



FIRST STAGE
THEATER IN EDUCATION
AT HOME



DEAR FAMILIES AND TEACHERS,

Welcome to First Stage's online Education resource page. Every Tuesday, First Stage's Education Department will upload new content based on past First Stage productions for families to explore together. Each week we will include games and activities meant to spark imagination and dramatic play in new and engaging ways. These resources are free for you to use, and we encourage you to share these activities with others who you think would like to play along! Share your dramatic play shots with us at **#FSathome**

JUNIE B. JONES IS NOT A CROOK

Junie B. Jones is on the search for her missing black, fuzzy mittens that were stolen by a crook! These special mittens were a gift from Grampa Miller. Meanwhile, she is also competing with her bestest friends, Gracie and Lucille, for the affections of the new boy in school, Handsome Warren. Junie B. fights to impress him in many ways. In the end, Junie B. discovers that what Warren needs most is a good friend, and she can help him with that problem! Junie B. is ecstatic when she realizes that Warren is a “nutball” just like her! Junie B. learns that “Finders Keepers” is not a rule! Her black fuzzy mittens are returned to her and she must return the epic sparkle pen she found! Junie B. solved the case and made a new friend!



WATCH A CLIP OF FIRST STAGE'S *JUNIE B. JONES IS NOT A CROOK*

LET'S TALK ABOUT IT!

- Junie B. has two best friends in her class. Who are your best friends and what makes these friends so special to you? What are some of your favorite activities to do with them?
- A new kid arrives in Junie B.'s class and everyone is trying to impress him. What could you do to make someone feel welcome when they are new?
- Sometimes when Junie B. gets angry, she calms herself down by thinking of something or someone special, such as her Grampa Miller. What are some special things or special people that make you happy to think about, and can even help to calm you down when you are feeling angry?

IF THE CLOTHES FIT...

ACTOR TOOLS: Imagination

TIME: 5-10 minutes

MATERIALS: Coloring supplies: Crayons, markers, or colored pencils, and coloring sheet below

