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Sybil's psychic hotline

Before watching

Discuss in class:

What do you think the title means? What is a hotline? What is a psychic hotline?

While watching

- Notice the sound in the movie. How is it used to enhance feelings?

After watching

Discuss in groups of 3-4:

- Who do you think the two women, Bella and Con are? What is their relationship? What do you think they do? Explain why you think so.
- Why do you think Bella decides to call a psychic hotline? She doesn't really seem like she wants to, what do you think makes her change her mind?
- Bella and Con call from a landline, which means Con can listen in on the phone call. Why do you think she does that? What do you think she thinks of the conversation?
- How does Bella react when Sybil starts saying things that are true? What do you think goes through her mind when she does that? How does she react to hearing her mother's voice? Do you think Bella's view on psychics has changed after this call?
- What do Bella and Con believe when Sybil says she can't see anything after today? How do they react?
- What happened to Sybil? What do you think she meant when she said she couldn't see anything after today?
- Do you believe in psychics? Do you think it's possible to tell the future? Do you believe in anything supernatural? Discuss with your peers.



- Choose the statement/-s you think is/are more fitting to describe the movie and present some arguments to why you think so;
 - This is a movie...
 - ... about friendship
 - ... about a phone call
 - ... about believing in supernatural things
 - ... about predicting the future
 - ... about ...

Extra:



20 questions – game

Find out what someone is thinking about by asking them a maximum of 20 questions. The one thinking of something must think of something that is a noun, such as a person, an animal, an object etc. The one who is asking can only ask questions which can be replied to by “yes” or “no”. The one who guesses right wins.

Who am I – game

One person leaves the classroom while the rest of the group decides which famous person he or she is. The person comes back into the room and must now guess who he or she is by asking questions which can be replied to by “yes” or “no”. When the person manages to guess which famous person he or she is, you switch.

Vocabulary: (New Zealand English)



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|-----------------------|-----------------------------------|
| • crap | - <i>skräp</i> |
| • optimistic | - <i>optimistisk</i> |
| • a compliment | - <i>en komplimang</i> |
| • amusing | - <i>underhållande</i> |
| • blank | - <i>tom</i> |
| • bloody | - <i>(slang) förbannade/jäkla</i> |