

SHAKESPEARE
WEEK
EVENT KIT



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The
Tempest

HOW TO RUN YOUR EVENT

Running an event in Shakespeare Week can be as simple or as elaborate as you like. In this pack you will find lots of easy-to-use resources based on *The Tempest* that will help you to plan the kind of event that best suits your space and audience.

You might wish to begin by advertising your event with a poster – these will be available as a downloadable PDF from the Shakespeare Week website in early February 2020 at www.shakespeareweek.org.uk/libraries

You can also use the invitations in this kit to distribute before the event.

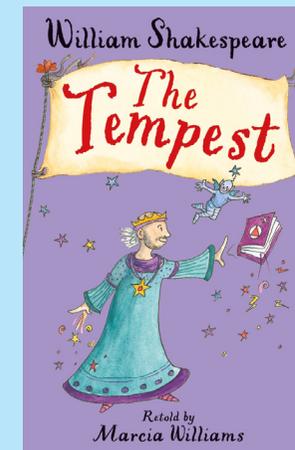
In this pack you will find simple templates for making decorations linked to *The Tempest*. If you have time and space you could ask the children to help you decorate your area and turn it into a “magical isle”. Drape an area in sandy coloured fabric and decorate with shells, artificial fish and the children’s hand-made decorations. Add large pot plants such as coconut palms, yucca plants or cheese plants and create a cave for Caliban by turning a giant cardboard box into a cave-like shape draped in brown or grey fabric. You can put up twinkling fairy lights to add to the atmosphere and logs for Ferdinand to move. You could provide some simple dressing up clothes such as cloaks, crowns, a wooden staff, a jester’s hat for Trinculo and ragged brown trousers and a shirt for Caliban.

Please dip into the resources and see what you would like to use. There are easy-to-follow craft activities for a “make and do” session, warm-up games, a “soundscape”, a colouring sheet, and a quiz and a puzzle for older children.

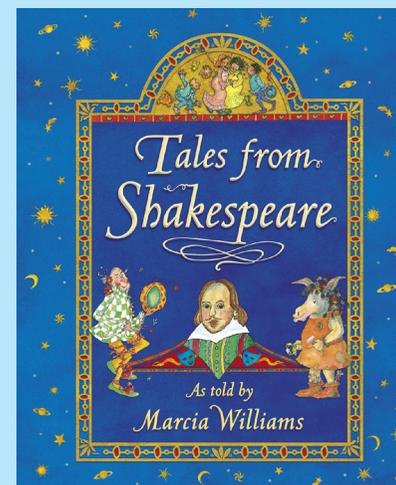
If you want to host a storytelling session there is a Short Shakespeare Tale of *The Tempest* you can use. You can use props to bring your story to life – or the finger puppets supplied in this pack. If you need inspiration, you can listen to a recording of Marcia Williams reading the story or watch a video of the retelling. Both these resources are found at www.shakespeareweek.org.uk/libraries

Finally, you can use the certificate from this pack to give to the participating children.

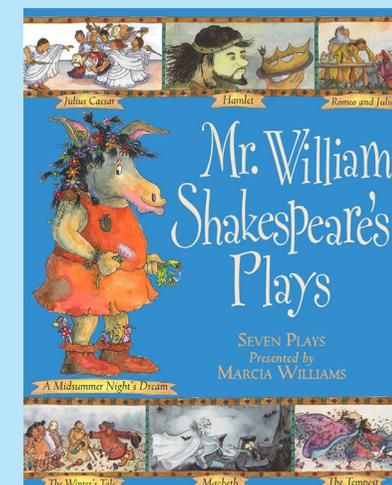
We also recommend Marcia Williams’ retellings of Shakespeare’s stories. You can find her versions of *The Tempest* in:



ISBN: 978-1-4063-6273-2



ISBN: 978-1-4063-6102-5



ISBN: 978-1-4063-2334-4

Have fun celebrating Shakespeare Week!



Invitation

Dust off your wings, shake out your cloaks,
polish your crowns* and come to our magical
The Tempest event at

.....
on
.....

Join us for an enchanting story and meet
amazing characters including Prospero – a man
with magical powers, his daughter Miranda, a
sprite named Ariel, a monster called Caliban and
a young prince. Take part in craft activities and
enjoy some fun games and quizzes at our event.

We hope you can come!

*You can come in your normal
clothes too if you would prefer



Invitation

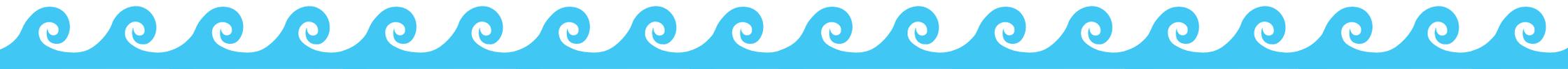
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SHORT SHAKESPEARE TALE

THE TEMPEST

The story begins as a huge ship is wrecked in a violent storm. Everyone on board is washed ashore on a magical island. The master of the island, Prospero, has a magical staff and book which allow him to command the kind spirit Ariel and the angry creature Caliban who have been forced to serve Prospero and his daughter Miranda. (1)

Many years ago, Prospero was the Duke of Milan until his wicked brother, Antonio, rebelled and made himself duke. Antonio banished Prospero, who escaped in a small boat along with his baby daughter. (2) When they arrived at the island, Prospero was able to use his book and staff to become powerful. So much so, that he was able to create the storm that wrecked the ship.

