

Creative Arts Pass - World Book Day

Activity Name:

Creative Arts Pass - **World Book Day**

Early Years- Reception & Year 1:

'The Man on the Moon' by Simon Bartram

Drama Focus:

- Physical theatre
- Mime
- Improvisation
- Facial expressions
- Body language
- Voice

Risk Assessment:

- Ensure children are made aware of the room safety expectations.
- Ensure all paper, pen, props, bags etc. are cleared away during games and activities to prevent trips and falls.
- Ensure there is sufficient space for all practical activities.

Equipment:

- Text: 'The Man on the Moon' by Simon Bartram
- Small mats (if available)

Timings: 1 hour

Learning Expectations:

- Use mime, physical theatre and develop characters to explore the text 'The Man on the Moon'.

Age Range: Reception & Year 1

Activity Description:

• Shake

The children all stand in a large circle. As a group you all count 1-8 whilst first shaking your left hand, then right hand then left foot, then right foot.

Example: Left hand shake - "1,2,3,4,5,6,7,8"

Right hand shake - "1,2,3,4,5,6,7,8"

...then left foot and right foot

Do the sequence again but this time count up to 7, and so on.

The children sit in a large circle and the AP reads the story **'The Man on the Moon'** to the group. Discuss with the children the story and the characters.

• Aliens

As a group walk around the space. The AP calls out a body part and the children must lead with that body part, whilst moving like an alien. Add a few body parts together and encourage facial expressions, so children are creating aliens.

Add sound. Showcase a few examples.

• Alien footsteps

All but one child stand at one end of the room. They are the aliens. The one child left stands at the far end of the room with their back to the group. They are 'Bob'. The 'aliens' must try and reach 'Bob' without being seen. They must move like aliens. When 'Bob' turns around they must freeze. If 'Bob' sees any aliens moving he sends them back to start. Repeat.

Premier Performing Arts

Shropham | NR17 1EJ | t: +44 (0)1953 499040

e: info@premierperformingarts.co.uk | www.premierperformingarts.co.uk

Registered Office:
Old Apple Store, Church Road, Shropham, Attleborough, Norfolk, NR17 1EJ
Registered Number 07918378

Activity Description:

- **Human Rocket**

As a group use physical theatre to create an essence machine of a rocket ship.

The children sit in a circle. One at a time each child enters the middle of the circle and adds themselves to the rocket ship that the entire group are creating, using their bodies. Ask children to add sounds and small movements to create an essence machine of the rocket ship taking off.

- **Return to Earth**

All children find a space in the room and sit down cross legged, and pretend they are sitting in their own rocket ship. (If small mats are available give each child a mat to sit on) Each child must stay sitting but is in charge of flying their rocket.

The AP tells a story of the rocket leaving the moon, flying into space, the bumps and noises, what they can see in space, missing meteors, waving at passing rockets, and landing safely on Earth, with a bump! Encourage the children to move their bodies and react to the sights and sounds around them. Maybe use music to accompany.

- **Keeper of the (Rocket Ship) Keys**

The children sit in a large circle. One child is selected to sit in the middle of the circle as the 'Keeper'. They wear a blindfold.

The facilitator selects other children one at a time to try and creep up on the 'Keeper' and steal the keys. If the 'Keeper' hears a child creeping up they point to where they think the child is. If they point in the right direction the child has been caught and is out. Repeat as necessary.

Activity Name:

Creative Arts Pass - **World Book Day**

Year 2:

'Charlotte's Web' by E. B. White

Drama Focus:

- Characterisation
- Physical theatre
- Technical
- Performance
- Evaluation and reflection

Risk Assessment:

- Ensure children are made aware of the room safety expectations.
- Ensure all paper, pen, props, bags etc. are cleared away during games and activities to prevent trips and falls.
- Ensure there is sufficient space for all practical activities.

Equipment:

- Ball of wool

Timings: 1 hour

Learning Expectations:

- Use mime, physical theatre and develop characters to explore the text 'Charlotte's Web'.

