

# STORYFRAME

# SHEFF!ELD THEATRES



PAUSE

IMAGINE...

CREATE!

Create  
Buttons

## Create!

Press a number on your remote control to start your **Create** activity!



## Links

[Video Intro](#)

[Three Little Pigs](#)

[Tabletop Theatre Video](#)

1) **Mime** is to act out an activity or scene without talking.

For example, you could be Jack in **Jack and the Beanstalk** and mime creeping into the giant's house to steal back the goose that laid the golden eggs.

### What to do:

Make a video of yourself miming your chosen activity or scene.

### Even better if:

Add captions and thought bubbles your mime scene to help the audience understand.

The children crept out late at night...

I'm scared!

2) The **Song** button allows you to explore adding a song or musical accompaniment to your Storyframe piece.

**What to do:** Can you write a song for the 'Big Bad Wolf' to perform? Think about his character, the things he says in the play, his attitude towards the three little pigs.

Can you create some theme music for the three little pigs? Using percussion or any instrument you like, create a simple tune that lets us know our heroes are on the scene!

### Even better if:

Record yourself performing your music!

# STORYFRAME

# SHEFFIELD THEATRES



3) **Flashback** is creating a scene that goes back in time to help the audience understand what happened moments before or in the past.

**What to do:**

Use the Storyframe cartoon strip to create your flashback.

**Even better if:**

Perform and record some **Tabletop Theatre!** Watch our **Tabletop Theatre Video** for helpful tips.

5) **Monologue** is when a character gives a speech that describes their thoughts or feelings.

**What to do:**

Create and perform a monologue for one of the characters in the play. Go to the **Monologue Resource** (Appx 1) for some helpful tips.

**Even better if:**

Dress up as this character to perform your monologue.

4) **Flash Forward** is creating a scene that jumps into the future to show the audience how things might be.

**What to do:**

Use the Storyframe cartoon strip to create your flashback.

**Even better if:**

Perform and record some **Tabletop Theatre!** Watch our **Tabletop Theatre Video** for helpful tips.

6) **Surprise Twist** is when something unexpected and surprising happens in the story. This makes the audience really sit up and watch the action!

**What to do:**

Use the **Storyframe Cartoon strip** (Appx 3) to create your **Surprise Twist**.

**Even better if:**

Perform and record some **Tabletop Theatre!** Watch our **Tabletop Theatre Video** for helpful tips.

7) **Different Ending** is when you rewrite the final bit of the play so that the result is not the same.

**What to do:**

Write a script for a new ending using our **Write a Script** (Appx 5) template.

**Even better if:**

Perform and record some **Tabletop Theatre!** Watch our **Tabletop Theatre Video** for helpful tips.

# STORYFRAME



8) **Useful Character** can be a person within the play that you create who might add drama to the story or help the audience understand something.

**What to do:**

Use our character template (Appx 4) to design and describe your new and useful character.

**Even better if:**

Press 5 and create this character a **Monologue!**

0) **Important Set** is scenery and other properties used to show the location of the story as well as perhaps the period when the story takes place.

**What to do:**

Use the **Set Design Template** (Appx 2) to draw your important piece of set. Write a description of the set too.

**Even better if:**

Using things at home like loo rolls, empty bottles and yoghurt pots, can you make a 3D version of your **Important Set**?

9) **Important Prop** a prop is short for the word 'property' meaning 'belonging to'. In theatre, a prop is an object used by an actor to help tell the story.

**What to do:**

Draw your prop and describe why it is important in this scene and who can use it.

**Even better if:**

It could be an ordinary prop, like a pen, or an extraordinary prop, like a pen which can become a sword!

# STORYFRAME

# SHEFFIELD THEATRES



**Dialogue** – A conversation between two people or more.

**Monologue** – A speech made by one actor.

We're going to create and perform an 'Inner Monologue', which is when the character speaks his or her thoughts out loud either to the audience or themselves. These monologues often happen in Shakespeare plays and in pantomimes.

## One Minute Exercise 1- Speaking as yourself

Record yourself speaking for 1 minute on any topic. For example, horses, FIFA or Superzings. Your mission is to not change the subject and keep talking until the minute has ended.

Listen back to your voice recording. Do you pause a lot? Use "ums" and "ahs" a bit? Are there words you say more than others?

**Reflection:** What did you notice about your experience when speaking? Was this a hard/easy activity? Why? Were you able to stay on topic?