Back in the present, it turns out that Antonio and his friend, the King of Naples were on the ship alongside the King's son, Ferdinand. Ferdinand washes up on a different side of the island to the others and as a result he believes, sadly, that his father has drowned at sea. (3) Suddenly, he sees a beautiful girl – it is Miranda. He falls instantly in love and promises to make her the Queen of Naples. (4)

Knowing that Ferdinand is a powerful and important man, Prospero is happy with their union. He conjures up beautiful spirits to perform a dance for the couple to celebrate their engagement. (5)

Back on the other side of the island, Caliban has grown tired of being Prospero's slave and begins to curse him. (6) He hears a voice, and thinking that it is Ariel tormenting him, hides underneath his cloak. The voice actually belongs to the King's servant, Trinculo, who was wandering, lost around the island. When Trinculo sees Caliban hiding, he mistakes him for a giant smelly fish. (7) Frightened by the storm, Trinculo panics and hides under Caliban's cloak when he hears the voice of his friend Stefano. Stefano and Trinculo are happy to be reunited, and when Caliban hears them speak, reveals himself to them. Stefano offers Caliban a sip of his wine, and Caliban enjoys the taste so much that he thinks Stefano is a god and offers to show him the whole island. (8)

Meanwhile, Prospero, seeking revenge against his brother, sends Ariel to torment Antonio and the King of Naples. Ariel sings songs to confuse them and makes a huge feast appear that vanishes when they try to touch it. He sets dogs on them, and even appears before them in the shape of a scary giant bird. (9)

Ariel begins to feel sorry for Antonio and the King of Naples. Prospero decides to be kind and reveals himself to them. (10) He offers his daughter Miranda in marriage to Ferdinand and he and the King make friends.

Finally, Prospero forgives his brother for banishing him and leaves the island to Caliban. He sets Ariel free from servitude and everyone sails back to Naples for the wedding of Ferdinand and Miranda. Prospero asks the audience for a round of applause so that he can leave the stage and return home. (11)

Retold by Dr Anjna Chouhan, Senior Lecturer at the Shakespeare Birthplace Trust

1. Lend thy hand,
And pluck my magic garment from me.
2. They hurried us aboard a bark,
Bore us some leagues to sea.
3. Full fathom five thy father lies.
Of his bones are coral made.
4. The very instant that I saw you, did
My heart fly to your service!
5. These our actors,
As I foretold you, were all spirits and
Are melted into air, into thin air.
6. All the infections that the sun sucks up
From bogs on Prospero fall!
7. What have we here? A man or a fish? Dead or alive? A fish.
He smells like a fish; a very ancient and fish-like smell.
8. That's a brave god and bears celestial liquor.
I will kneel to him.
9. O, it is monstrous, monstrous.
10. Go release them, Ariel.
My charms I'll break.
11. Now release me from my bands
With the help of your good hands.

STORM SOUNDSCAPE



Invite the children to stand in a large circle and explain that they are going to create a “soundscape”. Ask if they know what a soundscape is. (They probably won’t – but may be able to work it out if you ask them what a “landscape” is.)

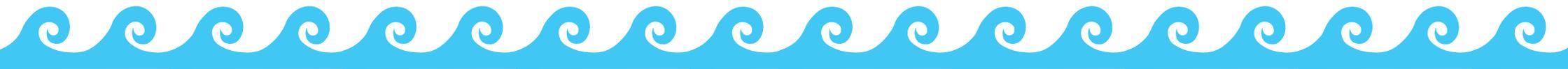
Explain that you’re going to create a storm soundscape, from on board the ship in *The Tempest*. Ask the children to imagine a very strong storm and think of what sounds they might hear. (Wind howling, waves crashing, sailors crying, the ship’s sails tearing, seagulls screeching etc.)

Choose five or six sounds that will make up your soundscape and practise each sound individually.

This soundscape is a wonderful way to create atmosphere and set the scene before you tell the story. You may even like to ask the children to add these sound effects to the story at the appropriate time.

Explain that you are going to be a conductor and they are going to be your orchestra. Agree some simple sign language that will prompt groups to come in with their sounds, increase the volume, decrease the volume and stop making their sound. Conduct the soundscape – then ask for volunteers to take over the baton.

Divide the children into five or six groups (one for each sound) and let them practise their sound together. Reassemble in a circle.



GROUP ACTIVITIES

GOING ON A BOAT JOURNEY...

Ask the children to sit down in a circle and explain that you are going to play a memory game.

One person starts the game by saying, "I'm going on a boat journey and I'm going to bring my..." and then add anything they want, for example "water bottle".

The next person then repeats the first line and adds another item, "I'm going on a boat journey and I'm going to bring my water bottle and my sun hat".

Play continues around the group with each person repeating the items mentioned and adding their own at the end. Each player must begin with the phrase "I'm going on a boat journey..." then try to remember everything in the correct order. The game starts again when someone forgets an item or gets the order wrong.

You can vary the game by changing the opening line. Instead of a boat journey you could go to the magical isle, Caliban's cave or wherever you choose.

PROSPERO SAYS

This game is a variation of the well-known children's game, "Simon Says". The leader calls out an instruction such as "Prospero says chop some logs". If Prospero says it, the children must mime the action. If the leader calls out an instruction without using the words "Prospero says" such as, "Jump up and down", the children must not mime the action and if they do, then they are out of the game.

The game continues until only one person is left in.

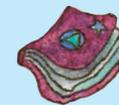


GUIDED MIMES

This silent game is great for restoring calm to a lively session!

Decide on a few mimes relating to the play that you would like the children to act out, such as swaying on a boat, casting a spell, moving heavy logs, cowering in a cave, and eating a feast.