Age Range: Year 2

Activity Description:

• **'Anyone Who'**

Children sit in a circle on chairs. One child stands in the middle of the circle. Their aim is to 'steal' a chair, when others stand up. The child in the middle asks questions. If the questions applies to the children sat on chairs they must swap seats with someone else, meanwhile the child in the middle tries to sit down. Getting to know you game.

• **Physical Theatre Objects**

Children walk around the space in 'neutral'. When a number is called they must create a group with that many people, with the people nearest to them. Encourage groups to find a space in the room where they can work. Groups then have ten seconds to create a freeze frame of an object, using physical theatre. After each object the children are to walk around again and find new group members once each new number is called.

Objects to create:

- Washing Machine (3 people)
- Grandfather Clock (2 people)
- Sofa (4 People)
- Bathroom (6 people)
- Kettle (2 people)

• **Animals**

The children walk around the space. The AP calls out different farm yard animals in turn. Cow, horse, pig, chicken, sheep, duck, mouse and spider (Charlotte).

As each animal is called out the children move around the space miming that animal. They must change their facial expressions, body language, voice etc.

Showcase a few examples.

Activity Description:

- **Spider's Web**

The children are to stand in a large circle. One child holds the end of the ball of wool. They stand still and don't move. The child next to them holds the main ball of wool. They walk across the circle, with the wool and swap with another child. They hold the length of wool, whilst the next child, walks across to another child. They should be creating crosses of wool across the circle. Each child has a turn. They will need to climb under and over the strands of wool as more strands are created. The aim is to create a spider's web all together. Encourage team work and communication.

- **Sculptors**

Divide the children into groups of three. Two people are the sculptors and one person is the piece of clay to be sculpted.

The sculptors are to mould their 'clay' into the shape of the different farm yard animals. Swap over sculptors after each animal, so everyone in the group has a go at everything.

- **Keeper of the Keys**

The children sit in a large circle. One child is selected to sit in the middle of the circle as the 'Keeper'. They wear a blindfold. The facilitator selects other children one at a time to try and creep up on the 'Keeper' and steal the keys. If the 'Keeper' hears a child creeping up they point to where they think the child is. If they point in the right direction the child has been caught and is out. Repeat as necessary.



Activity Name:

Creative Arts Pass - **World Book Day**

Year 3 & 4:

'Fantastic Mr Fox' by Roald Dahl

Drama Focus:

- Physical theatre
- Mime
- Improvisation
- Facial expressions
- Body language
- Voice
- Evaluation and reflection

Risk Assessment:

- Ensure children are made aware of the room safety expectations.
- Ensure all paper, pen, props, bags etc. are cleared away during games and activities to prevent trips and falls.
- Ensure there is sufficient space for all practical activities.
- Ensure children do not operate electric equipment during the session.

Equipment:

- Music - suitable for movement to music (See below)

Timings: 1 hour

Learning Expectations:

- Use mime, physical theatre and develop characters to explore the text 'Fantastic Mr Fox'.

Age Range: Year 3 & 4

Activity Description:

• **'Anyone Who'**

Children sit in a circle on chairs. One child stands in the middle of the circle. Their aim is to 'steal' a chair, when others stand up. The child in the middle asks questions. If the questions applies to the children sat on chairs they must swap seats with someone else, meanwhile the child in the middle tries to sit down. Getting to know you game.

• **Fantastic Mr Fox**

Discuss with the group what they know about the story already. It doesn't matter if children don't know the story. They will learn about elements of the story by taking part in the following activities.

• **The Farmers**

Briefly discuss with the group the farmers- read them the short rhyme to describe the farmers.

*Boggis, Bunce and Bean
One fat, One short, one lean.
These horrible crooks
So different in looks
Were none the less equally mean.*

• **Sculptors**

Divide the children into groups of three. Two people are the sculptors and one person is the piece of clay to be sculpted.

The sculptors are to mould their 'clay' into the shape of the farmers Boggis, Bunce and Bean. Swap over sculptors after each farmer, so everyone in the group has a go at everything.

Activity Description:

- **Into Groups Of...**

The children walk around the space and the AP calls out a number. The children must get into groups with that many people in. The AP then calls out a character or object the group must physical create using their bodies. Repeat with different sized groups.