## One Minute Exercise 2- Speaking as a Character

Do this exercise again, but this time, try to speak in the voice of your chosen character. To start yourself off, imagine someone asks your character this question:

'What do you want to do now?'

The answer to this question should become part of the first sentence of your monologue. If you can, get someone to read this question out to you, but if not, just imagine it being said in your head.

**Reflection:** Was it harder speaking as a character or yourself? Why? Did your use of language change when speaking as your chosen character? How? How could this activity help us when writing for our characters?

### **Two Minute Exercise 3-**

**Read This Monologue Aloud** (From *Alice in Wonderland*, Lewis Carol)

Alice: (*Angrily*) Why, how impolite of him. I asked him a civil question, and he pretended not to hear me. That's not at all nice. (*Calling after him*) I say, Mr. White Rabbit, where are you going? Hmmm. He won't answer me. And I do so want to know what he is late for. I wonder if I might follow him. Why not? There's no rule that I mayn't go where I please. I--I will follow him. Wait for me, Mr. White Rabbit. I'm coming, too! (*Falling*) How curious. I never realized that rabbit holes were so dark . . . and so long . . . and so empty. I believe I have been falling for five minutes, and I still can't see the bottom! Hmph! After such a fall as this, I shall think nothing of tumbling downstairs. How brave they'll all think me at home. Why, I wouldn't say anything about it even if I fell off the top of the house! I wonder how many miles I've fallen by this time. I must be getting somewhere near the centre of the earth. I wonder if I shall fall right *through* the earth! How funny that would be. Oh, I think I see the bottom. Yes, I'm sure I see the bottom. I shall hit the bottom, hit it very hard, and oh, how it will hurt!

**Reflection: How was Alice feeling at the beginning? Why? What does she decide to do? What happens next to Alice? What does Alice then think about? What does she then realise?**



### **Two Minute Exercise 4-Perform your Monologue**

- 1) Remember your character. Do they speak fast or slow, high or low, do they use their hands a lot when talking? Do they pause sometimes, or just keep on going?
- 2) Remember to breath. Take a breath before speaking each new sentence.
- 3) When your character is shocked, angry, sad, happy, remember to change the tone of your voice.
- 4) Take your time, enjoy it!

### **Seven Minute Exercise 4-Write your Monologue!**

- 1) keep your monologue connected to the story.
- 2) Monologues often happen at an important moment during the play or your character's life. When is this happening in the story?
- 3) Monologues should tell something about the character.

Time yourself-you have seven minutes...GO!

