

Fairy Tale with Puppets and Drama

What we did:

Before:

Teachers & Students reviewed Fairytale elements

Teachers and Artist met for a (2nd) planning meeting,
We discussed schedule and tentative sequence of events.
Artist delivered print-ready animal bios *for optional use by kids.*

Artist created & e-mailed Fairy Tale Journals *for students optional use*

Teachers & Students collaborated to imagine “wheres” for our FairyTale world, Wetlandia. *Wetlandia* linked thematically to the wetland environment shared by the 5 animals students learned about in the animal biographies.

Fairy tale “wheres” linked to classic Fairy Tale locations.

Artist created a FairyTale map combining ideas from all classes into one shared place, Wetlandia.

Sample Animal Biography, Cover

Notes From the Earth Artists Journal **Beaver's Lodge**
Living Chamber sits above water.

My Beaver Buddy's Name is: _____
 My favorite thing about Beaver is: _____
 My Name is: _____
 My favorite thing about myself is: _____

Created by Earth Arts, Inc. www.eartharts.com, an education program of the Earth & Spirit Council 2-3 GRADE.

BEAVER

OF THE WETLANDS

My Earth Family Buddy

Nez Perce Indians who lived in Oregon, told this tale about Beaver.

Long ago, animals were alot like people. In winter they got very cold. The secret of fire was known only by the Pine Tree people ... and they would not tell it. Beaver had an idea. He followed the Pine people to their meeting place - an island in the Grande Ronde River, where they made a big fire. An ember flew up and Beaver caught it. He held it safe under his arm and jumped into the river. The Pine people followed him. As Beaver swam from side to side trying to escape, he made the curves in the river of today. As they chased Beaver, the Pine people got very tired. Where they stopped, thick groves of Pine Trees now stand. Cottonwood, and other trees. These trees have fire in them now. They will share it with us, if we rub their wood in just the right way.

Sample Animal Biography, Interior

Grab your boots!

LET'S GO to the Wetland!

Coyote lives here

Columbia River

Heronry

Wilametta River

Beaver Dam

Beaver's Lodge

My Baby Sister "Kit"

Dad

Frog Grasses

The Big Pond

Singing Trees

Spider's Web

Mom

Story Keeper

Dreaming Cave

Rock Giant

Ribbons of Green-rivers, streams, and wetland ponds are my home - and home to many other animals.

Wetland critters are sensitive to pollution ... harmful stuff dumped into water, air & earth. Pollution is bad for people too. We all need a safe place to live. Did you know that Wetlands help to MAKE clean water?

We're glad when people speak up to preserve our Wetland home. Sometimes, we can all share the land; it just takes good planning.

YUPI

Bat's Tree-Hole

I'm Nocturnal - I work at night!

When I'm a year old, I'm like a human teenager. At the age of 2, I leave my family to find my mate for life, & we start a colony in new territory.

I am called a Keystone Species. That's because I CHANGE my whole environment. When I build dams, I create ponds, where other animals can live too!

Heron's Roost

Mostly, I cut down young trees, like alder saplings. This helps thin the forest, making room for other trees to grow bigger.

Beaver State of Oregon Official Animal

Our Colony builds the Dam together - everybody helps. Mom & Dad log trees, Me too!

This year my family cut down about 400 trees ... with our big strong teeth! Before we build, we eat the bark and cambium layer off logs & branches-MMMM!

We store winter food in an underwater pile of logs & sticks outside our lodge.

