

<p>Early stage      Story Drama Part 1</p> <p>Once there was a little duck. (you pretend to be the little duck)</p> <p>The little duck liked to walk on the grass and swim on the river. (you pretend to be the little duck)</p> <p>What else did the little duck like to do? (you think up some ideas and act them out)</p> <p>Little duck was hungry – little duck looked for something to eat, what do ducks eat? (you pretend to be the little duck)</p> <p>Once little duck’s tummy was full, she/he decided to find a friend to play with – little duck decided to find a mouse to be friends with. Little duck wondered what a mouse would look like? Do you know?</p> <p>Little duck went to look for a mouse. (you pretend to be the little duck) the riverbank was very muddy, the little duck had to walk so slowly, squelching through the mud (you pretend to be the little duck).</p> <p>Suddenly little duck stopped! What was that?</p> <p>Something jumped. What do you think it was? (you think up some ideas) It was a rabbit. Sitting on the ground looking at the duck. (You be the rabbit now and hop around.) “Are you a mouse?” asked the duck. The rabbit laughed and laughed. “Why are you laughing?” asked the duck, “you’ve got fur you must be a mouse”. The rabbit told little duck what he was, what he liked to do and what he liked to eat. (You be the rabbit now) After they had played together Duck said goodbye and went to look for a mouse again.</p>	<p>Early stage      Story Drama Part 2</p> <p>The riverbank was very muddy, the little duck had to walk so slowly, squelching through the mud (you pretend to be the little duck). It was hard work so the little duck decided to walk through the corn field.</p> <p>Suddenly little duck stopped! What was that?</p> <p>Something was sniffing. What do you think it was? (you think up some ideas) It was a fox cub. Sitting on the ground looking at the duck. (You be the fox cub now and sniff the air.) “Are you a mouse?” asked the duck. The fox cub laughed and laughed. “Why are you laughing?” asked the duck, “you’ve got a tail you must be a mouse”. The fox cub told little duck what he was, what he liked to do and what he liked to eat. (You be the fox cub now) After they had played together Duck said goodbye and went to look for a mouse again.</p> <p>The corn field was very prickly, the little duck had to walk so carefully, tiptoeing through the field (you pretend to be the little duck). It was hard work so the little duck decided to walk through the forest.</p> <p>Suddenly little duck stopped! What was that?</p> <p>Something was snuffling. What do you think it was? (you think up some ideas) It was a hedgehog. Sitting on the ground looking at the duck. (You be the hedgehog now and rustle the leaves.) “Are you a mouse?” asked the duck. The hedgehog laughed and laughed. “Why are you laughing?” asked the duck, “you’ve got ears you must be a mouse”. The hedgehog told little duck what he was, what he liked to do and what he liked to eat. (You be the hedgehog now) After they had played together Duck said goodbye and went to look for a mouse again.</p>	<p>Early stage      Story Drama Part 3</p> <p>The forest was dark, the little duck was a bit frightened, walking so quietly without making a sound.</p> <p>Suddenly little duck stopped! What was that?</p> <p>Something was chewing. What do you think it was? (you think up some ideas) It was a pony. Standing in the forest looking at the duck. (You be the pony now and chew some grass.) “Are you a mouse?” asked the duck. The pony laughed and laughed. “Why are you laughing?” asked the duck, “you’ve got whiskers you must be a mouse”. The pony told little duck what he was, what he liked to do and what he liked to eat. (You be the pony now) After they had played together Duck said goodbye and went to look for a mouse again.</p> <p>The forest was too chilly, the little duck was shivering (you pretend to be the little duck). It was too cold, so the little duck decided to walk by the riverbank again.</p> <p>Suddenly little duck stopped! What was that?</p> <p>Something was quacking. What do you think it was? (you think up some ideas) It was Mummy duck. She had come to find her little duck. (You be Mummy Duck now and quack.) “You are not a mouse!” said the duck. “Why are you laughing?” asked the duck, “I’ve looked everywhere for a mouse to play with I met lots of other animals – but not a mouse.” The little duck was sad. “Never mind” said Mummy “You can tell me all about your adventure and then we’ll have our tea. Let us swim up the river to our home – together.” And so, they did.</p>
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Drama suggested activities grid for early stage (Primary 1), (weeks beg 18<sup>th</sup> and 25<sup>th</sup> of May and 1<sup>st</sup> of June, focus on story drama).

Remember to think about how you feel, how to move and how to speak when you are pretending to be the little duck and the other animals.

Have fun!      Ms Aird      (Story adapted from Drama in the Primary School by D. Lightwood)