NUMBER OF PLAYERS: 1+

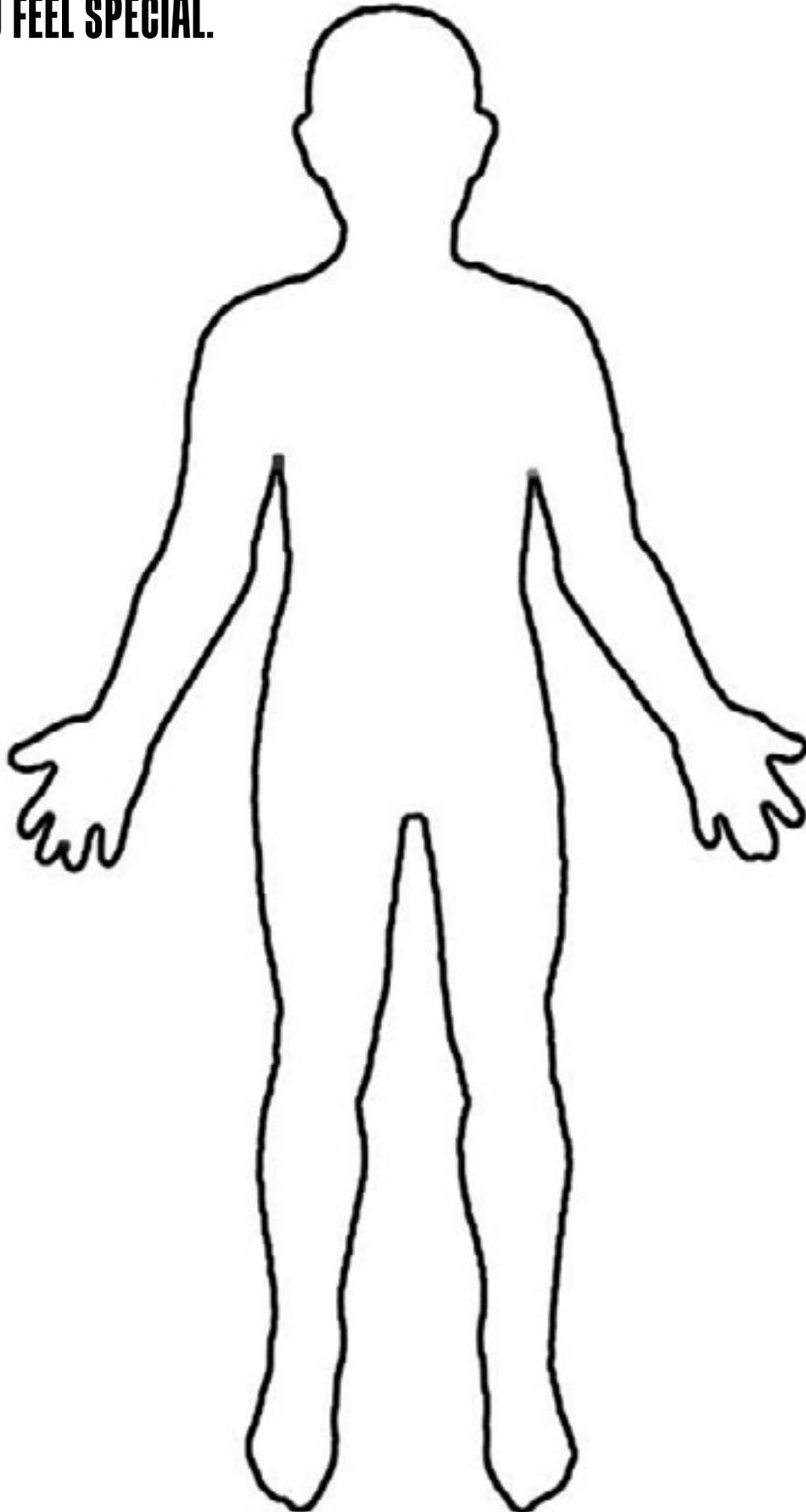


Junie B. and her “bestest” friends, Lucille and Grace, are trying to impress the new boy in school, Handsome Warren. They each decide to wear something that makes them feel great! Lucille wears her fancy dress and feels like a princess. Grace thinks she is the fastest runner when she is wearing her sneakers. Junie’s mittens make her feel so special. The clothes we wear affect our feelings and our attitude! On the coloring sheet on the next page, design an outfit that makes you feel special.

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**DESIGN AN OUTFIT THAT
MAKES YOU FEEL SPECIAL.**



THIS IS HOW I FEEL!

ACTOR TOOLS: Concentrations, Body, Imagination

TIME: 10-15 minutes

MATERIALS: Coloring supplies: Crayons, markers, colored pencils, coloring sheet attached below, and mirror

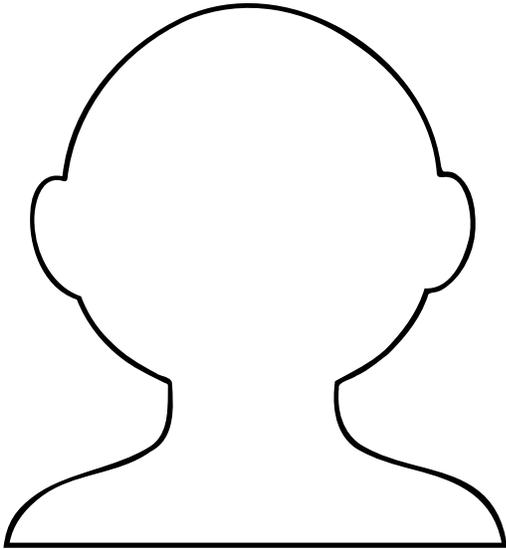
NUMBER OF PLAYERS: 3+



Junie B. has lots of feelings every single day. What are some feelings and emotion words you know? How are you feeling today? Are you happy, sad, mad, or calm? Can you use your face and body to show those emotions? Use the blank faces below to draw what your face looks like when you are feeling different emotions! You can use a mirror to see what each emotion looks like on your face!