We also eat delicious spring & summer Food

Apple

Fungus

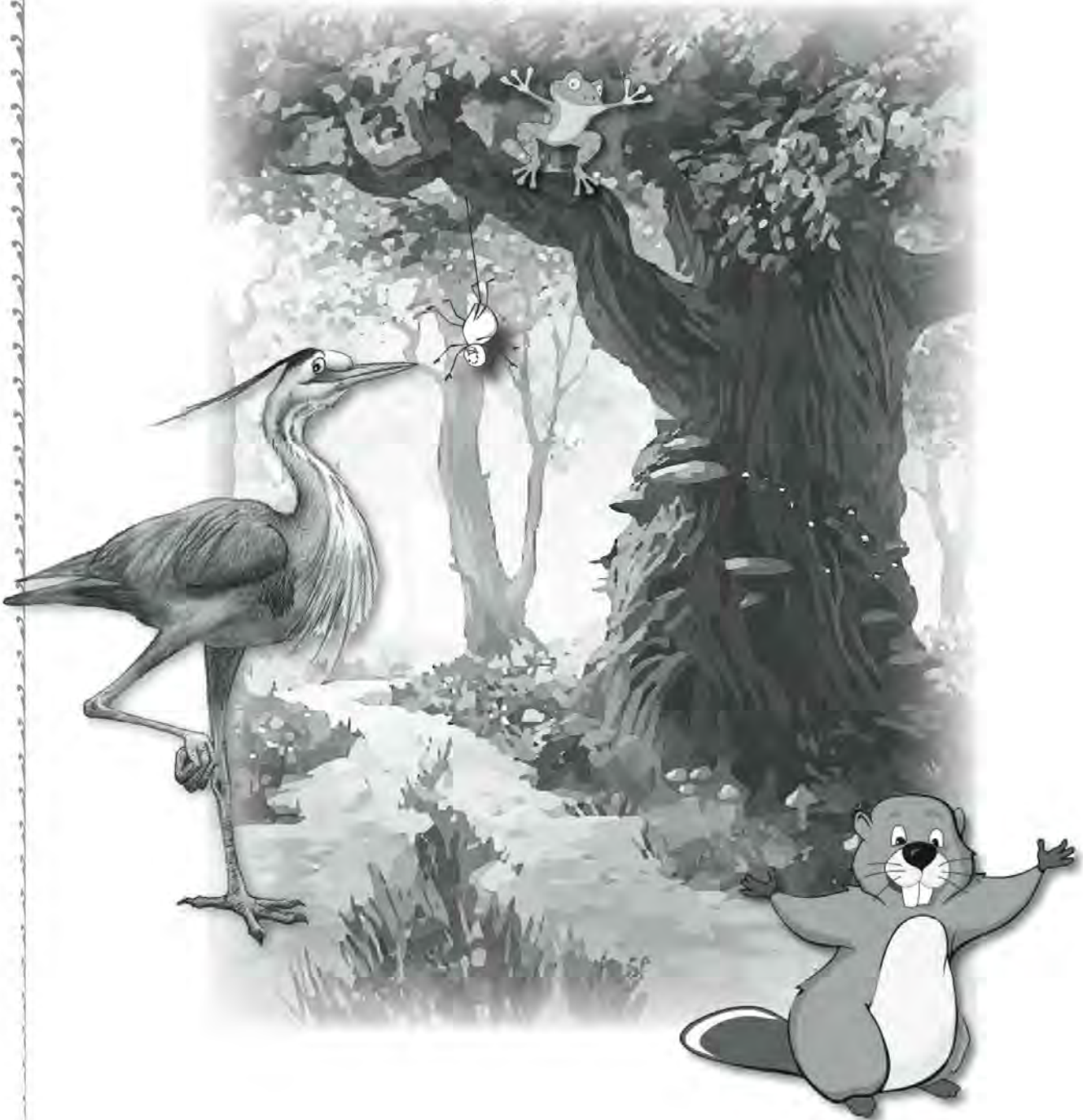
Water Fern

ME

And Lots More ... I'm a HERBIVORE!



My Fairy Tale Journal



Author's Name: _____

Student Journal Idea Sheet



Here's a PICTURE of my Fairy Tale Animal!



In my picture, this is what my animal is doing:

My Name is: _____

Fairytale Setting details brainstormed by five Classes



Before the Residency: *Teachers and Students brainstormed Fairy Tale locations.*

Ron:

- Just in front of snowy mountains, stands an **Old Cabin** with a small chimney puffing smoke. It is a very friendly and warm place to visit.

Amy:

- Here are some words we came up to describe the **Watering Hole:** dreary, dark, unsteady shore and huge but shallow pond.
- Here are some words we came up with to describe the 'good' castle: Bright and sunny, surrounded by meadows, flowers and pretty trees, emblems all around, and a well guarded around the castle.

Debbie:

- **Dark Castle:** gloomy, eerie, mysterious
- **Dark Forest:** pitchblack, swampy, cursed.

The kids are excited for you to come. We've studied Fairy Tale elements in general and have read many fairy tales and discussed their elements. Let me know if I should do anything else.

Stephanie:

- The kids listed the following as their description for the **Village and Marketplace:**
 - A dark and light part; the dark part being near the woods and the light part having flowers near the bridge and/or a fountain
 - bricks as the walkway and brick buildings
 - a fountain or wishing well
 - roads have evidence of animals in wetlands, i.e. sticks from beavers, lily pads for frogs, or caves from bats
 - as the village turns to the dark part, nearby water or stream becomes black
 - a library on the light/good side

Kelli: We want to add an ***Enchanted Meadow!***

Fairytale Map created using Children's Ideas



Fairy Tale with Puppets and Drama

During:

SESSIONS 1 & 2

Students create character puppets (*in two sessions at teachers' request*)

Students develop individual character ideas.

In-Between: Teachers guide students in completing individual character wheel & mini individual character stories. (*Artist provides forms*)

SESSIONS 3 & 4

We review Fairy Tale Map expanding details about our where.

We create character traits for group animals.

Students physicalize character traits through dramatic play.

Students practice showing animal traits (*within groups*) to peers.

We add story ideas to our story starter.

Teachers and Artist meet after session 3 to discuss activities and expected outcome for final sessions; we revise schedule.

SESSIONS 5 & 6

Tableau is introduced and modeled.

Student Animal Groups invent tableau scenarios.

Groups practice Tableau and share with classmates. (*Students Reflect*)

As a full group we answer final story problems.

We practice Dramatic Storytelling.

SESSIONS 7

Students rehearse active storytelling.

Teacher & Artist read Fairy Tale as students become active Storytellers.

