



FIRST STAGE
THEATER IN EDUCATION
AT HOME

 **FIRST
STAGE**
TRANSFORMING LIVES THROUGH THEATER

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**

JUDY MOODY AND STINK – AND THE MAD, MAD, MAD, MAD TREASURE HUNT

Ahoy Mateys! When our favorite third grader, Judy Moody, and her family decide to take a summer vacation to Ocracoke Island, it turns out to be one wild race to find the pirate treasure buried on the island! Judy and her little brother Stink embark on a treasure hunt of a lifetime, as they learn to work together, solve problems, and demonstrate good sportsmanship. This is a family vacation they will never forget!

LET'S TALK ABOUT IT!

- Have you ever been on a vacation with your family? What were some of your favorite memories with your family from that vacation?
- Judy and her brother Stink, have to work together in order to solve all of the scavenger hunt puzzles and riddles. When was a time in your life where you need help from others to complete a task?
- Sometimes Judy and her brother, Stink do not agree and get into arguments. Luckily, they are able to compromise in the end. When you get in an argument with a friend or sibling, how do you solve it?

MAGIC WASHCLOTH



ACTOR TOOLS: Body, Imagination

TIME: 5-15 minutes

MATERIALS: None!

NUMBER OF PLAYERS: 1+



Judy Moody has a lot of feelings, and sometimes she struggles with communicating her emotions to others, and ends up having burst outs or melt downs, instead. All feelings are valid, and it's important to communicate those feelings to others in ways that help people understand how you feel. It's also important for us to recognize how other people feel, so we can make sure our reactions are helpful, not hurtful.

In this game, you will need to have a really good imagination, and be ready to demonstrate different emotions through your facial expressions. We are going to scrub our faces with Magic Washcloths! And you see, these washcloths hold a very special power - they have the power to change the expressions on our faces.

- Let's start by having one player pantomime picking up the imaginary washcloths from a nearby counter or table, and pass them out so that every player has one. Pantomime is when we use our bodies to act something out, without the help of words or props. Once everyone has a washcloth, you can share with each other what color your washcloth is!

MAGIC WASHCLOTH

- Next, shake your washcloths out, and begin to scrub your face. As you are scrubbing your face, one player should call out an emotion – perhaps *happy*, *excited*, *nervous*, or *frustrated*. On the count of three, everyone should stop scrubbing their faces with their washcloths and reveal the facial expressions of the emotion suggested.
 - When you share your expressions, each player should notice something the other players are doing that illustrate that specific emotion. Then, you can each share something that happened that made you feel that way, or when you noticed someone else feeling that way.
- Now it is time to wash off that emotion with your Magic Washcloth, and suggest a new emotion to reveal next! You can go through as many different emotions as you would like, but make sure you end the game on a positive emotion – that way you can carry that positive feeling with you throughout the rest of the day!
- Once you are done with the Magic Washcloth, go ahead and fold the washcloths and put them in your pocket, for safe keeping.

FAMILY PHOTO ALBUM

ACTOR TOOLS: Body, Imagination

TIME: 5-15 minutes

MATERIALS: None!

NUMBER OF PLAYERS: 2+



Judy Moody is so excited to go on a vacation with her family - she especially wants to get a souvenir t-shirt she can wear to school to show all her friends! Has your family gone on vacation - maybe to visit a grandparent or relative who lives out of town, or to the beach, or camping, or to visit museums in the big city...or maybe even Disney World? What are some of the special things your family did while on vacation - did you go out to eat, or stay in a hotel, or visit a theme park, or spend the day at the pool? Did you take any pictures while on vacation?

In this game, your family will work together to create living photographs of your family's vacation - either a vacation you went on...or a vacation you are dreaming of going on some day! You are going to create these pictures with your bodies - we call them tableaux. A tableau is when actors freeze in poses that create a picture of an important moment - the actor's bodies show what they are doing (the action), and the actor's faces show how their character is feeling (the expression).

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FAMILY PHOTO ALBUM

- First, decide what family vacation you are going to create tableaux of. Once you decide the vacation, make a list of three or four memorable activities or events your family took part in during that vacation - these will become your tableau pictures.
- Start with your first event, and make a list of the different characters in this picture. Now, cast your characters! Have fun with this - perhaps you choose to not play yourself in the picture, and instead, play another family member. For example, maybe Mom decides to play Grandma in the picture, and Brother decides to play the beach lifeguard! Once your first picture is cast, you can choose to gather one or two costume pieces that help represent that character during that picture.
- Now it is time to create your tableau. Everyone involved in the picture will need to work together to decide their placement in the picture, and what they will be doing in that picture. For example, if you are at the beach, perhaps Grandma is lounging under an umbrella, while Mom is picking up seashells, and Sister is building a sandcastle. Make sure there is lots of fun action to illustrate in your picture! If you need to add set pieces, like chairs or tables, and props, like a sand pail or beach towel - go ahead! Once you have your picture laid out, everyone must get into position and freeze in that position.
 - If you have enough family members playing with you, have one of them step out of the tableau and take an actual picture of this recreation, and share it with First Stage (#FSathome).
- Move through as many tableaux as you wish. Once your family photos have been created for one vacation, move on to the next vacation and see what fun memories you can spark from remembering these fun family times!