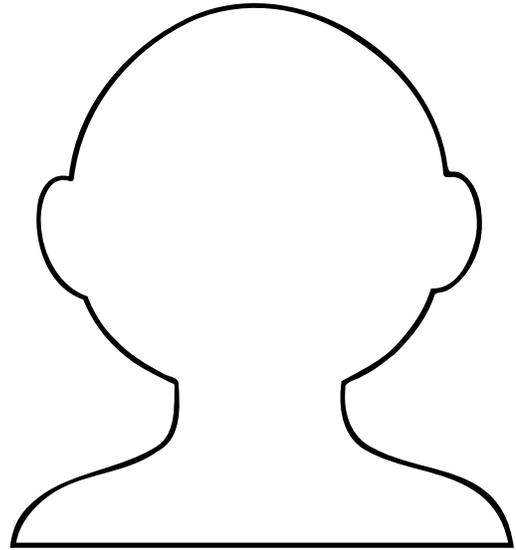
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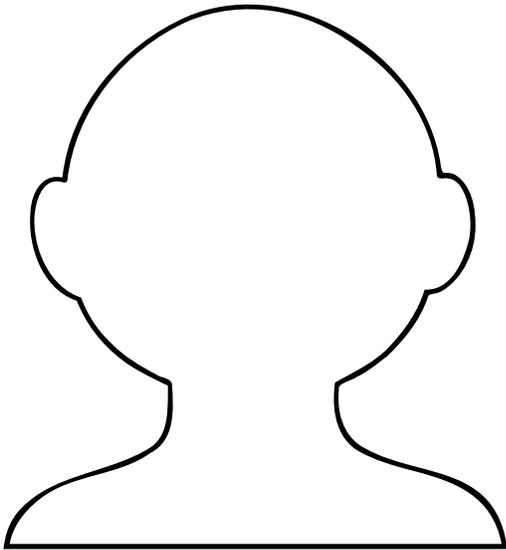
This is how I look when I feel happy!

I feel happy when _____



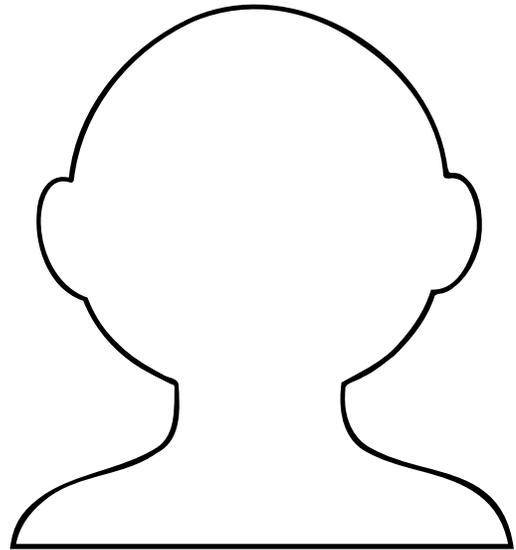
This is how I look when I feel sad!

I feel sad when _____



This is how I look when I feel happy!

I feel happy when _____



This is how I look when I feel sad!

I feel sad when _____

ANGER SUIT



**WATCH THE VIDEO
EXAMPLE**

ACTOR TOOLS: Body, Imagination, Cooperation

TIME: 5-10 minutes

MATERIALS: None!

NUMBER OF PLAYERS: 2+



Whether she is solving the case of her stolen mittens or trying to get the new boy's attention, Junie B. is constantly getting to problems and trying to solve them. We all run into problems...every single day! Junie B. has lots of feelings - and when people make her feel angry, sometimes she doesn't make the best choices. How can we make good choices or handle a situation well when someone makes us feel angry?

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ANGER SUIT

- Begin by holding up an imaginary **Anger Suit**. Pretend a tailor friend of yours made this suit especially for you! The suit makes the person who wears it act very, very angry. We will use it to learn some of the signs that tell us that other people are angry and discuss some techniques to us calm down when we're feeling angry.
- Discuss some things that might make you feel angry.
- What does feeling angry look like on our faces and in our bodies? (fists clenched, breathing fast and shallow, angry face, stomping, etc.)
- Discuss some techniques to calm down when we feel angry. (ie. counting to ten, deep breaths etc.)
- Someone is going to pantomime putting on the Anger Suit and show with their face and body that they are now very angry. Pantomime is when we use our bodies to act something out, without the help of words or props. This is your opportunity to act!
- It is the other players job to be anger management experts! They help the player in the Anger Suit get out of the suit and hang it back up. The only way the Anger Suit can come off is by following the advice of the anger management experts!
- Each expert will each offer a tip or calm down strategies.
- As they suggest calm down strategies, have all the players act them out and slowly take off part of the Anger Suit. After you act out 3-4 different calm down strategies, you will have removed the entire Anger Suit!!