EARTH ARTS^{NW} Grade 2-3 Residency,

SESSION ONE

NEEDED FOR THIS SESSION: markers and pencils, student handouts, blank paper

SESSION ONE: Introducing the project and creating characters

All learn and sing the Animal's Good Morning song.

- The Fairy Tale project is introduced: Story Intro is read.
We discuss: what's the problem?
- Artist introduces sample puppet characters.
We discuss: What do you see? Expression, markings.
What do you wonder? What do the visual details tell us about the characters?
- We practice making facial expressions (first using large eye, nose, mouth sheet).
We practice drawing character faces on samplers. We practice drawing character details.
- Using prompts, students begin designing their puppets.

BETWEEN SESSIONS: Kids complete their puppet designs, ready to transfer onto board next session

EARTH ARTS^{NW} Grade 2-3

SESSION TWO

NEEDED FOR THIS SESSION: markers and pencils, student handouts, blank paper

SESSION TWO: Character Puppets

We sing and adapt the Animal's Good Morning song. (Heron has seen no one but villagers)

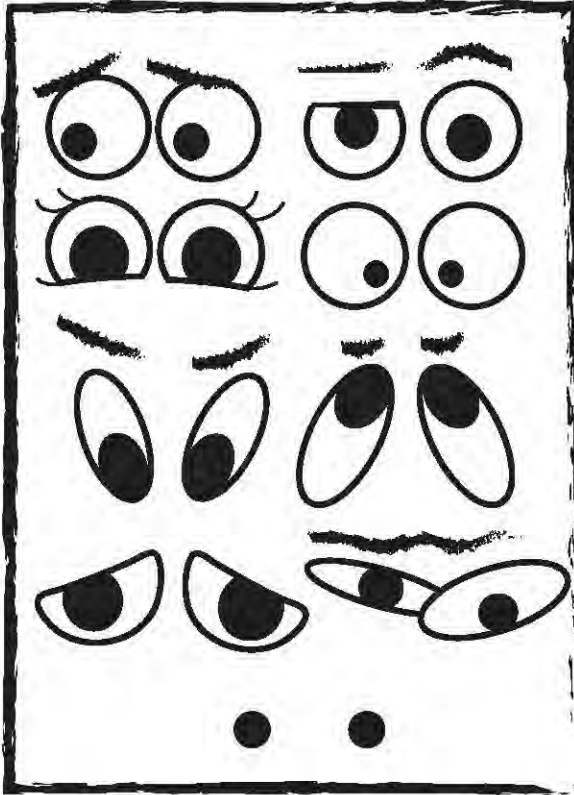
- Students and Artist practice with markers to amplify CHARACTER
line styles, fur, feathers, color fill, texture; brief discussion about warm and cool colors
- Artist models how markings and features can be enlarged and transferred onto puppet board
- Kids transfer their designs onto puppet boards and color.
- Puppets are shared in pairs: What is the character feeling?
- Brief discussion of character traits using student puppets as examples. How to make a group character wheel.

BETWEEN SESSIONS: Kids complete their puppets and Animal groups fill our character wheel for their animal character.

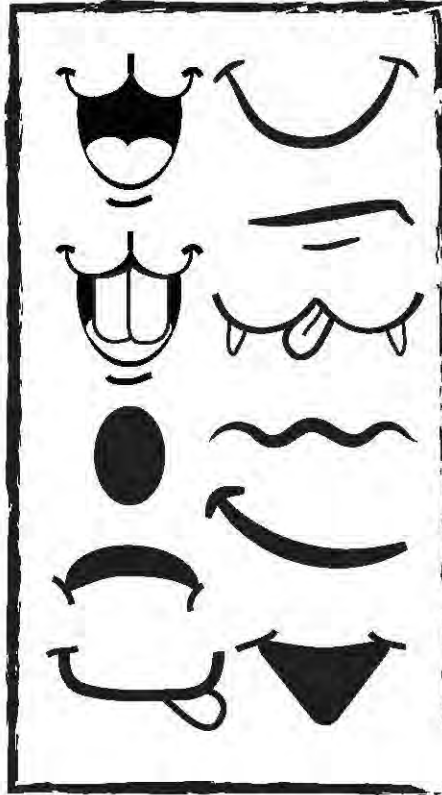
Amy, Stephanie, Ron, Kelli, Debbie

Draw a Character Face!