TREASURE HUNT



ACTOR TOOLS: Body, Voice, Imagination

TIME: 5-15 minutes

MATERIALS: None!

NUMBER OF PLAYERS: 2+



When Judy Moody and her family arrive at Ocracoke Island, they find out it is Pirate Weekend, complete with a kids' scavenger hunt around the island to find the pirate treasure!

In this game, we will go on our very own treasure hunt...but watch out, there are sure to be many obstacles in our way!

Start by finding a beat you can pat on your laps or march in place to. This is a call and response activity, so an adult player should start as the leader, with the other players following their lead. The leader can ask for suggestions during the chant, but you can also come up with ideas before you start.

TREASURE HUNT

We're going on a treasure hunt *(repeat)*

We're going to find a big one *(repeat)*

I'm not scared *(students repeat)*

But wait...what's over there? *(no repeat. The leader points to a corner of the room, and can ask the other players for suggestions of what imaginary obstacle could be over there - it may be a dragon, a shark, or even a volcano.)*

Can't go over it *(repeat)*

Can't go under it *(repeat)*

Can't go around it *(repeat)*

Must go through it *(repeat. The leader then asks the other players what they might do to go through this object or creature. Once you come up with your idea, together, pantomime successfully getting through this obstacle.)*

REPEAT THE ENTIRE SONG.

THE LAST TIME YOU GO THROUGH THIS CHANT, CHANGE THE FINAL PART TO:

But wait...what's over there? It's the treasure! How can we capture the treasure? *(no repeat. Gather ideas from the other players and pantomime capturing the treasure.)*

CAPTAIN SAYS

ACTOR SKILLS: Body, Voice, Imagination

TIME: 5-15 minutes

MATERIALS: None!

NUMBER OF PLAYERS: 2+



During the scavenger hunt, Judy Moody and her little brother Stink get to board a real pirate ship! Pirates don't just sail ships - these ships are their home, so they must know their way around the ship very well, and take care of the ship to make sure it is clean and ready for official Pirate business.

In this game, we are going to learn all the different parts of a pirate ship, and some of the jobs pirates must do on their ships.

This game is like Simon Says, but instead of Simon, the players will be taking orders from Captain! Start by choosing one player to be Captain. The Captain will give the other pirates orders that they must pantomime - but the Captain must start the orders by saying "Captain Says." If the other pirates do the wrong action for the order, or if an action is completed without the Captain first saying "Captain Says," that player can be out.

CAPTAIN SAYS

Pirate Tasks include:

AFT:

Pirates must point with their hands towards the back of the room (since aft means the back part of a ship).

FORE:

Pirates must point with their hands towards the front of the room (since fore means the front part of a ship).

STARBOARD:

Pirates must point with their hands towards the right side of the room (since starboard means the right side of a ship).

PORT:

Players must point with their hands towards the left side of the room (since port means the right side of a ship).

SWAB THE DECK:

Players will need to pantomime mopping the floor (explain that swabbing the deck means to clean or mop the floor of the ship).

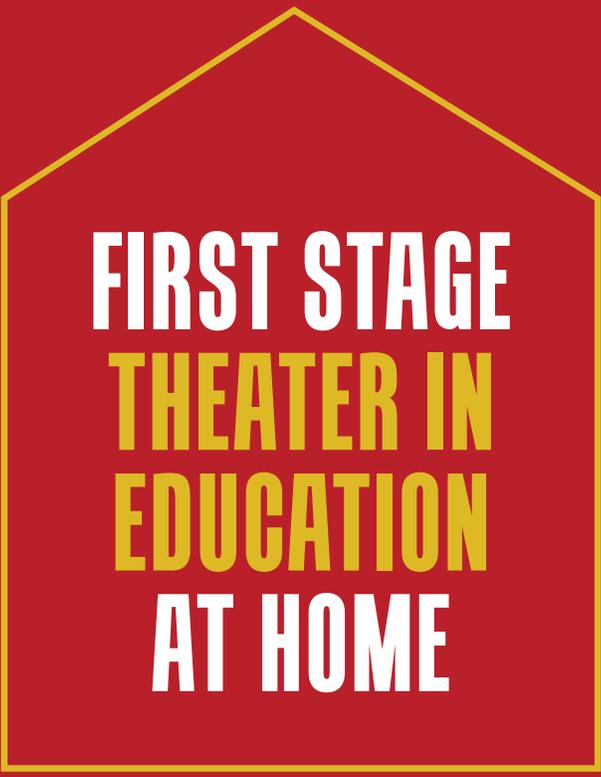
WALK THE PLANK:

Pirates need to walk a few steps in a straight and narrow path (explain that the plank was a small piece of wood that hung over the ship, right above the open waters. When a Pirate or a prisoner did something really bad, like stole a treasure, they had to walk the plank, and eventually jump into the open sea). Players may hum a morbid pirate melody while doing this task (dum dum dum dum...and so on!).

BATTEN DOWN THE HATCHES:

Pirates need to lay flat on the ground—belly side up (explain that when a storm hit, the pirates needed to close all the doors and openings on the ship—battening down the hatches—so nothing blew away or was destroyed by the storm. This meant the pirates also needed to get to safety, and one way was by getting as close to the ship floor as possible.

The round of Captain Says is over when there are no more pirates standing. The winner becomes the new Captain, and another round of Captain Says can begin!



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