

ON STAGE

ST. GEORGE AND THE DRAGON

THE STORYTELLING



//Afundación
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.



ST: GEORGE AND THE DRAGON

What would you do if a natural force as irrational as humanity's waste of natural resources would take control of an element like water? Find out in this story about humans that don't learn and a Dragon that can't teach!

Synopsis: Let me introduce you to the Royal Family. A group of people that don't understand the importance of a wise usage of natural resources. Their irresponsible attitude provoke the anger of a Dragon who occupies the only source of water and he wants to keep humans away from it. Desperate by their thirst, the Royal Family invite heroes from all over the kingdom to fight against the Dragon and free the source of water. Who will be triumphant? The brave and violent barbarian, the fearsome beast or our young and open-to-dialogue friend, George? Find out in this hilarious story about the importance of ecology and environmental awareness.

Characters

The Storyteller: The narrator of the story!

The King: A man who is used to obtain everything he wants, a royal man who doesn't understand the importance of his decisions about the water.

The princess: A young girl with a good heart and a terrible insomnia problem

The Barbarian: A fierce warrior that acts first and never thinks. Brave as the bravest and very skilled in the battle field.

George: A young knight willing to help the Royal Family, but also very aware of the origin of the problem.

The Dragon: The most powerful creature in nature. Always hungry, he is not very clever, but tremendously committed to mother Earth and its preservation. He also likes show business, by the way!

The Cook: The chief and chef of the castle's kitchen

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KEYWORDS: *

Nouns:

Princess, knight, kingdom, dragon, fire, water, well, agreement, conservation, chef, cupcakes, revenge, journey, battle, rescue, war.

Adjectives: happy, sad, busy, nice, enough, angry, hungry, thirsty, brave, reasonable.

Verbs: to think, to look for, to grow, to cook, to sing, to feed, to walk, to cheat, to create, to lie, to eat, to drink, to fight, to waste.

Adverbs: suddenly, quietly

KEY EXPRESSIONS: *

Conserve water / Wage war / Waste water / Save the day / Fire breathing dragon / Fight fire with fire / To reason with / To come to an agreement / To sleep on it / To seek revenge / guess what! / He had an idea! / Where can it be? / Here you are! / Wait a second!

- 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.

Environmental games aim to raise awareness about the importance of caring for the Earth in an entertaining and engaging way.

Playing these games outdoors offers a natural setting which emphasizes a positive environmental message that often lasts beyond the game.

Many enjoyable environmental games adapt to fit children of different ages and genders.

ONLINE

- MEMORY GAME <https://wateruseitwisely.com/tip-tank-game/>
- SOAP AND WATER <https://www.discoverwater.org/soap-and-water-science/>
- WATER CYCLE GAME:
<https://www.educationsoutheastwater.com.au/resources/natural-water-cycle-game>

LITTER RACE

The litter race environmental game helps clean up the outdoor location where students are playing park, school playground or neighborhood works well. The children collect litter in teams, wearing gloves as protection. Instruct kids to avoid sharp items. Trash picking tools also protect the kids. The goal is to collect the most litter. For smaller cleanup efforts, count the pieces of litter collected by each team. The team that collects the most litter is the winner.

NOTE: The environment also wins since this game removes litter from the area. Discuss the importance of cleaning up your own trash instead of throwing it on the ground, including the impacts of trash left outdoors.

Another way to play the game is to sort out the recyclable items from the other trash.

This game works well indoors, with the kids sorting through trash collected around the home or school. The team that finds the most recyclable items is the winner. Show the kids how many items were able to stay out of trash as a result of sorting out the recyclables. This helps reduce the amount of trash sent to the landfill by sending at least part of it to the recycling plant.

NATURE BALANCE

Nature Balance is a variation of tag that teaches kids about the balance of nature, according to the Sanborn Western Camps. The kids break up into three groups: bobcats, grass and mice. A visible marker, such as a different color ribbon, helps the kids identify one another.

The mice try to tag the grass since mice eat grass. The bobcats tag mice, since bobcats eat mice. The grass players tag the bobcats because bobcats provide nutrients to the grass when they die. If a player is tagged, he becomes the next species in the chain. For example, if a bobcat is tagged, he becomes grass. Stop the game periodically to determine the balance of each species.

This leads to a discussion about how balance impacts real plants and animals. If there are too many mice and not enough grass, the mice have more competition for the grass that is available.

WATER DO YOU KNOW?

- How long can a person live without food?
- How long can a person live without water?
- How much water is used to flush a toilet?
- How much water is used to brush your teeth?
- How much of the earth's water is suitable for drinking water?
- How much does one gallon of water weigh in litres?
- How much of a tomato is water?
- How much water does it take to make a ton of sugar?
- How much of you is water?

Answers for teachers:

- 1 month
- 1 week approximately
- 4-30L
- 8-26L approximately
- 1%
- 4 Litres
- 95%
- 4400 L approximately
- 75% of you is water

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WE HOPE YOU ENJOY THE SHOW!



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