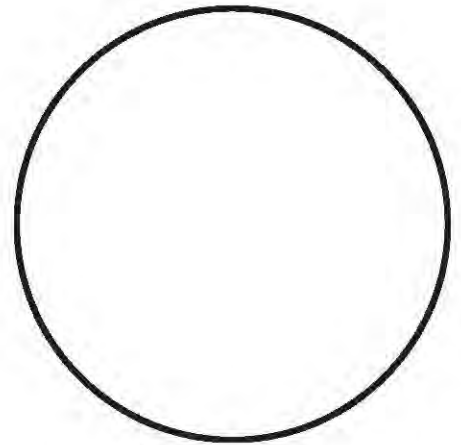
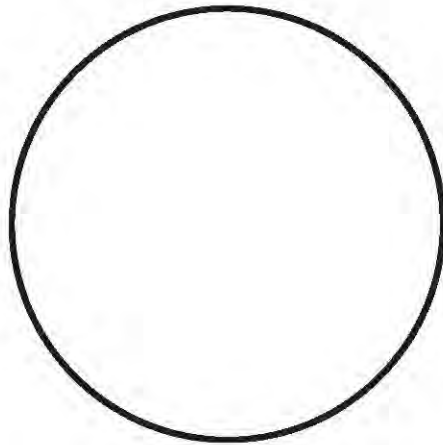
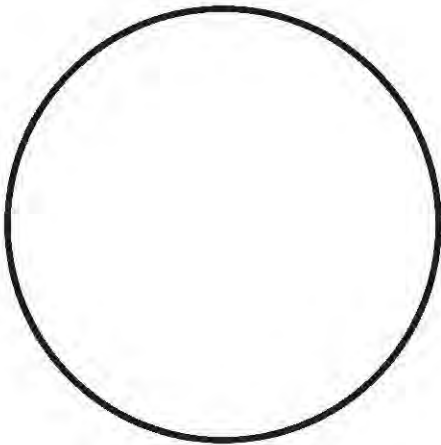
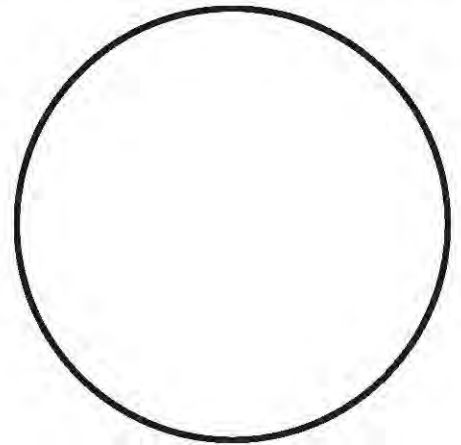
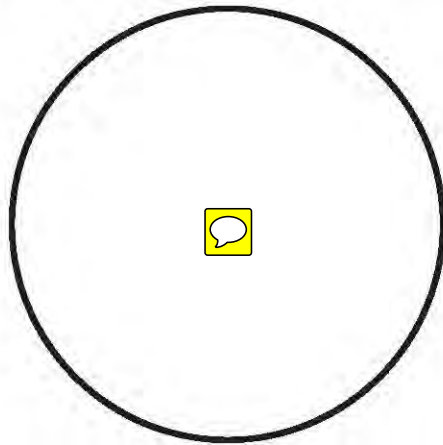
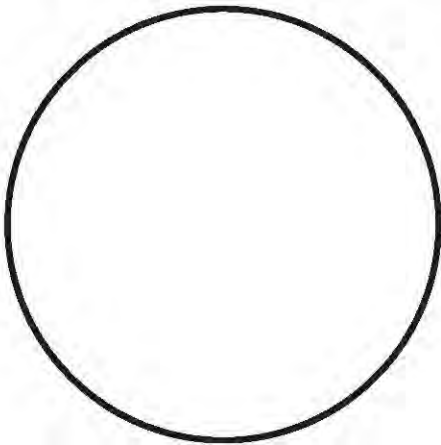
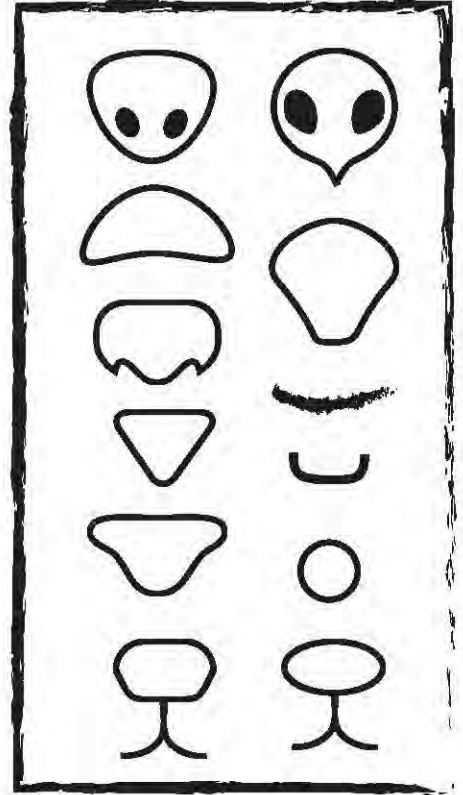
Some Cartoon EYES



Some Cartoon MOUTHS



Some Cartoon NOSES



Artist name: _____

Beaver says:

The best designs
come from inside **YOU!**
Your *imagination* is
MAGIC!