Talk the children through the movements and poses that you would like them to make as you announce the mime. "Freeze frame" the children in position before starting a new mime.



CREATE YOUR OWN MYSTICAL SYMBOLS

Prospero had magical powers and learned a lot from his books.

Here are examples of mystical symbols. Create some of your own and decide which you would use to conjure up a storm or create a spell.



crystal



sand



day



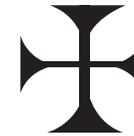
ashes



soap



camphor



vinegar



wax



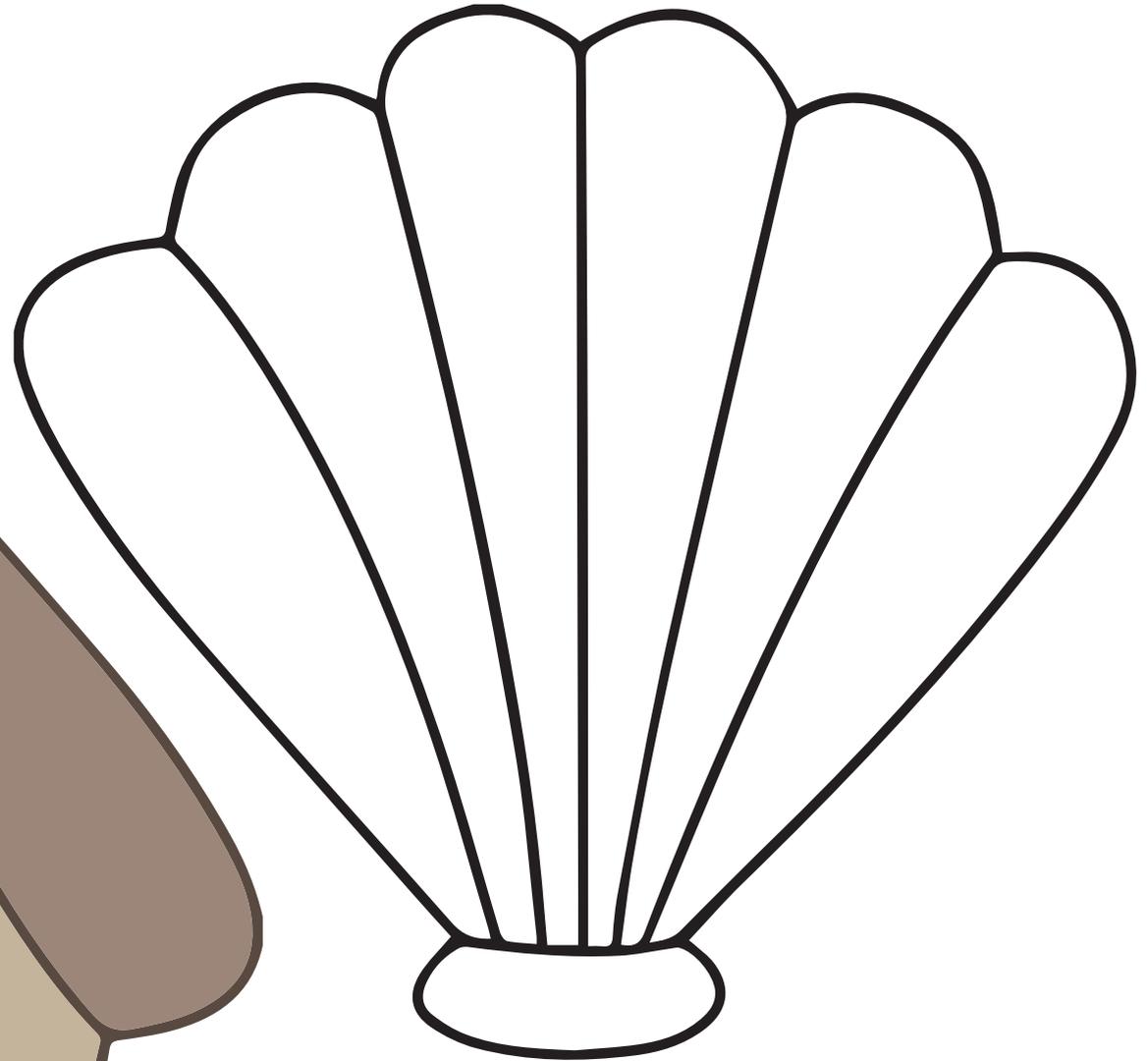
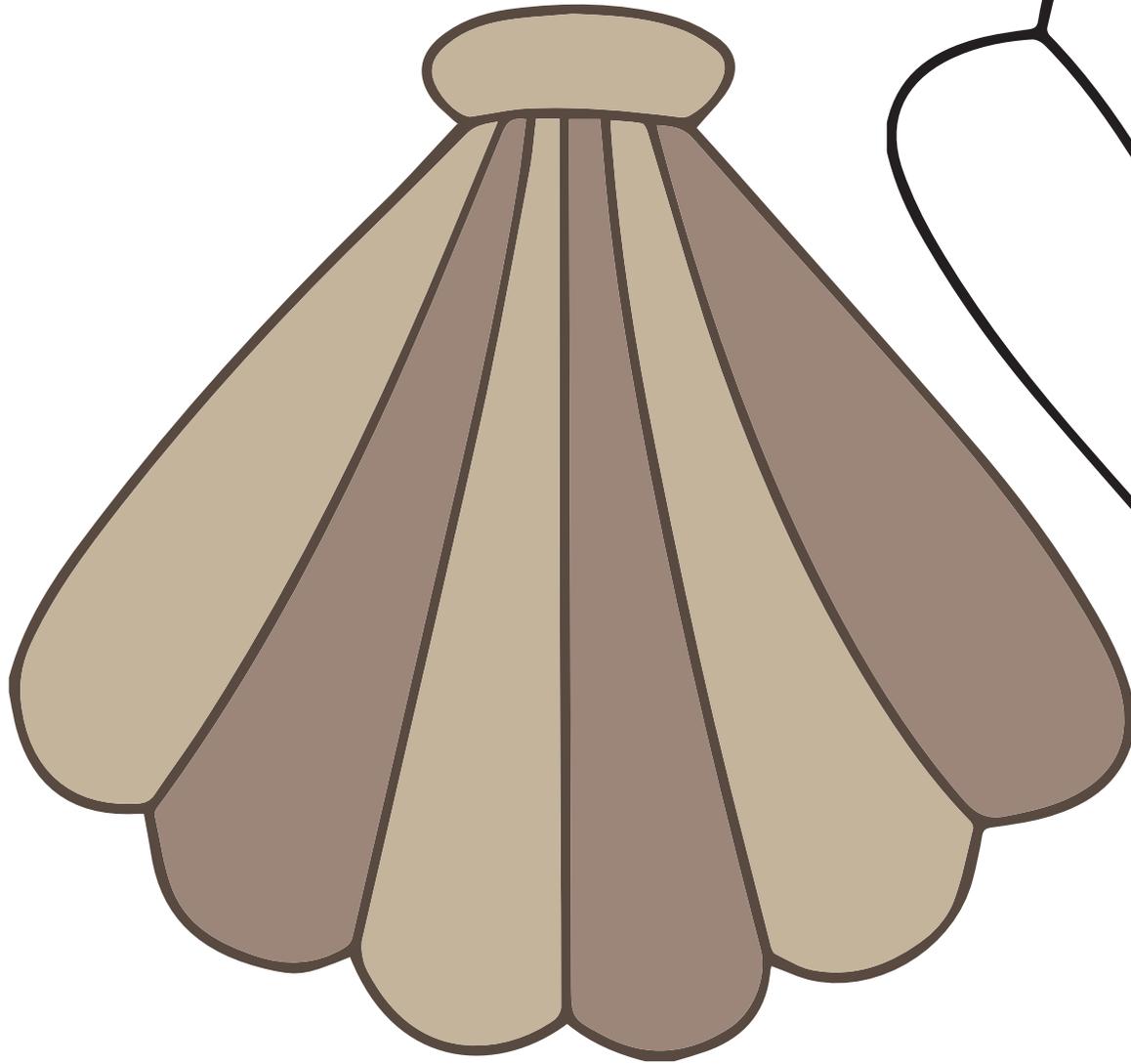
urine