KNOCK KNOCK...

ACTOR TOOLS: Imagination

TIME: 5-10 minutes

MATERIALS: None!

NUMBER OF PLAYERS: 2+

One great way Junie B. learns to make friends is by sharing laughs with her classmates. Junie B. is a great joke teller and she loves Knock Knock jokes. When she realizes Handsome Warren is upset and wants to make friends, Junie B. starts telling him Knock Knock jokes to cheer him up and make him feel more comfortable. Have you heard these Knock Knock jokes?:

Knock Knock

Who's there?

Hatch

Hatch who?

Ha! I made you sneeze!

Knock Knock

Who's there?

Ash

Ash who?

I made you sneeze again!

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KNOCK KNOCK...

Knock Knock

Who's there?

Kook

Kook who?

Hey! Who are you calling a cuckoo?

Knock Knock

Who's there?

Irish

Irish who?

Irish I was an Oscar Mayer weiner!

Do you know any other Knock Knock jokes? Do you know any other kinds of jokes? Could you write your own? Have fun making the people around you laugh! If you want, video your favorite joke from above or of your own and share it with us at [#FSathome](#). We would love to laugh with you!

USE IT! BECOME IT!



ACTOR TOOLS: Body, Imagination

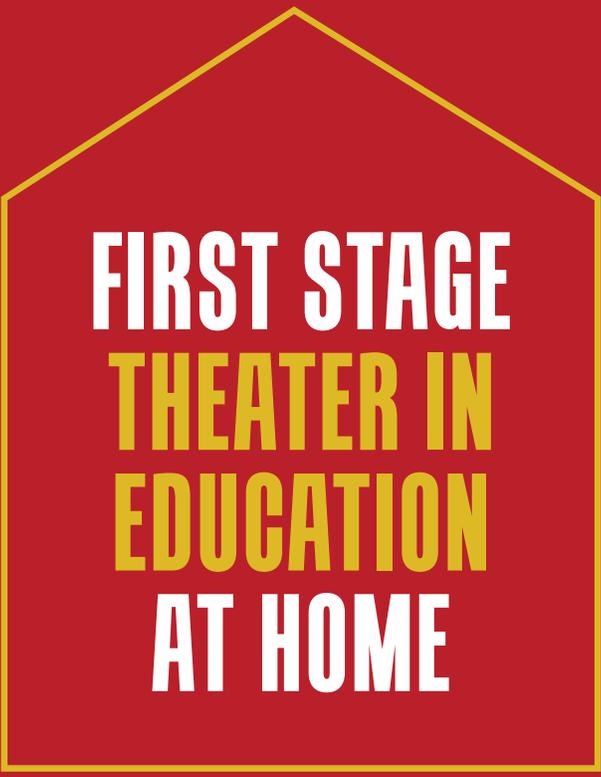
TIME: 5-10 minutes

MATERIALS: None!

NUMBER OF PLAYERS: 2+

In the world of Junie B. Jones, we are in several different environments or settings (classroom, home, playground). Each environment or setting is filled with a variety of different objects that we see every day! This next game is going to help us use our imaginations and make quick decisions as we act out these objects.

- First, make sure you clear a little open space. We are going to be using our bodies to act things out and we will need a little room!
- One player is going to be the caller. They will call out any object they want! All the other players will then decide to either pantomime using the object or mold their bodies into a statue of that object or become the object. Pantomime is when we use our bodies to act something out, without the help of words or props.
- For example, if the caller shouts SCISSORS – all the players will either pantomime (act out) using a pair of scissors or use their entire body to become a pair of scissors!
- Take turns being the caller and use any object you want. You could be a washing machine, a pencil, a piano, a spaceship, ANYTHING! Get creative and have fun!



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