Puppet Animals of Wetlandia

Grades 2-3



Little Brown Bat



Tree Frog



Beaver

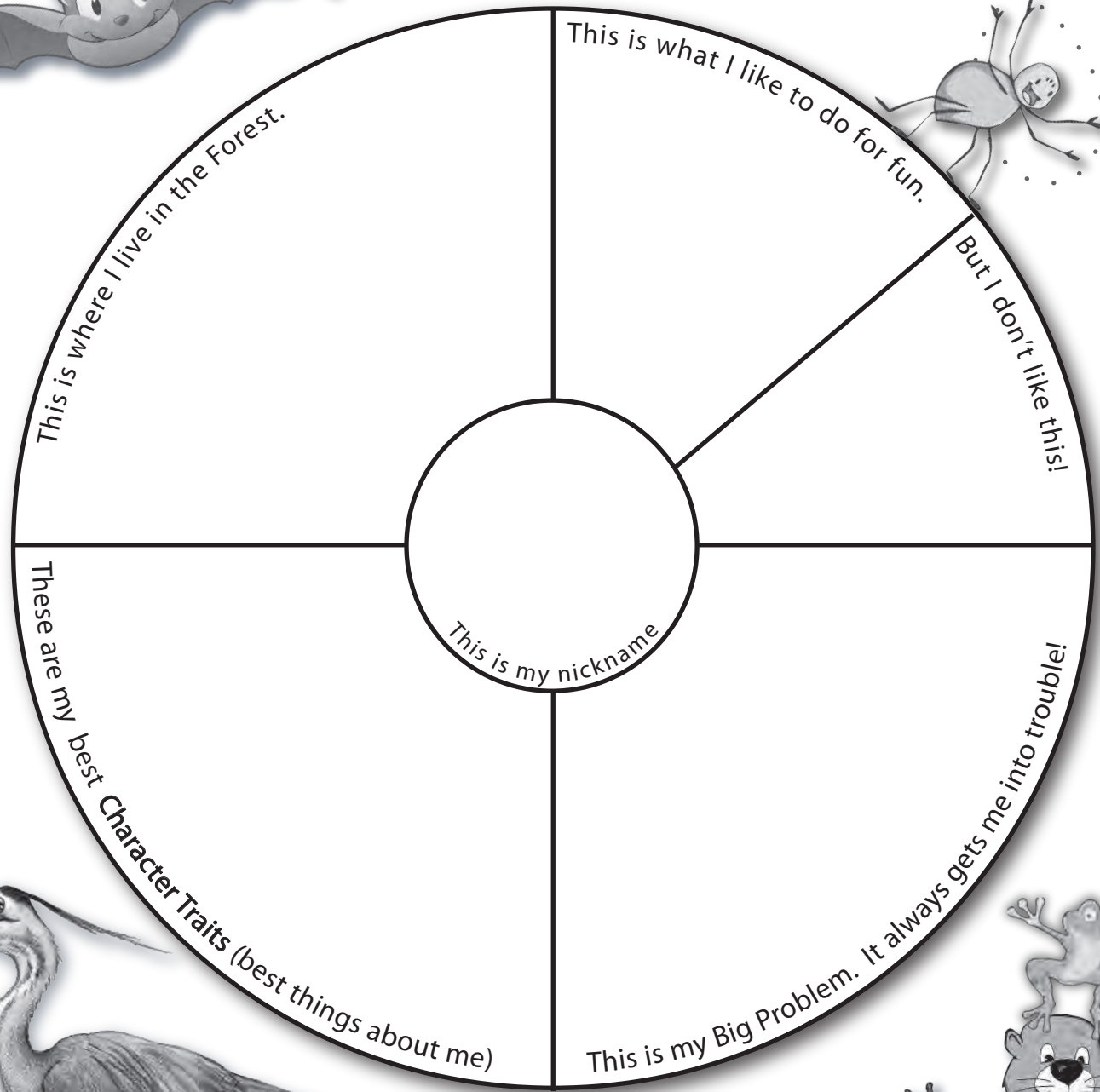
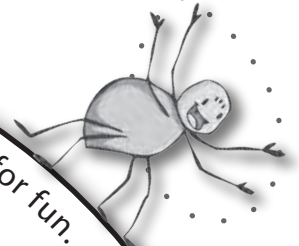


Puppet Animals of Wetlandia

Spider & Heron



Let's IMAGINE our Fairy Tale Animals!



Character Wheel

My Animal Tribe is: _____

My friends tell this story about me: _____



Some ideas about My Animal Character

What is my animal? _____

I am amazing. My face and markings tell a story. This is my story:

I am going on an adventure. This is my adventure:

Author's Name: _____

STORY STARTER used for all five classrooms

Wetlandia Tale: Intro for session ONE



Once upon a time . . .

There was a Fairytale world called Wetlandia.

Wetlandia was a beautiful place filled with trees and flowers, ponds and streams and (of course) animals. When it was time to hold council meetings or celebrate, Frog, Heron, Spider, Bat and Beaver always met at the village tree, high up on a hill.

Down in the valley just below was the marketplace where Beaver sold _____ and Spider wove _____ for the villagers. The market was tucked inside a little grove of trees called The Woods. That's where Frog and Bat liked to play their favorite trick on friends. Do you know what the trick was? It was_____.

Heron carried messages to the four corners of Wetlandia. But lately Heron hadn't been very busy. No one seemed to be sending messages -in fact - she hadn't seen other people beyond her own village for days. "Hmm," she hummed. "I wonder _____." She said.