<p>First Level costume designer</p> <p>Think about the clothes one of your characters in the short play you created would wear.</p> <p>Make a list of them For example, your character might be an old man. In the play he might need to wear</p> <ul style="list-style-type: none"> <li>• A waistcoat</li> <li>• An old hat</li> <li>• Some scuffed boots</li> </ul> <p>Draw a picture of the clothes the character would need to wear in the play – write down lots of information about the clothes too. (For example</p> <ul style="list-style-type: none"> <li>• A brown faded waistcoat</li> <li>• A black hat with big holes in it</li> <li>• One brown boot and one black boot</li> </ul>	<p>First Level props</p> <p>Think about the “things” one of your characters in the short play you created, would use.</p> <p>Make a list of them For example, your character might be an old man. In the play he might need to use</p> <ul style="list-style-type: none"> <li>• A newspaper</li> <li>• A lottery ticket</li> <li>• A key to his house</li> </ul> <p>Where would you get each prop? Could you borrow some of them?</p> <p>Could you make some of them! Think of ways you could do this (for example a piece of paper coloured to look like a lottery ticket)</p> <p>Maybe you could draw the props that the character would need instead?</p>	<p>First Level scenery/set designer</p> <p>Think about where you wanted your play to take place...</p> <p>Where does the action happen? When does the action happen?</p> <p>What does the scene look like – try to “see” a picture of the place in your mind.</p> <p>If your play was going to be presented on a stage you might use a big painted picture to show where the action is taking place, this big picture is called a back cloth and is displayed behind the actors at the very back of the stage.</p> <p>So – if your play happened in a forest you might want to draw a picture of lots of trees, ferns, and bluebells – if it was springtime. What would the back cloth look like if the play happened in wintertime?</p>
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Choose one activity to do each week for the next 3 weeks (weeks beg 18<sup>th</sup> and 25<sup>th</sup> of May and 1<sup>st</sup> of June) Focus is including theatre arts in your drama.

Have fun! Ms Aird

Drama suggested activities grid for first stage learners (Primary 2 -Primary 4)

Choose one technical job to do each week over the next 3 weeks (weeks beg 18<sup>th</sup>, 25<sup>th</sup> of May and 1<sup>st</sup> of June, focus on theatre arts)

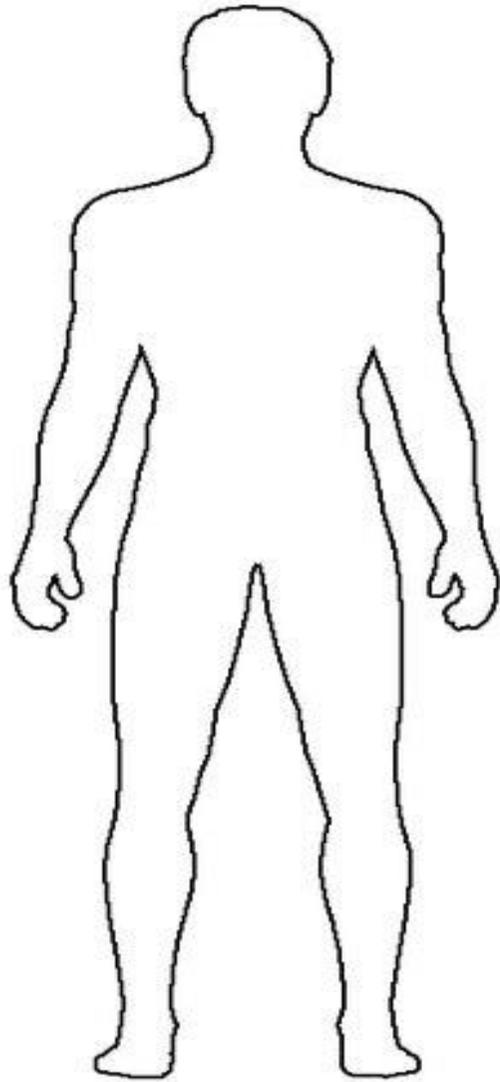
Drama suggested activities grid for second stage learners (Primary 5 – Primary 7)

Have fun!

Ms Aird

Theatre Art	What this means	What you need to do...
Costume designer	You will decide how the characters are going to be dressed in your play	Make a costume card for each character in the play – (a figure outline is provided) Draw onto the figure the clothes that character will wear – either throughout the whole play or for a scene. Give as much detail as you can.
Lighting designer	You will decide what the lighting effects will look like in the play	Read the whole play again. Write down all the effects that are <u>mentioned</u> in the play, for example – It is night-time, the playground is deserted, 2 streetlights cast an eerie glow. How would you use stage lights to create the effects?
Make-up designer	You will decide what each character looks like in the play, and if they need special effects to achieve that (to appear older/hurt/ill etc)	create a stage make-up card for each character in the play – (a face outline is provided) Draw onto the face using coloured pencils/pens, the stage make-up that character will wear – either throughout the whole play or for a scene. Give as much detail as you can, especially for special make up effects i.e. a bruise, a cut, a beard etc
Props designer	You will decide what is needed for the whole play regarding props. Some props are personal (like a newspaper or an umbrella) some are like a bus stop, a school register.	Read the whole play again. Write down all the “things” that are <u>mentioned</u> in the play, for example – ( <i>Penny and Amy are waiting in the playground for their friend Sam to arrive, they are looking at a photo on Penny’s phone. Sam runs onto the stage to join them</i> ) ... You would need to write down a mobile phone for Penny to use – but you might also decide that Penny, Amy, and Sam should be carrying school bags. If so, you would add 3 x school bags to your list.
Set designer	You will decide how the stage and set (s) will look.	Read the whole play again. Write down all the places that are <u>mentioned</u> in the play, where the action takes place, for example – ( <i>Penny and Amy are waiting in the <u>playground</u> ...</i> ) Design the back cloth (big painted picture that hangs behind the actors to show where the action
Sound effects designer	You will decide which sounds will be heard in the play and when. Choose starting music & closing music for your play.	Read the whole play again. Write down, in the correct order, all the sounds that are <u>mentioned</u> in the play, for example – (The school bell rings). Decide if you want each to be a live sound effect – or a recorded one. Can you think of ways to create the sound effects?

Outline of a figure for costume designers



Outline of a face for Make-up designers.