DRAW YOUR OWN

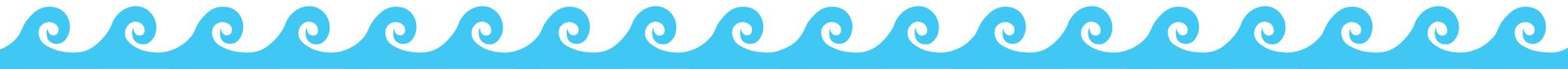
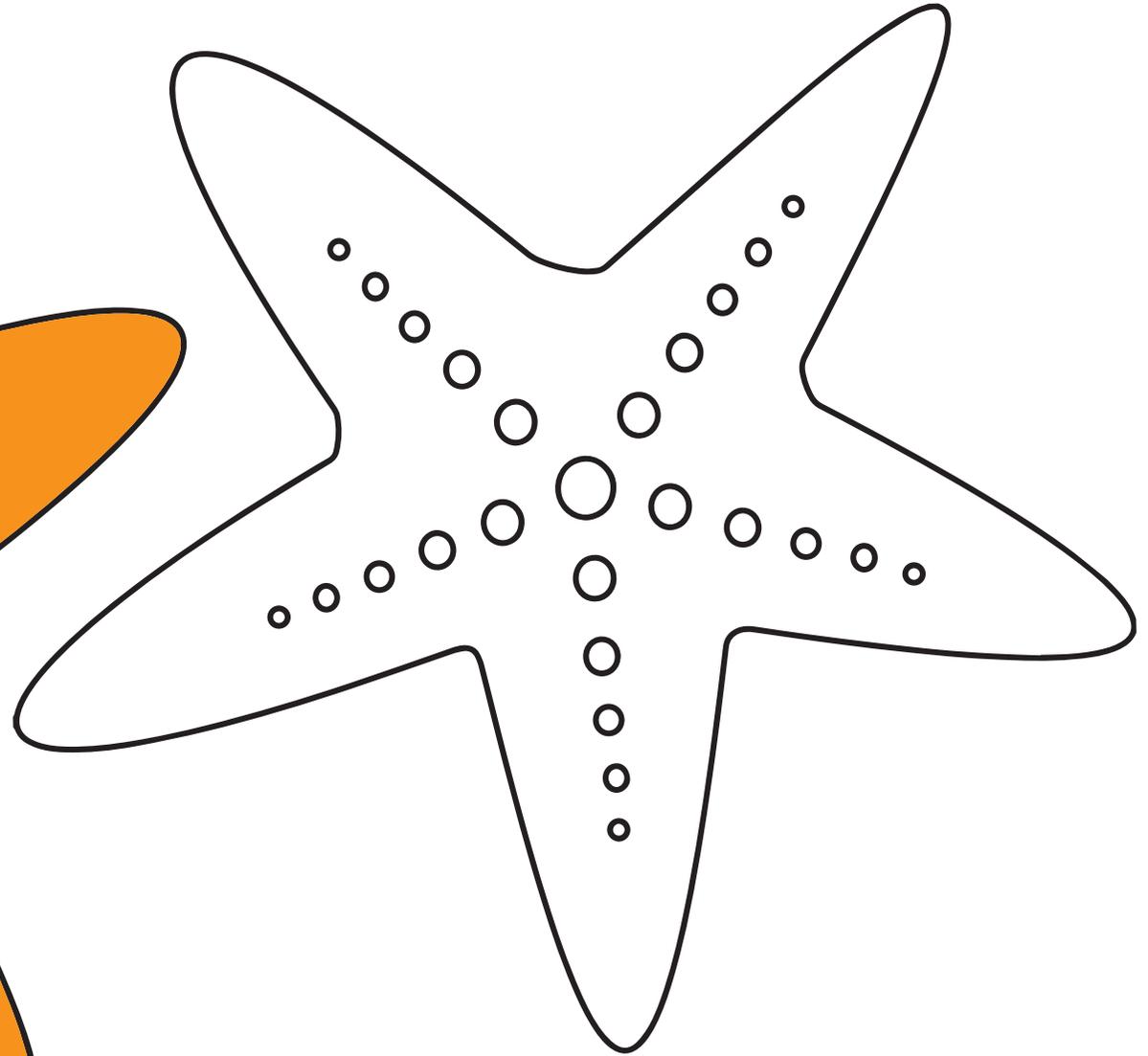
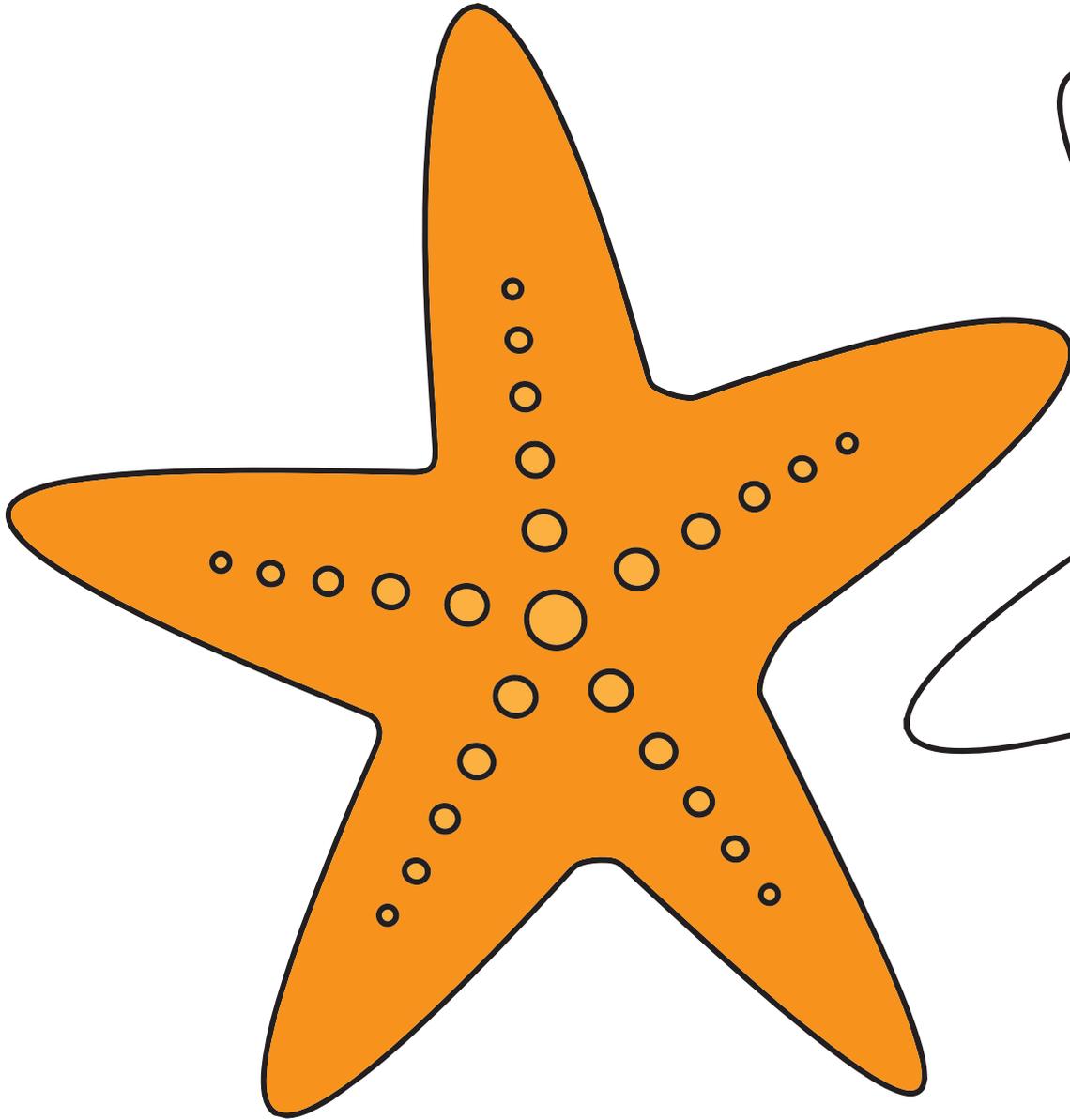