I wonder what happens next? Well, we'll just have to wait and see, won't we?

NEEDED FOR THIS SESSION: Name Tags



SESSION THREE: Characters discover the big problem

- **CHANT:** Congratulations on your character! Your character is really: (list)
- **Reviewing** parts of a story we discuss Who, Where, What and introduce:
- **Our setting:** Village & Well; Dark Castle; Swamp Pond; Little Mt. Cabin; Enchanted Meadow.
- As a full class we discuss **Character traits:** positive and negative. (list)
- Using “On” and “Off” we **practice snapshots** of character traits.
- The next section of **Fairy Tale is read.** (We create the “calls to gather”)
- In groups students finish #1 on the group character sheet. (choose 2 to show and practice)
- Groups come together and we read the Fairy Tale section again, with chant and group snapshots.

BETWEEN SESSIONS: TBD

Amy, Stephanie, Ron, Kelli, Debbie

NEEDED FOR THIS SESSION: Name Tags

SESSION FOUR: Characters begin their quests

- **CHANT:** We listen to the animal call we made last time. Practice. Revise. Practice.
Animal Groups create an animal sound to call back.
- We discuss ideas created in groups and how collaboration was for all. (make agreements)
- Story is reviewed - parts of story
- Using “On” and “Off” we **practice snapshots** of character traits: animal groups
- **ALL:** Frozen expression with spoken thought. **Cue:** “Everone wondered what happened.”
- **Cue:** “Everyone panicked.”
- **TABLEAU INTRODUCED** (IF TIME) Practice full body showing of feeling. Practice Levels.
Practice Relationship stories. (Practice counting in: 1,2,3,4,5.)
- The next section of **Fairy Tale is read.** (We discuss where animals might go for their quests)
- Groups get their Quest Map and worksheet and go to work.

Amy, Stephanie, Ron, Kelli, Debbie



Some ideas about My Animal Character



Our animal is a Bat Beaver Frog Heron Spider

1 Our animal character is: (list some personality traits, for instance: funny, serious, etc.)

- 1. nice
- 2. happy
- 3. friendly
- 4. tricky
- 5. lazy
- 6. serious

Our Spider starts out in the little cabin by the mountain.

2 The best quality about our animal is: _____

3 Our animal's nickname is: _____

4 This is our animal's Big Problem. It always gets her/him into trouble:

5 When our animal gets scared it:

Kids in our animal tribe are: _____

Our teacher is: _____



Master Our Wetlandia Tale

Scene ONE



The Problem



Our animal is a Bat Beaver Frog Heron Spider

Action helps to make stories interesting and FUN!
Get together in your animal group and imagine:

1 Where is your character at the beginning of our Fairy Tale? Doing what?

This would be a great place to bring in some science facts from your animal bios!

In a tree pulling a prank in the market-
place on frog.

2 If your character isn't at the gathering tree when our story begins, how would they get to the tree **quickly**?

If he/she flaps his/her wings
five times he/she can fly faster than a
jet.

3 Everyone (even Heron) panics when they realize Dark Evil is back. Imagine what your animal would do. (This is a place for comedy. How would your character show excitement with their body?) Here's an example: *Frog might spin in a circle on one toe.*

1. Hangs upside down and flaps wings really fast
2. flies in loopy loops
3. Hops on one leg

Kids in our animal tribe are: Delaney, Anya, Aileen, Jack, Zack

Our teacher is: S. Shea



Our Wetlandia Tale

Scene ONE

The Problem



Our animal is a Bat Beaver Frog Heron Spider

Action helps to make stories interesting and FUN!

Get together in your animal group and imagine:

- 1** Where is your character at the beginning of our Fairy Tale? Doing what?
This would be a great place to bring in some science facts from your animal bios!

• He is playing in the village.

- 2** If your character isn't at the gathering tree when our story begins, how would they get to the tree *quickly*?

He is flying very fast.

- 3** Everyone (even Heron) panics when they realize Dark Evil is back. Imagine what your animal would do. (This is a place for comedy. How would your character show excitement with their body?) Here's an example: *Frog might spin in a circle on one toe.*

1. Crazy
2. Flying around in a circle like a tornado
3. Fainting

Kids in our animal tribe are: Daniel, Isabelle, Kendra, Sebastian, Max, Gabe

Our teacher is: Hayes



Story ideas about our Animal Character



(Quest)

Our animal is a Bat Beaver Frog Heron Spider

- 1 List some action words - these are VERBS like: *jump, climb, roll*
- 2 Next to them list some directional words like: *over, under, around, between*

Action Words: Verbs

1. Run
2. Swing
3. Hop
4. Kick
5. Jump
6. Going up

Directional Words

1. Over
2. Under
3. in (under)
4. up
5. down
6. around

- 3 Now list some things or objects in our Fairy Tale World like: *tunnels, rocks, streams, caves, etc.*

Objects or Places: Nouns

1. Magical cave
2. Sea monster
3. Magical piece of hair
4. Magical backpack
5. Evil computerized object
6. Magical whirlpool

Kids in our animal tribe are: Ryan Cameron, Jack, Addi,

Logan, Jared, Michelle B,

Our teacher is: Mrs. D. M. Williams

EARTH ARTS^{NW} Grade 2-3 Residency,

SESSION FIVE



NEEDED FOR THIS SESSION: Name Tags

SESSION FIVE: CHARACTERS QUEST - what do they bring back to heal the darkness?