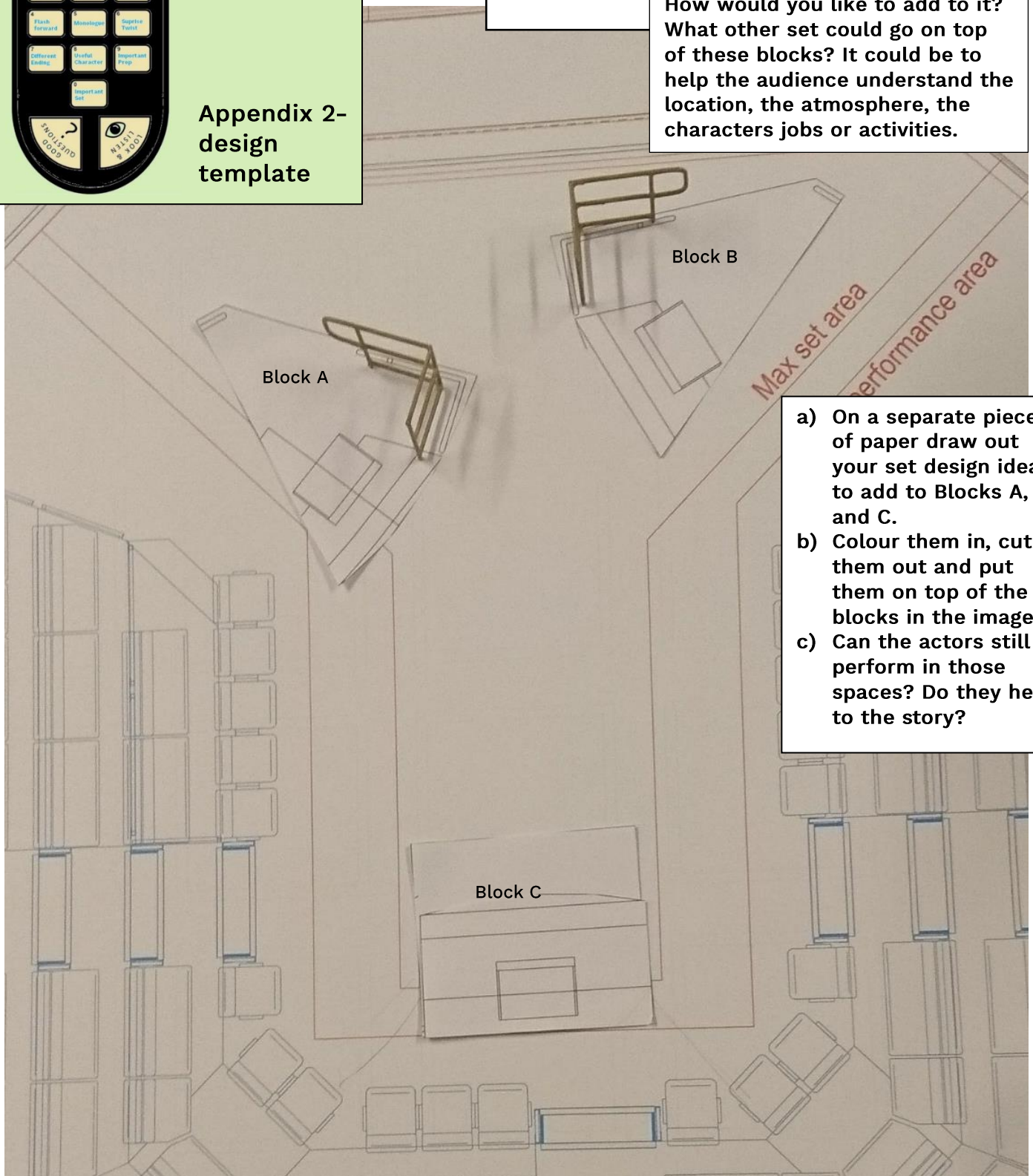
# STORYFRAME

# SHEFF!ELD THEATRES



This is the basic design your Storyframe. We call this thrust staging, and the audience is on all three sides of the stage. The blocks are raised platforms.

How would you like to add to it? What other set could go on top of these blocks? It could be to help the audience understand the location, the atmosphere, the characters jobs or activities.



- On a separate piece of paper draw out your set design ideas to add to Blocks A, B and C.
- Colour them in, cut them out and put them on top of the blocks in the image.
- Can the actors still perform in those spaces? Do they help to the story?

# STORYFRAME

# SHEFFIELD THEATRES



Can you describe what was happening in the script except we gave you?

---

---

---

---

What would be a really surprising twist in the story here? Could a character in the story do something that's really unlike them? Could a plan go wrong? Could the audience get involved in the action?

