道具的缺點,並改進。				
11/01	* 開始角色服裝設計與製作與佈景、道具製作。分享與回饋時間				
11/21	* 討論:加強上次討論角色服裝設計與佈景、道具的缺點,並改進。				
	* 開始角色服裝設計與製作與佈景、道具製作。				
11/28	* 分享與回饋時間				
12/5	園所大掃除 * 園所大掃除討論:加強上次討論角色服裝設計與佈景、道具的缺點,並				
12/3	* 園所大掃除討論:加強上次討論角色服裝設計與佈景、道具的缺點,並 改進。				
	* 開始角色服裝設計與製作與佈景、道具製作。				
	* 排選擇音樂				
	* 開始彩排。				
	* 分享與回饋時間				
12/12	配上音樂、所有細節彩排、回饋、檢討				
12/19	所有情況彩排,可邀請其他小孩來看。回饋、檢討				
12/26	園所大掃除				
1/2	正式表演(2009 過年 1/24-1/28)				

附錄二 戲劇學習區 97 上學期課程大綱 第二版

課程日期	期程	進度	課程內容	備註	
10/03〈五〉	關係	針對聲音、肢 體、角色、情 節、故事等戲	以統整性的主題課程經驗讓 幼兒體驗戲劇元素:運用故事 中的情節來設計課堂流程,讓	◎研究者與教師、幼兒初 期須建立基礎的互動默 契,同時也考量到幼兒經	
10/17〈五〉	及 戲劇	劇元素進行 體驗。	幼兒除了經驗到戲劇活動之 外,同時獲得較統整性的經 驗。	驗、期待能讓多數成員有 充足的參與與表達,據此 在前三週拉緩課程初期	
10/24〈五〉	經 類			採納創造性戲劇的進程~先由 口語的經驗開始、漸進帶入肢 體的創造,進而進入角色與故 事(其中教師同時進行教師入 戲)。	的節奏。 ◎透過幼兒教師對課程 的需求,研究者漸進與教 師介紹創造性戲劇進而
10/31〈五〉		重述、創作故 事並參與扮 演。	運用熟悉的童話故事來做故 事接龍,進而邀請自願者演出 人或物的情節片段。	實施之。 ② 10/31〈五〉大掃除停	
11/07〈五〉			教師以故事圈的戲劇教學策 略貫穿整個活動,並延續進行 教師入戲。	課一次	
11/14〈五〉	戲題 主 發 階段	連結生活經驗,從學習解決問題的過程創作故事。	帶入生活中幾個簡單的「議題」,讓幼兒在故事情境中, 以角色或協助角色的身份,學 習解決問題。	◎開始在課程中帶入DIE ◎透過 DIE 的教學形式引發幼兒對生活經驗的	
11/21〈五〉		從幼兒有興 趣的問題開 始 學 習 解	以繪本或故事情境,營造氛 圍,帶入幼兒關切的「議題」, 讓大家參與其中,並提出對議	共鳴, 進而發展幼兒感興 趣的戲劇主題	
11/28〈五〉		決,也從中建 構 演 出 歷 程。	題的看法。	◎11/28〈五〉大掃除停 課一次	
12/05〈五〉					
12/12〈五〉	經驗統整	演出片段並	以相片或片段的影片讓幼兒回憶起過去幾週所經驗的過程。激詩体問期中自己喜愛的	行課程的最後階段幼兒	
12/19〈五〉	階段	進行小組演 練。	程。邀請幼兒提出自己喜愛的部分,並分享期末呈現的看法。由教師協助統整幼兒在課堂中創作片段,並引導幼兒透過身體來重新體驗之。	不但有創造的空間也能夠有經驗統整的機會。 ◎顧及學校本身對期末 展演的期待,在2009/1/2 的全園活動裡,大家一同	
2009/1/2		期末呈現	做為最驗統整的最後階段,也 是創造性戲劇中的複演經驗。	觀賞幼兒們的呈現,觀賞 者由學生家長及其他的 教師、幼兒所組成。	

徴稿辦法

壹、稿件交寄

一、投稿本文

稿件之本文限中文或英文,論文全文請勿註明作者及其他相關資料,以方便匿名審查,共影印四份,連同下列三項附件之原件,一併郵寄**戲劇教育與劇場研究**收。相同之文件並以電子檔方式,寄至電子信箱。

投稿請寄:700 台南市樹林街二段33號

國立臺南大學戲劇創作與應用學系

(郵遞封面請註明「戲劇教育與劇場研究稿件」)

電子郵件信箱:RiDETaiwan@gmail.com

聯絡電話:(+886)06-260-1855

二、投稿附件

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- (二) 著作權授權書
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以上表格請至 http://ridets.nutn.edu.tw/,下載填寫,隨論文一併寄出。

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四、截稿日期

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五、出版日期

每年3月、9月下旬。

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來稿請打字,中文稿件字型採新細明體 12 號字,英文稿件字型採 Times New Roman12 號字,並以 word 文字存檔。

(二)字數

來稿每篇中文以 18000 字為原則, 英文以 12000 字為原則。

- (三)基本來稿內容
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 - 2.作者姓名:請以中英文真實姓名發表。
 - 3.任職機構 (institutional affiliation): 含中英文機構名稱、單位名稱及職稱。
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論文內容至少含(1)摘要(2)主文(3)引用文獻三部分,各另起 一頁。若是實徵研究,參照以下架構:

- (1)緒論(包括研究問題與背景、研究變項的定義、研究目的與假設)
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- (4) 研究結果
- (5) 結論與建議
- (6) 參考文獻

七、本刊為申請 THCI Core、TSSCI 收錄起見,部分格式需要配合其規定,目前先待外 審完成後,再由主編聯絡通過者修訂之。

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初審結果分三等級:(一)通過,照原文刊登;(二)通過,但須參納審核意見,由 作者修改後,通過複審,再行刊登;(三)不通過。

四、審查意見

審查意見由編輯委員綜合審查意見,函覆各作者。

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研究主題重要、方法嚴謹、見解創新、格式一致,所獲結論具學術或實用價值。

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Research in Drama Education & Theatre Studies

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本期主編 林玫君

編輯委員 容淑華、陳仁富、洪碧霞、謝苑玫

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藍劍虹 台東大學兒童文學研究所

舒志義 香港公開大學教育及語文學院

Joe Winston / Professor of Drama and Arts Education, University of Warwick 編輯助理 章琍吟

行政助理 呂季樺

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