

TITLE:

Story Dramatization: Using the Arts to Create Characters with Body and Voice

DEVELOPED BY:

Katherine Lyons

ART FORM:

Dance/Movement

Drama

Music

Puppetry

Multi-disciplinary / _____

OBJECTIVE(S)/GOAL:

The children will be able to:

- tell the difference in dynamics (more noise or less and loud or quiet)

VOCABULARY:**Arts Vocabulary**

Prop

Character

Dynamics

Curriculum Content Vocabulary

Circle

Around

Inside

Outside

Empty/Full

Problem

Quiet/Loud

More/Less

MATERIALS NEEDED:

Book *Too Much Noise* by Ann McGovern

Parachute

Bag or can of animal props

Farm mat
Hobby horse
Claves
Wooden xylophone
Wooden grogger
Leaves on stems
Farmer's hat
Wise man's hat or cape

MAIN EXPERIENCE:

Introduction

Song: "Down On Grandpa's Farm" with animal sounds from the story, *Too Much Noise*.

Main Experience

Begin story dramatization of *Too Much Noise* by Ann McGovern. Lay out parachute to be farmer's old, old house. What shape is it? Is it empty or full?

Give children instruments to make sound effects. *Once there was a farmer who lived in an old, old house. Every night the bed creaked (grogger instrument), the stairs squeaked (wooden xylophone), the wind blew the leaves on the roof (leaves shaken).* (Cue children to make their noise when lines are spoken, but stop when they see a hand up.) *"This house makes too much noise, I can't sleep,"* said the farmer. *"I'll go and see the wise man (or woman), and he'll know what to do."*

So the farmer got on his horse (hobby horse w/child playing sticks for sound effect) and rode around his house to see the wise man of the village. "Wise Man, Wise Man, what can I do? My house makes too much noise, I can't sleep. The bed creaks, the stairs squeak, the wind blows the leaves on the roof." If you were the Wise Man, what advice would you give him?

"Here's what you must do," said the wise man. (Teacher, playing Wise Man, reaches in bag and pulls out an animal.) *"Get a cow. Take that cow into your house."* Farmer: "A cow?" Wise Man: "A cow. Now go." (Put animal prop in coffee can area for house.)

So the farmer got on his horse and rode home. He got a cow and put it in his house. (Have children who are cows inside house sit on parachute.) That night the bed creaked, the stairs squeaked, the wind blew the leaves on the roof and the cow went "mooo!" (All children keep making noise until signal to stop. Each time ask if it is quieter or noisier than before.) *"Too much Noise!"* said the farmer and the next day he got on his horse and rode around to the Wise Man. *"Wise Man, Wise Man, I did what you said. I took a cow into my house but there's still too- much- noise!"* The Wise Man thought. *"Hmmm. Here's what you must do. Get a chicken. Take that chicken into your house."* Farmer: "A chicken?" Wise Man: "A chicken. Now go!"

(Repeat this sequence with all animals, accumulating animals and noises in the house. Let a child play the Wise Man or Woman and choose animals from the bag.) *Is the farmer's house getting quieter or noisier? What do you think will happen next? How can he get some sleep? Do you have some advice for him?*

After all the children/animals are in the house the farmer rides back to the Wise Man. "Wise Man, Wise Man, I did what you said but there's still too much noise! I'm going crazy!" The Wise Man says, "Here's what you must do. Take that [last animal] out of the house." (All make sounds and when farmer touches that animal, it goes back outside the house and is quiet. Do same with props.) Let's hear the sounds in the house. Is the house quieter or noisier now? (The Wise Man tells him to take each animal out in reverse sequence and we listen to the sounds each time. Animal props are put back in barn/outside area in reverse sequence.) What animal will he take out next? What is happening to the house? Are there more animals inside or outside the house? How do you know? Let's count them.

When all animals were gone the Wise Man said, "Now go back home." The farmer rode back to his house and that night the bed creaked, the stairs squeaked, the wind blew the leaves on the roof. Is it a noisy house now or a quiet house? "Ah!" said the farmer, "How quiet my house is. This is the nicest sound of all." And he went to sleep and dreamed a very quiet dream.

Closing

All children go to sleep. Rooster sound wakes them up. Ask questions as props are put away. *What was the first animal the farmer put in the house? The last? What was his quiet dream? What was the farmer's problem? Why do you think the Wise Man told the farmer to take the animals into his house? Did it work?*

INTENTIONAL QUESTIONS:

Open-Ended (i.e. children contributing possibilities, thoughts)

If you were the Wise Man, what advice would you give the farmer?
What was the farmer's quiet dream?

Demonstration (i.e. "show me...")

Show me the way a chicken moves its wings. What sound does it make?

Application to Other Areas (i.e. making connections to other areas)

Colors
Counting
Alike and different
Senses
Large motor
Following directions
Making predictions
Animals

Sequencing
Problem
Storytelling
Role playing

Problem Solving/Critical Thinking (i.e. prediction)

Are there more animals inside the house or outside? How do you know?
Why did the Wise Man tell the farmer to take the animals into his house? Did it work?

Factual Questions

Is the farmer's house getting quieter or noisier? What do you think will happen next?
What was the first animal the farmer put in the house? The last?
What was the farmer's quiet dream?
What was the farmer's problem?
What shape is the farmer's house? Is it empty or full?
What animal will he take out next? What is happening to the house? Are there more animals inside or outside the house? How do you know?

ASSESSMENT:

During the closing ask questions. *What was the first animal the farmer put in the house? The last? What was his quiet dream? What was the farmer's problem? Why do you think the Wise Man told the farmer to take the animals into his house? Did it work?*

MODIFICATION:

Repeat dramatization and let children play all roles and create dialogue. Story can be set in jungle with jungle animals.
Draw picture of the farmer's quiet dream. What would it sound like? Create sounds and music or maybe a dance for his dream.
