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.

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).

45:00 Class End