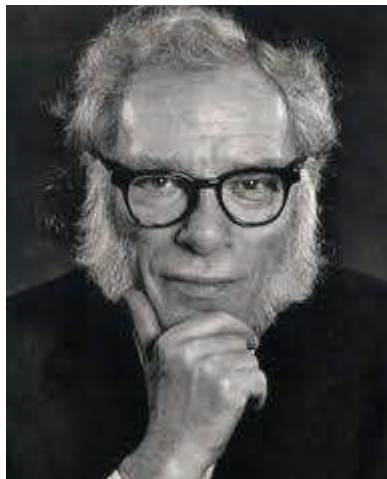


## Book title

Key Item

## Author

Isaac Asimov



## Bibliographic information

Einaudi, 1982

## Links (adaptations, reviews, full texts etc.)

- [https://it.wikipedia.org/wiki/Bibliografia\\_italiana\\_di\\_Isaac\\_Asimov](https://it.wikipedia.org/wiki/Bibliografia_italiana_di_Isaac_Asimov)
- <http://www.barrington220.org/cms/lib8/IL01001296/Centricity/Domain/496/KeyItem.pdf>

## Theme

Science fiction

## Short summary

Multivac, a huge and perfect computer, stops working. Two scientists try to detect the fault, but the machine appears to follow more complex procedures which will be revealed by the choice of a key word.

## Why is the story appropriate for the targeted groups of RSP readers?

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## What are the distinguished readers interests reflected by this book/story?

Science fiction sparks young readers' imagination, thanks to the several film productions based on this genre. After reading such stories, teenagers are often eager to watch sci-fi films, such as Base Runner, directed by Ridley Scott.



### Why is this story motivational for the pupils?

The short story is written in a simple and clear language. Although this text was published 50 years ago, the young generation find elements in common with our modern society.

### Is there a historical, political, multi/inter cultural, migrant or similar context recognized in this book/story?

No, there isn't.

### Is there a principle of inclusion reflected in this book/story and does it promotes understanding of cultural diversities and heritage?

No, there isn't.

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## METHODOLOGY

### Title of Activity

The science fiction genre: literature and cinema

### Description of educational activity

**Duration:** 5 hours

**Pupils' age:** 14-16

**Organization of the class of pupils:** group work

**Pupils' tasks:** Pre-requisite for the students is having read some science fiction short stories. Students are asked to read aloud in turns, then a debate is started on characteristics and trends of the science fiction genre. Students are invited to collect data on filmography, from "Le voyage dans la lune" by G. Mèliès (1902) to the latest films. Each student's task is to trace the original poster of the film on the Internet and download it on a memory stick. All posters files with a brief presentation of the film will make up a chronological route of the genre for a power point presentation.

**Support materials:** The teacher proposes again F. Brown's short stories "Pattern" and "Sentry", plus new stories, such as "The Pedestrian" by Ray Bradbury from "le meraviglie del possibile"; "Key Word" and the stories from "I Robot" by I. Asimov.

**Evaluation and assessment method:** The evaluation method is based on the observation of the cooperative behaviour of students who work together on a project, each of them giving their contribution. Each student will feel personally involved in the learning process, as he will be the one to choose the film and write its presentation.

### Connection to curriculum

**Grade:** 2<sup>nd</sup> grade



### **Knowledge:**

- The science fiction genre and narrative structures and techniques of the genre
- Authors and stories of the science fiction genre: I. Asimov, F. Brown, R. Bradbury
- Science fiction cinema.

### **Skills:**

- Grasping the specific traits of a literary text
- Mastering the linguistic structures in the texts
- Understanding the message inside
- Understanding and producing audio-visual products.

### **Competences:**

- Reading, understanding and interpreting written texts of different kinds, and in particular, using the narrative instruments to interpret a film
- Making comparisons between literary texts and films

### **Bibliographic reference to be used during the activity**

The science fiction “Key Item” by I. Asimov can be found in the Italian anthologies of “Biennio”, as for example in the text by Gabriella D’Anna, Milla ghedini, “Foglia dopo foglia” vol. A, La Scuola Editore (pag. 273-275)

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### **Digital sources**

There are many sites on the Internet dedicated to Asimov, science fiction and films of that genre. Here are those consulted and given to students:

- [http://www.laterza.it/indici/9788842112020\\_capitolo.pdf](http://www.laterza.it/indici/9788842112020_capitolo.pdf)



- <https://oggiscienza.it/2014/10/22/il-cinema-di-fantascienza/>
- <http://www.mymovies.it/film/fantascienza/>
- <http://www.film.it/film/generi/genere/film-fantascienza/>

## **Results**

Students have learned to appreciate the science fiction genre; they got so passionate about reading this genre that they are going to read the short stories collections of the three authors (Asimov, Bradbury, Brown). Students already knew the film genre, but thanks to the project, they have expanded their knowledge, sharpened their skills of analytical observation and made textual competences better in the comparison between the two languages: Cinema and Literature

## **Recommendations**

Motivating students means indulging their tastes and encouraging their personal choices; the science fiction genre is one of the favourite among the young generations of readers. On the other hand, the film language offers many different catchy stimuli especially thanks to the use of special effects in science fiction. Encouraging reading narrative texts through the relationship between cinema and literature has given tangible results: finding out that behind a film there is reference literature has triggered curiosity towards reading.