- **STORY:** We review our story and discuss what's missing: parts of a story
- Groups make final quest decisions and share them

- **TABLEAU INTRODUCED:** (Frozen picture) Practice full body showing of feeling.
Practice Levels (high-medium-low) Practice Relationship stories.
(Practice counting in: 1,2,3,4,5.) (3x practice then show)

- **WE DISCUSS:** what will heal the evil darkness: list
- **WE CREATE:** a song about what will heal the evil darkness
- **WE RUN THROUGH** our story with action if time permits.

BETWEEN SESSIONS: Brainstorm what could happen on the journey through Dark Forest.

Amy, Stephanie, Ron, Kelli, Debbie

EARTH ARTS^{NW} Grade 2-3 Residency,

SESSION SIX

NEEDED FOR THIS SESSION: Name Tags

SESSION SIX: WE FINISH OUR STORY

- **STORY:** We review our story and discuss what's missing: parts of a story
IF NOT YET DECIDED: what do animals bring back to heal the darkness?
- **TABLEAU PRACTICE:** (Frozen picture) Practice full body showing of action & emotion.
Practice Levels (high-medium-low) Practice Relationship stories.
(Practice counting in: 1,2,3,4,5.) (3x practice then show)
- **WE IMAGINE:** (storytellers)
Two things that happen on the animal's journey through Dark Forest.
The clue that leads to the heart of darkness.
What does the darkness need to heal? (What are the powers of each gift?)

- **WE RUN THROUGH** The ending of our story. We practice from the beginning if time permits.

Amy, Stephanie, Ron, Kelli, Debbie

FINAL STORY for Full-Class Interactive Storytelling



Wetlandia Tale: Introduction – Scene 1 *(Children are in their animal groups)*

Once upon a time there was a Fairytale world called Wetlandia.

Wetlandia was a beautiful place filled with trees and flowers, ponds and streams and (of course) animals. When it was time to hold council meetings or celebrate, Frog, Heron, Spider, Bat and Beaver always met at the village tree, high up on a hill.

Down in the valley just below was the marketplace where **Beaver sold wooden tools, sticks, logs and trees** and **Spider wove blankets and silken clothes** for the villagers. The market was tucked inside a little grove of trees called The Woods. That's where Frog and Bat liked to **play their favorite trick** on friends – They dropped sticks on everyone below.

Heron **carried messages** to the four corners of Wetlandia. But lately Heron hadn't been busy. No one seemed to be sending messages - in fact - she hadn't seen other people beyond her own village for days. "Hmm," she hummed. "I wonder what has happened?"

Wetlandia Tale: Meet our characters – Scene 2 *(Children are in their animal groups)*

Heron flew high above Wetlandia as she searched.

(KIDS SHOW) Some people think Heron is **ugly** but she is really quite **beautiful**. She can be **sneaky** and sometimes **she tells lies**. If she could, she would be **invisible** but she's too **responsible** to disappear. "Where is everyone?" Heron wondered. "I've got to tell my friends that something is very wrong!"

In the meantime:

Beaver was busy building a dam at the beaver ponds.

(KIDS SHOW) Beaver is **chewy** and **pretty, awesome, brave, powerful, hairy** and **creative**.

Frog was exploring the dark forest.

(KIDS SHOW) Frog is **kind, stupid-brave, happy, clowney, powerful, silly** and **bossy**.

Spider was weaving in her treehouse.

(KIDS SHOW) Spider is **nice**, but **evil, happy** but **ferocious, bossy, a leader** and **fearless**.

Bat was at the dark castle, getting ready.

(KIDS SHOW) Bat is **athletic, super-cool, funny, a prankster, fearless** and **kind**.

As Heron flew over the Good Forest she gave the secret call to come to council. **(Herons call)**

Clap (4x) (clap.clap.ka-clap.clap.clap) Honk (3x) Wah! Wah! Da-lad-a-lad-a-lat

"Come, Come to the gathering tree, please; Come, come to the gathering tree. Spoken (2x – full pattern)

Her friends answered back then hurried to the village tree. **(Animals answer)**

Wetlandia Tale: Dark Evil Is Back! – Scene 3

After Heron explained the mysterious disappearance of everyone else in Wetlandia, the animals began to wonder: **“What happened to everyone?” (CUE FOR KIDS TO POP UP)**

(Kids Pair share then: FROZEN EXPRESSION WITH SHOULDER TAP/DIALOGUE)

All of a sudden, Bat heard something scary.
Turning quickly Bat was almost blown out of the village tree.

Off in the distance Bat saw a giant tunnel wind.
It was scooping up plants and trees and houses.
It carried them off to the great plateau where they disappeared. Oh My!

“I know where they are!” said Bat.

After explaining what he saw, Beaver noticed something too.
“Look at the watering hole in the swamp!” said Beaver. “The water is black!”