---

---

---

---

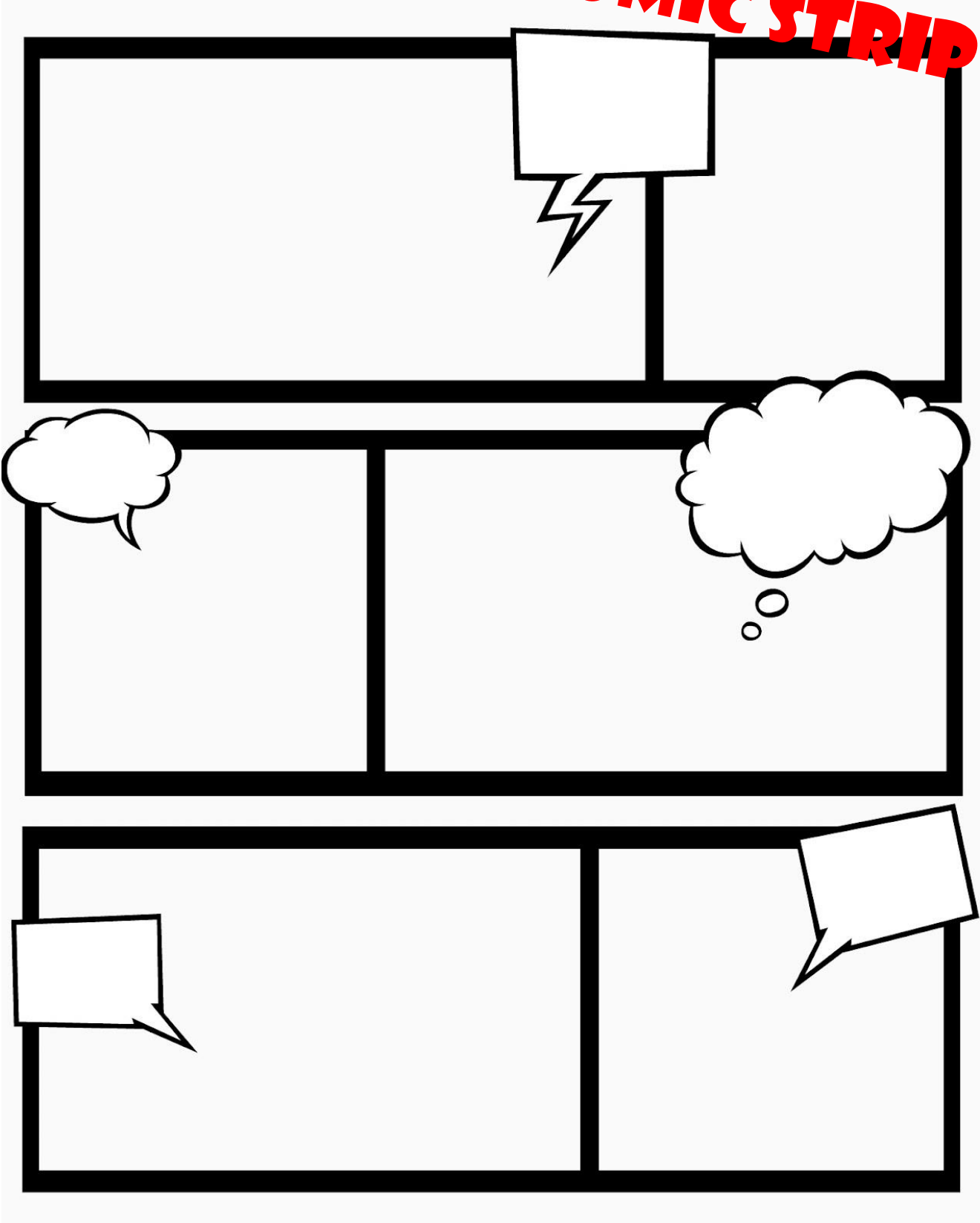
---

Can you create a comic strip of your surprising twist? Draw out the scenes in the comic strip template. Don't forget to fill in the thought and chat bubbles!