DECORATIONS CRAFT ACTIVITY

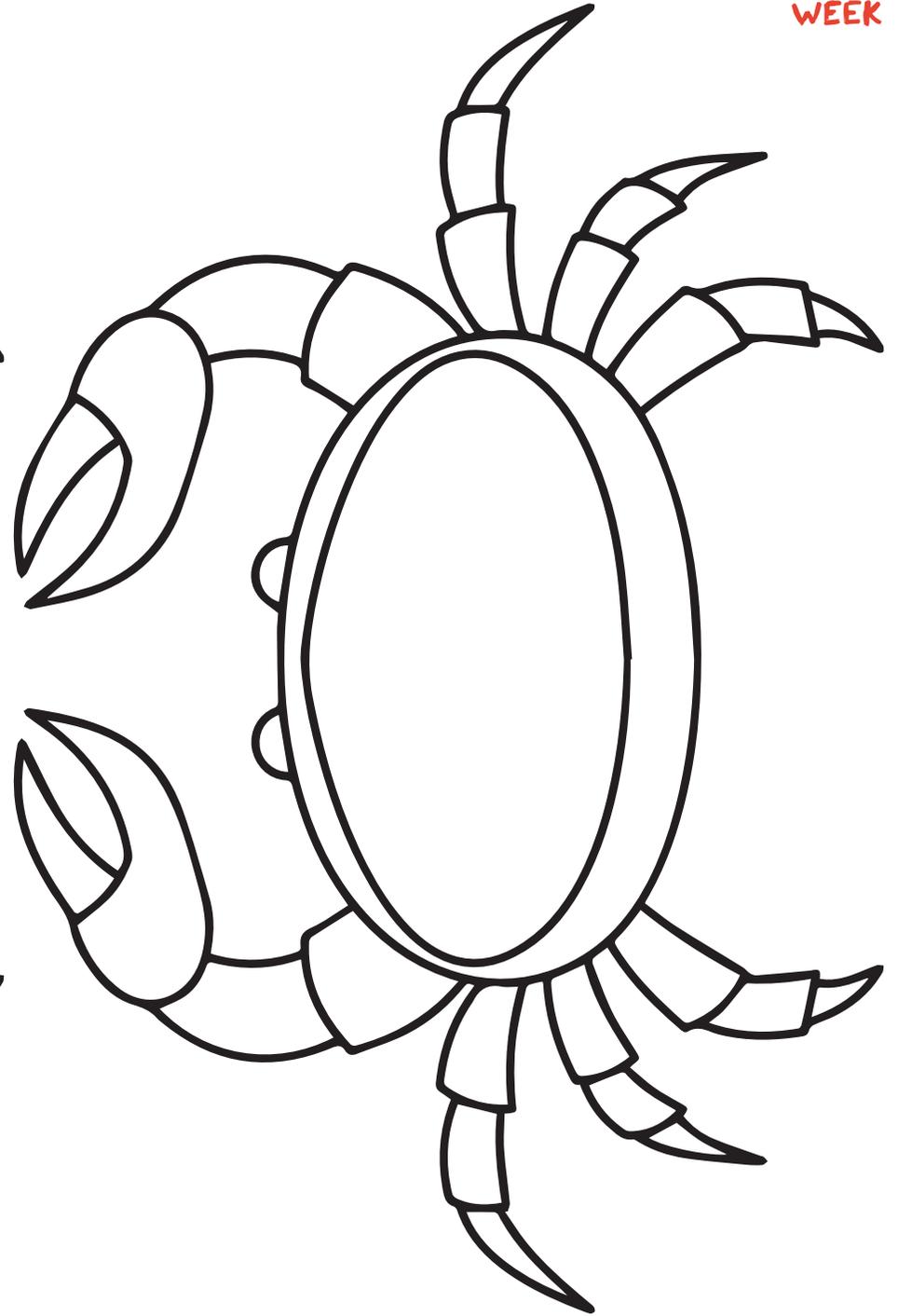
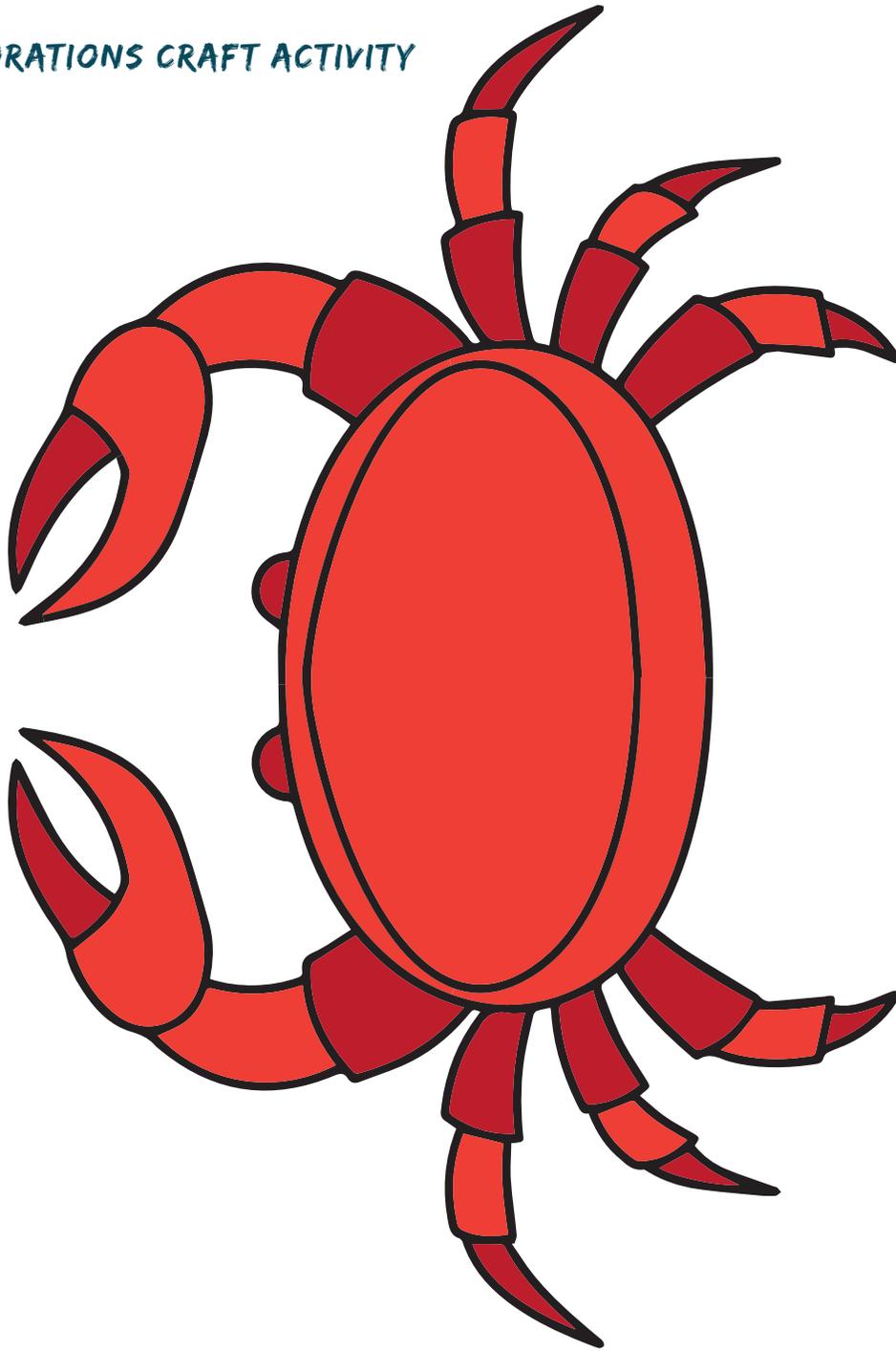
Use these templates to create a magical isle setting to provide the atmosphere for your *The Tempest* activities.



