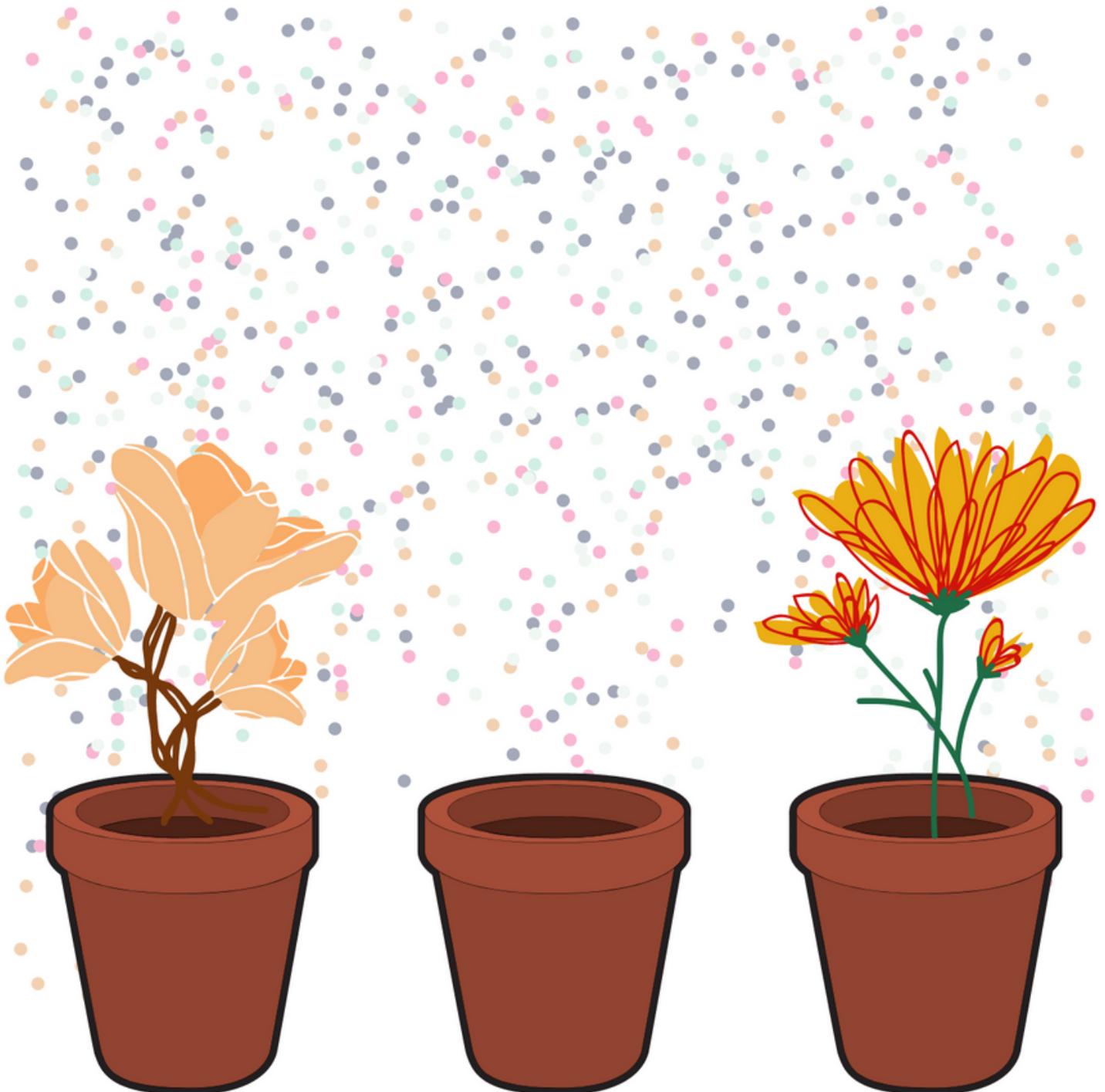


ON | STAGE

TRULLYWOOD

THE STORYTELLING



//Fundación

Obra Social ABANCA

The Company:

On Stage was born to enrich the educational processes through cultural and artistic activities aiming to wake creativity and love for the arts in the society.

We want that all actors involve in the educational processes have access to quality activities, which are motivational and also help them in achieving a life continuous learning process.

Storytelling is the ancient way of conveying knowledge integrated in an engaging story. On Stage Storytellings are designed to be a rewarding and fun experience, with the option of being done live or in streaming with a length of 30 to 40 minutes.

Our storytellings are adapted in both their language level and plot content to the different educational stages. They seek to achieve a double objective: Improve oral comprehension of English through an activity that reinforces positively the learning process and familiarizes students with universal values, like empathy, respect for the environment or honesty with others and with oneself.

In this **teacher's pack** you will be provided with information about the storytelling. Including synopsis, characters, vocabulary and suggested games to do in the classroom. This information will help students to get familiar with the plot, characters and vocabulary while having fun in the classroom.



TRULLYWOOD

Based on an ancient Chinese story, Trullywood leads us to an imaginary kingdom where honesty, courage and empathy are some of the skills needed to become a Queen or a King.

