

FIRST REHEARSAL NOTES

Storm Goliath

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WARM UP

Teacher Let's begin by walking around the space.

Be aware of everyone around you. If you pass someone, maybe give them a smile ... but keep walking.

See if everyone can try and walk at the same pace. This is about being aware of everyone around you and working as a team as you move throughout the space.

WARM UP GAME – Bibbity Bibbity Bop

The students all stand in a circle and the teacher stands in the middle.

The students must respond to the teacher as per the rules of the game. If the students are too slow to respond, they are 'out'.

Rules

The teacher points to any student and states the following sentences listed below.

If the teacher says:

"Bibbity Bibbity Bop"

The student must say 'bop' before the teacher

If the teacher says:

"Bop"

The student must say nothing

If the teacher says:

"Banana"

The student the teacher is pointing to, must place both hands in the air, imitating the middle part of a banana, whilst the two students on either side must act as the 'banana peel' lifting both

hands and arms together, lifted upwards and bending in the opposite direction to the middle part of the banana.

If the teacher says:

“Sing”

The student must sing any song of their choosing. It can't be a song the student makes up on the spot.

If the teacher says:

“What are you doing?”

The student must mime an action.

For example:

Teacher: What are you doing?

Student: I'm tying my shoelace

GAME/ACTIVITIES

Guess the Feeling

The aim of this game is to get children to understand emotions through actions, rather than words. It is also to get them to think about working as a team. You can think of this as a mixture of 'charades' and 'whispers'.

Preparation

- Ask students to stand in 4 – 5 vertical lines within the space
- Each line must have the same number of students
- Each line is a different team, who will be competing against each other

The Task

- The students standing at the front of each line must approach the teacher (out of earshot of the other students)
- The teacher gives these students a 'feeling'.
- The teacher instructs the students to go back and join their teams. They must not tell anyone in their team the 'feeling' they have been given.

The Action

- Still standing in their lines, the teacher instructs the students to turn around, so they can't see the person standing behind them.

- When the teacher says 'go' the first person in the line, taps the shoulder of the second person in the line, indicating they must turn around.
- The first person then 'act outs' the 'feeling' in silence. Once the second person in the line thinks they know what the action is, they turn around, tap the next person in line on the shoulder so that they then turn around and act out the action.

The Winners

- Once the final person in the line has finally viewed the acted out 'feeling', as soon as they think they know what they have seen, they must run to the teacher and describe what they think the action is.
- The team that is first to correctly identify the action - wins!
- If team members incorrectly identify the feeling, they must repeat the game until someone correctly identifies the action.

A few feelings you might like to consider with the book *Storm Goliath* in mind:

Hungry

Angry

Happiness

Sadness

Frustration

Relaxing

Tableau/Living Pictures

Divide the children into small groups of around 4 or 5. Ask students to make tableaux or 'living pictures' based on the feelings explored in the previous game. Here are some suggestions of settings you might like to use:

Tableau 1

Feeling: hungry

Setting: the supermarket

Tableau 2

Feeling: relaxing

Setting: the park

Tableau 3

Feeling: happiness

Setting: the bus