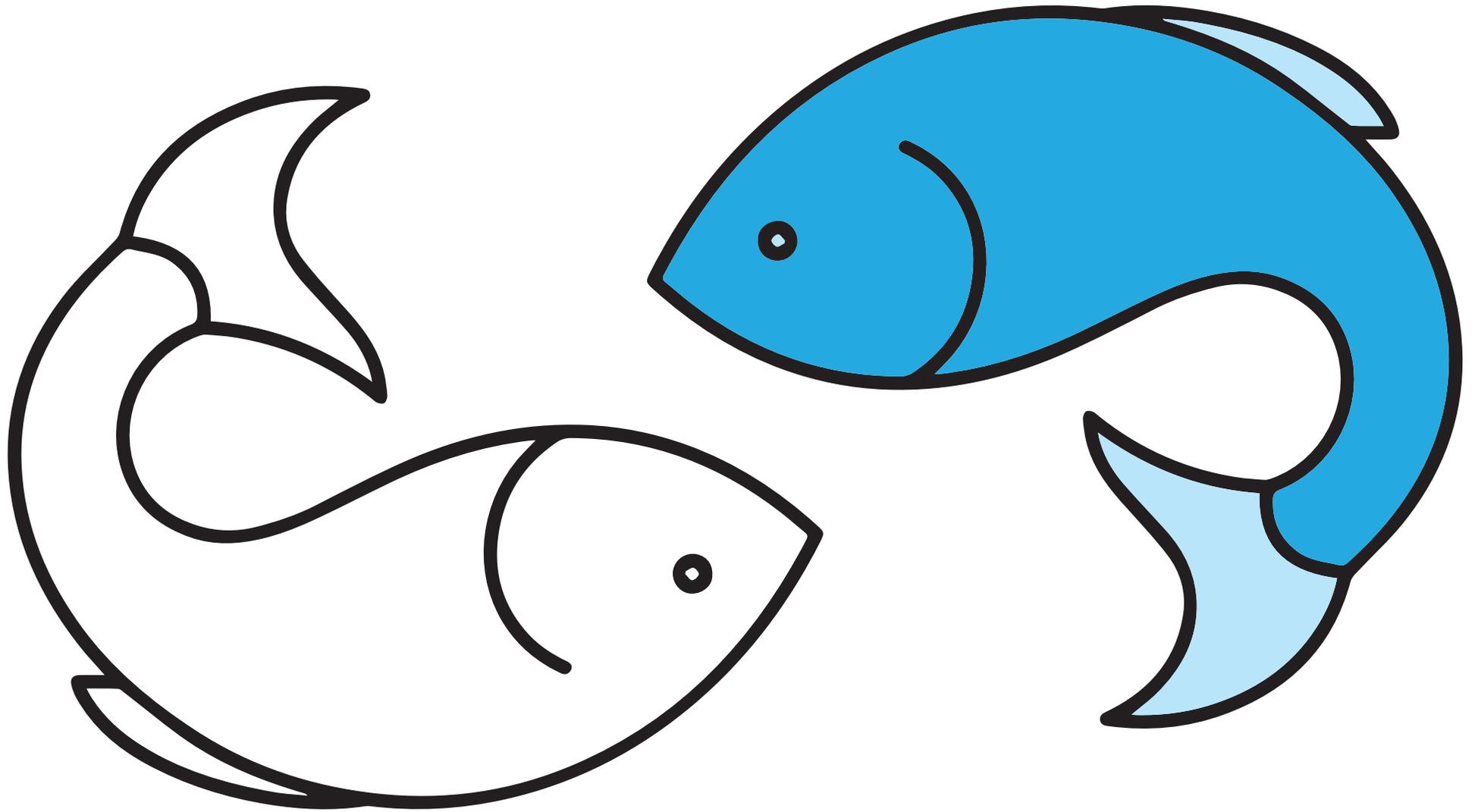
DECORATIONS CRAFT ACTIVITY



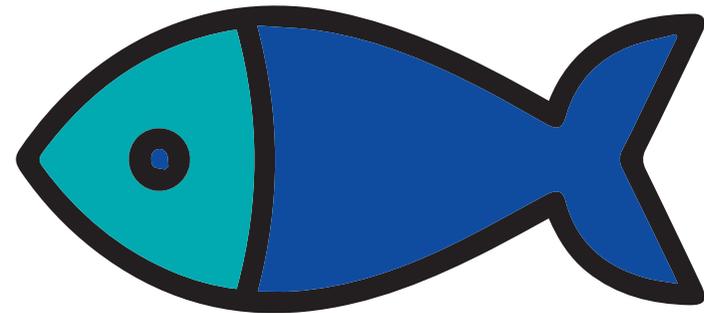
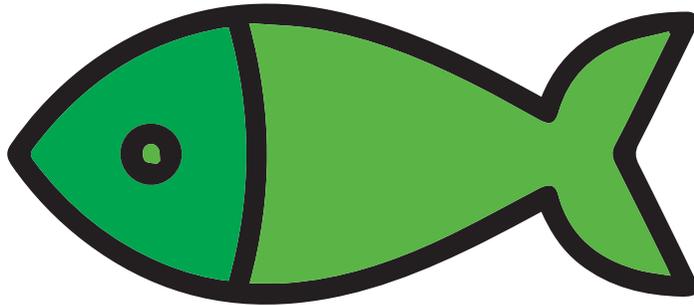
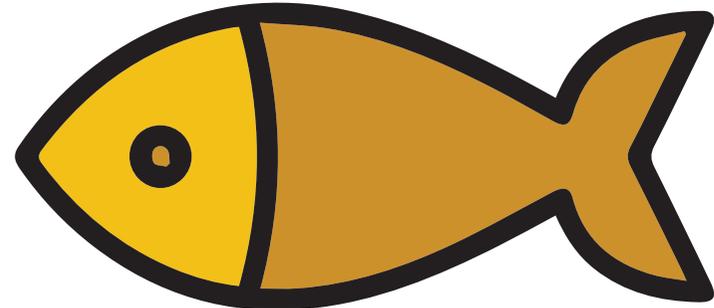
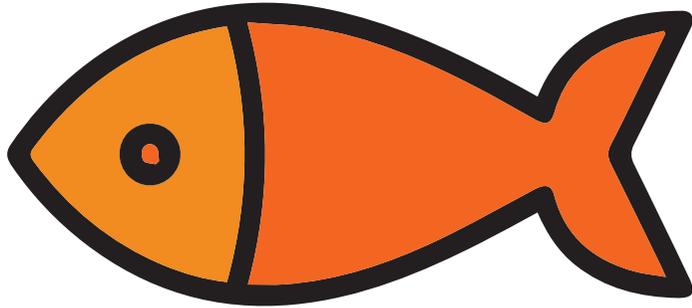