Synopsis: Trullywood is the adaptation of a popular tale in which we will learn the importance of being honest and the difficulty of not cheating! The King of Trullywood is looking for his successor. His kingdom is unusual and the throne is not inherited or conquered, but is within the reach of those who prove they deserve it and have the required qualities to rule. There are several pretenders, but ... Will they deserve the honour of wearing the crown? Will they pass the test to prove their worth? Find out about it in this fable about honesty and the difficulty of not cheating!

Characters

The Storyteller: The narrator of the history! He is a bit messy. He has some difficulties starting off the Wilbur story because he likes him so much.

The King: A lovely human being who has devoted his life to the people of his realm. He is funny, absent-minded and he loves flowers! He is also very witty and knows how to read inside other people's hearts!

Richard Rockefeller: The richest man of Trullywood. A clever and tricky man who is willing to do what will be necessary to satisfy his ambitions..

Samantha Frankenstein: The most important scientist in the seven realms, the brightest mind of this world and an eminence in the laboratory that is famous for her scientific finds. She is also famous as well because of her flexibility with the rules

Bocús: The cook of the palace. A modest girl that loves baking cakes and is always willing to help others. She is not rich or super intelligent, but she has a noble heart and a strong personality.

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The Flowers seller: the flower shopkeeper

The lab assistant: The assistant of Samantha Frankenstein

The messenger: The King's helper

KEYWORDS: *

Nouns: country, king, kingdom, wisdom, helper, curtains, bookstand, test, money, power, laboratory, flower, seed, cake, experiment, scientist.

Adjectives: happy, sad, busy, nice, enough, modest.

Verbs: to fix, to think, to looking for, rich, , clever, smart, intelligent, , to grow, cook, to cook, to sing, to feed, to walk, to buy, to cheat, to create, to lie.

Adverbs: suddenly, quietly

KEY EXPRESSIONS: *

A long time ago/ far, far away / He had to do too many things! / enough/How am I going to fix this? /guess what! /He had an idea!/Where can he be?/Here you are!/Wait a second!/please listen carefully/Oh, sorry this is not the message/a lot of things are needed/He needs to say the truth!/They are fake!/It's my proud honour to have you here!/Why should you be my helper?/so you can find the best/solution for every problem!/ I'm going to challenge you/Take these seeds and go home/Good, let's have a look/that's a beautiful flower!/How amazing!/What do we have here?/Don't be sorry my dear.

- The vocabulary and the key expressions will be adapted to each age group

GAMES: Games to play in the classroom before and after the show.

First thing about honesty is asking yourself about your acts and thoughts and how your actions affects others



I WAS HONEST BY



- Telling my mom that I was the one who broke the picture frame.
- Admitting to Grandma that I ate cookies before dinner.
- Telling my friend that her clothes didn't match when she asked for my opinion.
- Confessing that I didn't do my reading assignment.
- Always telling my friends the truth if they ask for my advice.
- Admitting that I got help with my math problem.
- Giving back a pencil that I took from a classmate.
- Not spreading rumors and untrue facts about someone.
- Confessing to Dad that I was playing my game in bed.
- Telling my aunt that I took a dollar from her purse for ice cream.
- Giving my teacher the money I found on floor.
- Not making up an excuse when I was late for practice.

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1.- TWO TRUTHS AND A LIE

This is an easy ice breaker game, and you won't need any materials—just a group of students. Also known as Two Truths, One Lie or Two Truths and One Not, it is ideal for 6 to 15 people.

If you have a larger gathering, divide people up into teams so it doesn't take longer than 15 to 20 minutes to get through everyone.

How to Play

The main instructions of the game are that each member of the group introduces themselves by stating two truths and one lie about themselves. The statements can be just simple hobbies, interests, or past experiences that make each person unique. The lie can be outrageous and wacky, or it can sound like a truth to make it harder for the other participants. Allocate 5 minutes for players to jot down their truths and lie

One at a time, each person shares their statements. The group has to guess which statements are true and which statement is the lie. You can keep score to see who correctly guesses the most lies, or just play for fun to get to know one another—it's up to your group.

Once you get started, gameplay is super easy and can be very funny. You'll often find that some people's truths are more unbelievable than their lie.

It is a funny game for students to get to know each other and also for testing their performance skills!

2.- JUMPING THE LINE

This is an energizer game that would be apt to play at the end of a class which can be used as a revision too but also it can help the raise the energy up at the beginning of the lesson by review the previous one.

How to play

A line is drawn on the class floor and one side of the line will be marked 'true' and the other as 'false'. The students are asked to stand on the line. Teacher would pick a group of students randomly and says a statement based on what is taught in the class. If the students think that it is true, he/she has to jump to the true side or else the false side. They won't have much time to think the answer. They should pick a side in a countdown of 10. However, they will have 2 minutes to discuss as a group the arguments to be given to justify their choice as a group, choosing a leader from the group to speak up.

If the student's assessment is wrong, he/she has to go back to his desk.

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WE HOPE YOU ENJOY THE SHOW!



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