- Fox (3)
- Boggis (2)
- Bunce (2)
- Bean (2)
- Tractor (4)
- Tree with fox hole (5)
- Farm house (4)

- **Dig, Dig, Dig!**

As a group discuss how the foxes escape from the farmers' machinery by digging for their lives.

Play the group a piece of music suitable to inspire movements related to digging.

Divide the children into small groups of 3/4 people. Some groups will represent the machinery of the farmers and come groups will represent the animals (foxes) digging underground.

Allow time for each group to plan a simple movement to music sequence.

Whilst playing the music ask each group to perform their movement sequences.

- **Keeper of the Keys**

The children sit in a large circle. One child is selected to sit in the middle of the circle as the 'Keeper'. They wear a blindfold.

The facilitator selects other children one at a time to try and creep up on the 'Keeper' and steal the keys. If the 'Keeper' hears a child creeping up they point to where they think the child is. If they point in the right direction the child has been caught and is out. Repeat as necessary.



Activity Name:

Creative Arts Pass - **World Book Day**

Year 5 & 6:

'The Borrowers' by Mary Norton

Drama Focus:

- Physical theatre
- Mime
- Improvisation
- Facial expressions
- Body language
- Voice
- Evaluation and reflection

Risk Assessment:

- Ensure children are made aware of the room safety expectations.
- Ensure all paper, pen, props, bags etc. are cleared away during games and activities to prevent trips and falls.
- Ensure there is sufficient space for all practical activities.

Equipment:

- None

Timings: 1 hour

Learning Expectations:

- Use mime, physical theatre and develop characters to explore the text 'The Borrowers'.

Age Range: Year 5 & 6

Activity Description:

• **'Anyone Who'**

Children sit in a circle on chairs. One child stands in the middle of the circle. Their aim is to 'steal' a chair, when others stand up. The child in the middle asks questions. If the questions applies to the children sat on chairs they must swap seats with someone else, meanwhile the child in the middle tries to sit down. Getting to know you game.

• **Physical Theatre Objects**

Children walk around the space in 'neutral'. When a number is called they must create a group with that many people, with the people nearest to them. Encourage groups to find a space in the room where they can work. Groups then have ten seconds to create a freeze frame of an object, using physical theatre. After each object the children are to walk around again and find new group members once each new number is called.

Objects to create:

- Table (4 people)
- Sofa (3 people)
- Oven (2 people)
- Kettle (3 people)
- Bed (5 people)
- Bath (4 people)

• **Room**

Using physical theatre and the ideas from the previous activity, create a scene with oversized objects. Each group are given a different room of the house. Bathroom, bedroom, kitchen, sitting room etc.

Half the group are to be the objects using physical theatre, and the other half of the group are The Borrowers. Each group are to create a short scene of The Borrowers in their house. Use mime to interact with the 'furniture'.

Allow time to rehearse and then perform.

Premier Performing Arts

Shropham | NR17 1EJ | t: +44 (0)1953 499040

e: info@premierperformingarts.co.uk | www.premierperformingarts.co.uk

Registered Office:
Old Apple Store, Church Road, Shropham, Attleborough, Norfolk, NR17 1EJ
Registered Number 07918378

Activity Description:

- **Sound Collage**

The children sit in a large circle on the floor. As a group discuss the noises you might hear if you lived under the floorboards, as a tiny person. Footsteps, bangs, crashes, thuds etc.

As a group create a sound collage of the sounds The Borrowers might here. Repeat if necessary and discuss.

- **Hot-Seating (Arrietty Clock – An adventurous fourteen-year-old Borrower girl who is not allowed to go borrowing with her father until her mother decides to let her)**

In pairs create an interview Arrietty Clock about how she feels about not being allowed to go Borrowing because she's too young and a girl. Discuss how she might feel, what she might want to do in the future and what she'd do if she ever met a human.

Showcase a few examples and discuss.

- **Keeper of the Keys**

The children sit in a large circle. One child is selected to sit in the middle of the circle as the 'Keeper'. They wear a blindfold.

The facilitator selects other children one at a time to try and creep up on the 'Keeper' and steal the keys. If the 'Keeper' hears a child creeping up they point to where they think the child is. If they point in the right direction the child has been caught and is out. Repeat as necessary.

