

Mills of Folk Knowledge

Mills of folk knowledge is an original system for reading promotion through the Paremiology, i.e. the use of proverbs.

The game consists of a “board” shaped like a mill where each of its 4 blades contain half a saying. The blades can be attached to the body of the mill by a magnet. It’s a “find your pair” game:

It starts by identifying what are the first parts and the last ones of the proverbs. The use of capitals, punctuation marks and the morphosyntactic concordances can help.

Once they’ve identified and formed the proverbs, it’s time to work with them: we can ask them questions about what they think the meanings of the proverbs are, about wheter or not they’ve lived situations where the proverb might have been used, if they can translate it into another language, and so on.

Specially with children, it can involve the building of a tridimensional mill.

The session can finish with the reading of some poems.

The game will be presented in a folder that’ll include:

1. 4 mills
2. 16 blades
3. 1 board (body of mill)
4. 1 booklet with the instructions on how to use the game, explaining the 8 proverbs through a brief paremiologic study.

The game can serve various purposes:

- Introduce the proverbs as a literary form. Its brevity, structure, use in the transmission of the folk knowledge, typology...
- Stimulate creativity (they can create their own proverbs), develop critical skills, etc.
- This materials can be complemented with others from the library: books with proverbs, poems about mills, pictures of mills, places where we can find them in our area...
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The uses you can give to this material are not limited to a close list, as it may be used in different scenarios, with different purposes and audiences. In the past they’ve been used for:

- Discussing the proverbs included in the game and other similar proverbs
- Collect information about local proverbs and their different versions
- Recreate the situations described by the proverbs
- Look for similarities in other languages
- Encourage intergenerational encounters
- Support material for reading clubs

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