

ART FORMS

MOVIE

Introduction 1. The movie is also art.

2. The Church used drama from the first.
3. Look at movie with Christian glasses on.

Questions: Order questions same as in "Guernica", but add theological interpretives:

Sample questions:

1. Impressionistic:

Scenes: (exterior, interior, with noise, music, settings -- different ways of asking the same question--not all need be used)

Minor characters

Lines of dialogue (Which have we left out?)

Objects

Symbols

2. Reflective:

Symbols for you

Who did you like? Hate?

Where did you see emotion on screen?

Feel emotions in yourself? (anger, laughter, physical reactions)

Mood at the end of the movie?

Who identify with? (Surprised at anyone's answer--surprised at any if it had been different?)

(When applicable --notice mood shift in the group? - to make group conscious of itself)

3. Interpretive:

What was the movie about, in a word?

What was the main character's problem? Did he deal with his problem?

4. Theological:

Where would you point with a term like the Activity of God upon main man?

Sin?

The Christ Happening in the main character's life?

Resurrected Life? (Free man? Obedient man?)

If applicable, one may note mood at end of movie with group's decision about what actual situation was at end.

Similarities with other stories?

If group seems ready,--What is needed, as you look at the film theologically?

Conclusion: Point out that the Christian symbols illuminate the way life actually is and give us the tools to be self-conscious to the human happening and to humanness, authentic and inauthentic.

Purpose: To provide the group the opportunity to ground their theological understanding in the concretions of the movie drama and, therefore, in their own lives. The pedagogue is not out to get the group to agree with his analysis, but to help them become clear on what reality in life, portrayed on this film, they would point to with the key theological symbols of the faith. Their answers must be reflected back to them in such a way as to generalize again from the specifics used as illustration to give them self-conscious clarity on what they mean. The game, "Guess what I think the Christ-event is" must be avoided.