# STORYFRAME

SHEFFIELD  
THEATRES

## COMIC STRIP







**PAUSE**

**IMAGINE...**

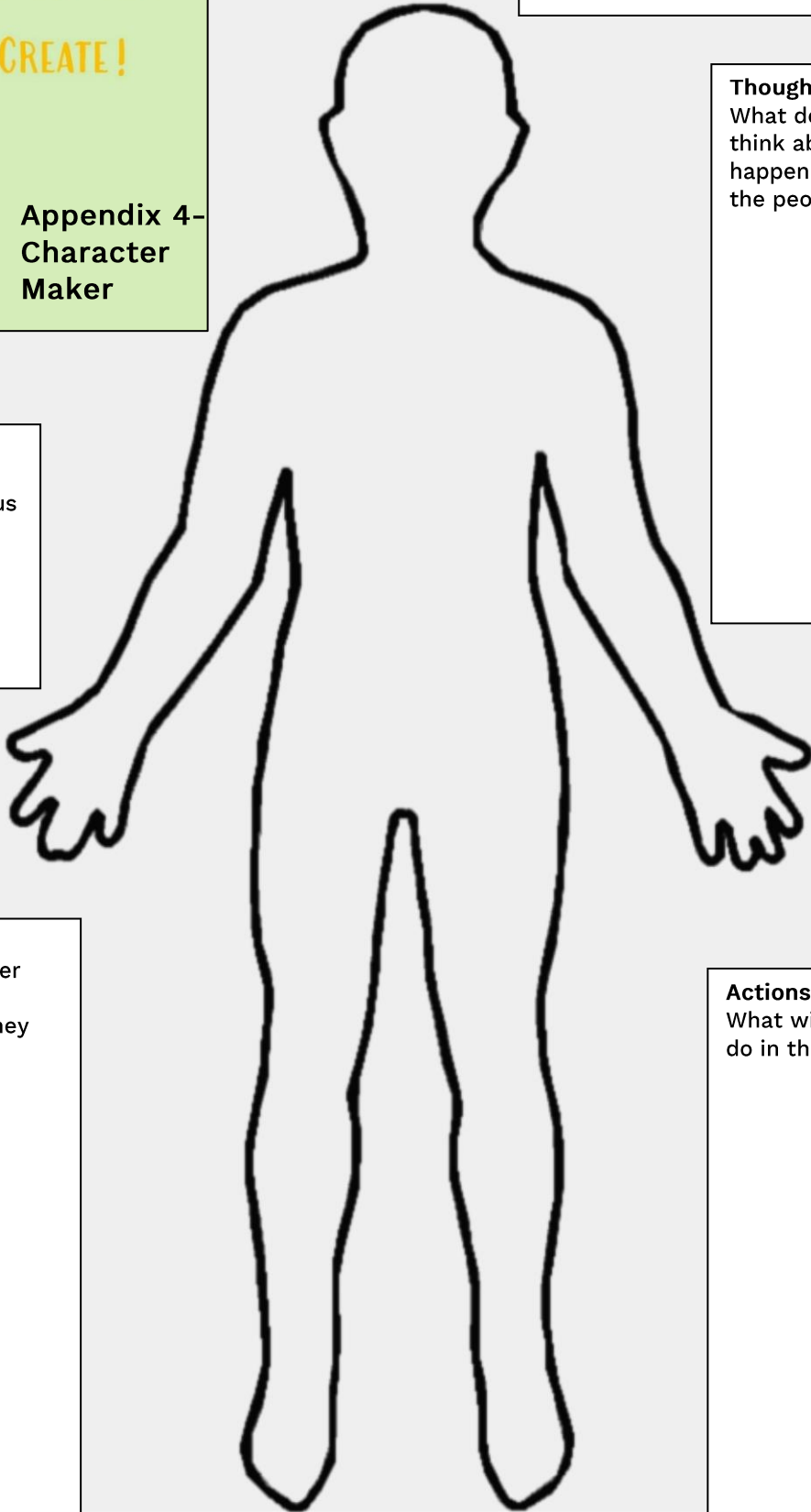
**CREATE!**

**Appendix 4-  
Character  
Maker**

Character Name:

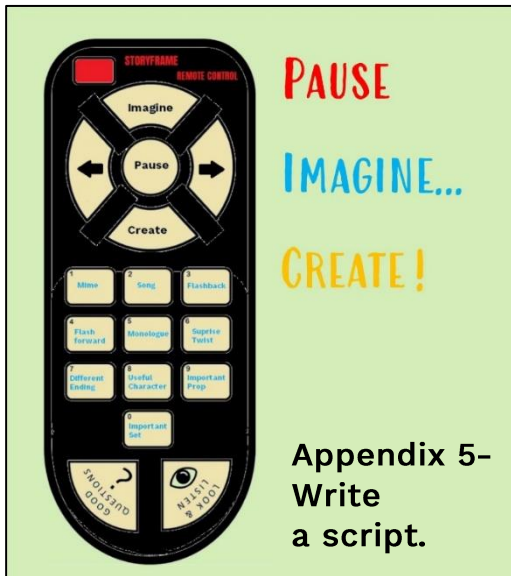
**Thoughts:**  
What does this character think about the things happening in this story and the people within it?

**Looks:**  
Draw and colour in this model to show us what the character looks like and what they wear.



**Emotions:**  
What does the character feel about what's happening? What do they feel about the people around them?

**Actions:**  
What will the character say and do in the play?



## Setting the scene

This is a paragraph which shows us where we are, the time of day and who the characters are.

'It is a warm, sunny evening and Henry and Amy are sitting at a bus stop. The streetlights are lightly flickering, and the sound of the traffic can just be heard in the background'.

This is a script between the two characters mentioned in the paragraph above:

**Henry:** Wow, it's still hot. I think it might rain.

**Amy:** *(Shrugs her shoulders)* Nah.

**Henry:** What's wrong?

**Amy:** *(Huffs and kicks legs out)* You know.

**Henry:** Sorry. I was thinking about my holiday, *(looks up to the sky)* all that sun and swimming.

**Amy:** It's never going to happen.

When characters speak you don't need speech marks.

This is dialogue. This is what the actors say.

These are stage directions. They tell the actors what to do on stage.