Everyone gasped. *(Everyone):* Gasp.
Frog pointed to castle falls. “Oh, NO!” cried spider, “Dark Evil is back.”
(Everyone): **“Dark Evil is back!” (CUE FOR KIDS TO POP UP)**

Then the animals panicked. *(Kids Full Body Frozen expression without sound)*

Heron flapped her wings to calm them down.
“We’re the only ones left to save Wetlandia,” she said.
“What can we do?” **Everyone cried.**

Then the animals shared ideas:

(Kids Pair share then: FROZEN EXPRESSION WITH SHOULDER TAP/DIALOGUE)

But no one even *heard* Spider, for Beaver and Frog, Bat and Heron were arguing over whose idea was the best.

Wetlandia Tale: The Quest – Scene 4

All of a sudden, the Wishing Well began to ring. The ringing shook the gathering tree and got all the animal’s attention. “Come to me,” spoke the ringing well.

The animals were shocked and amazed. When they were little they heard Fairy Tales about this wishing well. But they did not know that it could talk. As they gathered around it, the Well spoke to them.

Narrators Together:

“You must heal the dark water. Journey now to the *five healing waters* (group Ouhhh) and bring back the waters’ magic. (group Ahhhh) Next you must journey through the *dark forest*. (group Ohhh) Listen to the trees there. They have secrets to tell you. (group Ouhhh) Then enter the dark stone castle and find the heart of darkness. (group Ahhhh)

Use the magic of the five waters to heal it.

Then Spider’s wish will come true . . . all the people of Wetlandia will be returned and the drinking pool will fill with clean water again.”

The animals quickly decided which way to go. Heron flew to the Big River. Beaver headed for Beaver Lakes. Frog took the path to Little Woods pond. Bat flew towards the Burning Tree Moat and Spider headed for the Magic Well.

This is what happened on the way: *(KIDS SHOW IN TABLEAUS)*

Heron:

Beaver:

Frog:

Bat:

Spider:

The five healing waters gave their magic to each animal.

Frog brought a vine from the Little Woods Pond.

Bat brought a pure gemstone from the Burning Tree Moat.

Beaver brought a root with a petal from the Beaver Ponds.

Heron brought a flower from the Big River.

Spider brought a bronze sapling from deep in the wishing well.

When all the animals had returned to the gathering tree, the well spoke to them again: “Remember to listen to the trees in dark forest. Their secrets will help you find the heart of darkness.”

Wetlandia Tale: To the Dark Castle – Scene 5

Beaver had never been to the dark side. Frog was scared to cross over the bridge. Bat stayed clear of the dark castle and no one sent messages there for Heron to deliver. But tiny Spider could go anywhere unnoticed. In fact, Spider was weaving a very fine web in the dark castle just then. “Follow me,” she said. “I know how to get there, but I don’t know where the heart of darkness is.”

Crossing the bridge was easy. It didn't sway very much. The animals followed the path until they came to a giant tree. The huge tree was made up of two trees joined together at the hip. Far above Heron's head the two trees joined together and grew into one tree. The space between them made an entrance into the forest.

Spider led the way as the animals passed under the entrance and into Dark Forest. Beaver thought something scary would happen. But nothing happened – at least, not right away. As they climbed up into the forest the trees closed in around them.

The trees made a cave of their branches and came closer to look at the animals. Beaver was scared and flashed his teeth. The animals cried: "**Keep Away from us!**" But roots grabbed them and pulled the animals apart. To their surprise, the trees whispered very important secrets to the animals.

Then the trees leaned and dropped them into a hole. "This is a tunnel," said Heron. Above them the opening disappeared. "We can't go back!" cried Bat. "Listen!" said Frog. "Do you hear that?" "It's water!" cried Beaver running down the tunnel. "C'mon!" Beaver didn't know what was ahead until "Whoosh!" he was pulled into a whirlpool. Then Bat, "Whoosh," and Frog, "Whoosh," and Spider, "Whoosh," and Heron, "Whoosh," came spinning after. They were pulled into an underground stream and carried into the castle!

Where do you think they landed? That's right! Inside the secret chamber of the **Heart of Darkness**. At the center of the chamber was a black heart covered with black and red diamonds. It was surrounded by a ball of purple fire and floated above a stream of black water. Closer and closer the animals crept.

Frog's knees were shaking as it put the little vine onto the ball of fire. In the blink of an eye, the fire changed into a swirling vine. Then one by one, the animals gave their healing gifts to the heart of darkness. With each gift the heart grew lighter and lighter until it sparkled a glowing pink-white light.

Then everything started to change. The stream turned from black to blue-white, the castle began to transform from dark to light, and a sparkling breeze blew through the castle and out onto the great plateau. **There** it whirled the lost Wetlandians out of the dark hole and swirled them gently back to their homes. Wetlandia was safe again.

Of course most people didn't know who saved them, or how. But when the animals returned to the gathering tree, they made up this song to celebrate:

We are the people of Wetlandia. We are the heroes of the day. We healed the heart of darkness. We did it together with our friends.