

Session Protocol

Middle School — Phase 1

STUDIO 13: THE SESSION PROTOCOL

00:00 PHASE 1: THE NOISE (Entry)

- **The Vibe:** The chaos of the middle school hallway. Students enter unorganized and loud.
- **The Gatekeeper:** The adult stands back and does not manage behavior.
- **Materials:** Students grab their papers: The Script, Fire Keeper Notes, Myth Story, and Next Week's Script.

04:00 PHASE 2: THE SORTING (Logistics)

- **The Vibe:** The ritualistic, autonomous shift into Spines and Orbits.
- **The Line:** Teacher lines students up (Boys on one side, Girls on the other).
- **The Gap:** Space is left in the middle for Leaders (Fire Keepers facing one way, Bouncers the other).
- **The Command:** Fire Keeper shouts "To us!"
- **The Aggregate:** Students merge to form squads of 5 around the leaders.
- **Goal:** 3:2 gender split.
- **Correction:** Bouncer manages overflow ("We need one" or "Return to noise").

08:00 PHASE 3: THE ORIENTATION (Context)

- **The Vibe:** Settling into the field.

The squad forms the U-shape

(open end empty).

- **The Context:** The Fire Keeper reads the Scene Scenario from their sheet.

- **The Check-In:** Fire Keeper asks for initial thoughts or questions before the simulation begins.

12:00 PHASE 4: THE IGNITION (Somatic)

- **The Vibe:** The shift from the school day into the Field.

- **The Breath:** Bouncer calls the room to silence and reads the Ignition Sheet aloud.
Go slow. Leave silence where the dots are.

- **The Lock:** The room goes still.
The Field is open.

13:00 PHASE 5: THE FIELD (Performance)

- **The Vibe:** The mask, the breath, and the visceral delivery of the script.

- **The Call:** Fire Keeper appoints an Actor.
Actor chooses Belay (optional).

- **Mask On:** Bouncer says to the Actor:

"Take one breath as yourself."

[pause]

"Now breathe as [Character name]."

[pause]

Then: **"Put on the mask, assume the field."**

- **The Act:** Actor stands at the open end of the U and delivers the script.

- **Constraint:** NO FLAGGING. The Actor is protected. Do not interrupt.

- **Mask Off:** Bouncer says:
"Take a deep breath -- then remove the mask."

Actor says their own name aloud.

Bouncer: *"We hear you."*

Squad echoes: *"We hear you."*

Bouncer: **"Stomp it out."** Squad stomps.

- **Rotation:** Cycle through as many Actors as possible in this 10-minute block.

23:00 PHASE 6: THE FRICTION (Debate)

- **The Vibe:** The heated, authentic debate sparked by the Fire Keeper.

- **The Close:** Bouncer calls **"Stomp it out."** One final stomp together -- that is the close of the Field.

- **The Cue:** The Fire Keeper may already have discussion going. The teacher calling

"Discussion" is a sync point to make sure all squads have moved on.

- **The Spark:** Fire Keeper throws the first Provocative Claim.

- **The Momentum:** Bouncer stays with the Fire Keeper. If the conversation goes quiet, jumps in with something to keep it going. Fire Keeper picks who speaks next.

33:00 PHASE 7: THE SURFACE (Social)

- **The Vibe:** The shift into unstructured

social time where real friendships fuse.

- **The Cue:** Teacher calls:

"Discussion ends, begin social."

- **The State:** Unstructured time. Students stay in their mixed squads but talk normally. No flagging allowed.
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43:00 PHASE 8: THE THRESHOLD (Underworld)

- **The Vibe:** The Gatekeeper, the Riddle, and the silent safety of the Counselor's Nod.

- **The Mantle:** Teacher puts on the symbolic prop (Ring/Scarf).

- **The Riddle:** Flagged students answer as a group.

- **The Outcome:** Correct = Ascent. Incorrect = Victims selected for Counselor (Stage 2).
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45:00 Class End