FRANKENSTEIN[200]

FACILITATOR GUIDE &
CONVERSATION TIPS

Greet participants
Say "hello," make eye contact, and smile. Simply looking like you're available and friendly will invite learners to interact with you.

Let participants do the activity
As much as possible, let participants do the hands-on and creative parts of the activity, and let them discover what happens. Your job is to introduce the activity, provide questions for guidance and reflection, and help as needed.

Ask open-ended questions
Use the suggested questions to help learners reflect on the connections between science, engineering, and society. Phrase your questions so that there is more than one possible answer. For the purpose of this learning experience, there are no right and wrong answers.

Offer positive and encouraging responses
When learners have trouble articulating their thoughts, you might say, "That's an interesting idea. Why do you think that?" or "Have you thought about…?" Offer them an opportunity to reflect further.

Be a good listener
Be interested in what participants tell you, and let their curiosity and responses move the conversation forward. Let them form their own ideas and opinions.

Share accurate information
You can provide additional information or a different perspective for learners to consider. If you aren't sure about something, it's ok to say, "I don't know. That's a great question!" Suggest looking for more information at the library or online.

Remain positive throughout the interaction
Keep things upbeat and positive. Remember that nonverbal communication is important, too. Maintain an inviting face and body language.

Wrap up graciously
Follow their cues, and recognize when they're ready to move on. Thank them for participating, and suggest other activities they might enjoy. Even a brief interaction can have a big impact!

HAVE FUN!

BACKGROUND INFORMATION &
PROJECT OVERVIEW

Frankenstein200 project

Mary Shelley's *Frankenstein* is a modern myth: a 200-year-old story that explores themes of human creativity, societal responsibility, and scientific ethics. These themes continue to resonate today. As citizens with access to incredible tools for creation and transformation, we need to understand the fundamentals of science and technology and develop the skills to actively participate in civic and policy discussions.

Frankenstein200 takes on the challenge of supporting learning related to responsible innovation, using themes from *Frankenstein* to examine emerging technologies like artificial intelligence and genetic engineering, while promoting the development of 21st century skills related to creative collaboration and critical thinking.

The Frankenstein200 kit was developed by a national team led by Arizona State University, and is distributed in collaboration with the National Informal STEM Education Network. We have also developed an alternate reality game that immerses players in a modern-day Laboratory for Innovation and Fantastic Explorations (L.I.F.E.). This fictional story imagines what might happen if a character named Dr. Tori Frankenstein picked up where her ancestor Victor Frankenstein left off. Visit **Frankenstein200.org** to learn more!

Mary Shelley

Mary Wollstonecraft Shelley (1797–1851) was an English writer. She is best known for her novel *Frankenstein: or, The Modern Prometheus*. Shelley was only 20 years old when *Frankenstein* was published in 1818.

Plot of Mary Shelley's *Frankenstein*

Victor Frankenstein is a science student who has a secret project. He builds a creature out of dead body parts, and brings it to life. Because his creature is big and ugly, Victor is scared of it and thinks it is a monster.

The creature runs away and learns to take care of himself. Everyone is scared of the creature and is cruel to him. The creature retaliates when people reject him and does some very bad things. For example, he kills Victor's brother, causing an innocent young woman to be executed for the crime. Victor realizes the creature may have been involved and he feels guilty and ashamed.

Eventually, the creature and Victor meet. The creature confesses to his bad deeds. He says he has been miserable and asks Victor to create a mate for him so he isn't all alone. Victor starts to build a female companion for the creature, but then decides it is a bad idea and destroys his work. In revenge, the creature kills Victor's friend and his bride.

Victor decides he must find and kill the creature. He chases it all over the world but dies without catching it. When the creature learns that Victor has died, he disappears and is never heard from again.