



Storytime Workshop Guide

-A Blue Apple Outreach program-

Workshop Description:

Storytime is a lively storytelling program using interactive listening to build comprehension and language development - skills vital to early literacy. Children participate imaginatively, contributing sound and movement under the guidance of the storyteller.

Workshop Concepts:

- **Actor's Tools:** Body, Voice, and Imagination
- **Focusing Tools:** Eyes, Ears, and Brain
- **Story:** A retelling of imagined or real events
- **Parts of a story:** Beginning, Middle, and End
- **Characters:** The people or personified creatures in a story
- **Moral:** A universal lesson about behavior

Benefits of Storytelling:

- Develops language
- Expands children's imagination
- Helps children relax
- Teaches children about themselves and their world

Storytime Enrichment Tool for The Rich Man and The Shoemaker

Enjoy the video together, then select some of the following questions and activities to deepen learning and literacy connections.

* * *

Recall Questions - Check for understanding of the story content using “Wh” questions: What, Where, When, Why, Which, Who, How.

- Who was the main character of the story? Who were the other characters?
- Where did the Rich Man live?
- Why did the Rich Man want the Shoemaker to stop singing?
- When did the Rich Man go to the Shoemaker’s house?
- Which time did the Shoemaker agree to stop singing?
- How did the Shoemaker feel after he took the money?
- What was the moral of the story?

Distancing Questions - Ask questions that encourage children to use their imagination and/or make connections to experiences outside the story.

- What do you love to do that would make you sad to give up?
- If you could set the story during modern times, what could the Rich Man have offered to the Shoemaker instead of money?
- If you were one of the Shoemaker’s family members, what would you do to help him?

Open-ended Questions - Ask questions that encourage children to talk about their ideas (instead of one word answers).

- If the Rich Man lost count any time the Shoemaker started singing, what could he have done instead to keep from losing count?
- If you could change only one thing in the story, what would it be?
- What do you think happened after the story ended?

Enrichment Activities

Magic Shoe Game -- Imaginative Play

Explain to your child that they will need to use their actor's tools for this game, but especially imagination. Be sure to play in a room with open space. Tell your child that their shoes are now magic; their shoes can transform into any kind of shoe. Invite them to walk normally around the room then shout "freeze". Next say, "Your shoes are changing into ice skates. Go." Let your child explore the room pretending they are wearing ice skates. Shout "freeze" again and change the shoes. Suggestions: heavy boots, ballerina slippers, stilts, snow shoes, shoes that are too small or big, shoes with gum on the bottom, slow motion shoes. See if your child wants to add an idea. End the game with transitioning back to normal shoes.

Building Tableaux (frozen pictures) -- Comprehension

Ask your child to help you pick out the parts of the story. Invite them to imagine they are one of the characters and ask them to freeze as a statue of a certain moment in the story. These frozen pictures are called "tableaux". Have them be as expressive as they can be using just their facial expressions, posture, and body to tell the story. Work with them on sequencing the story by building a tableau for the beginning, middle, and end.

Shoe Art Activity -- Visual Art Extension

Using the template on the other side of this page, ask your child to imagine they are the Shoemaker. What would they want the shoes they make to look like? Is there anything special about the shoes they have created? Try singing like the Shoemaker and see if it helps the creativity.

Share Your Creations

- If you enjoyed this program, let us know! Share stories, pictures, or ideas by emailing: Mera@CommonwealthTheatre.org