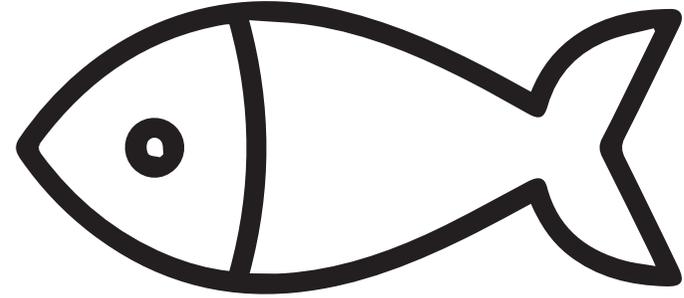
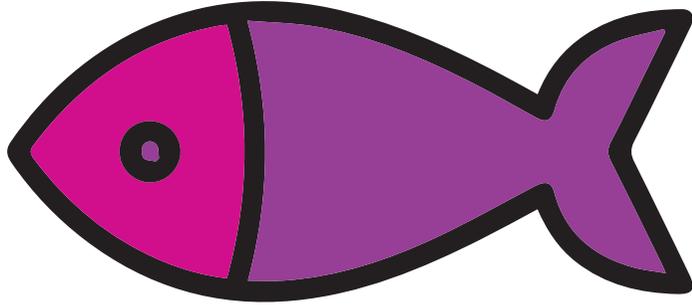
DECORATIONS CRAFT ACTIVITY



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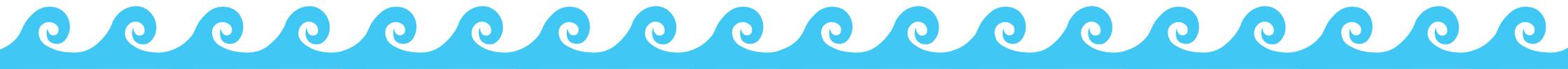
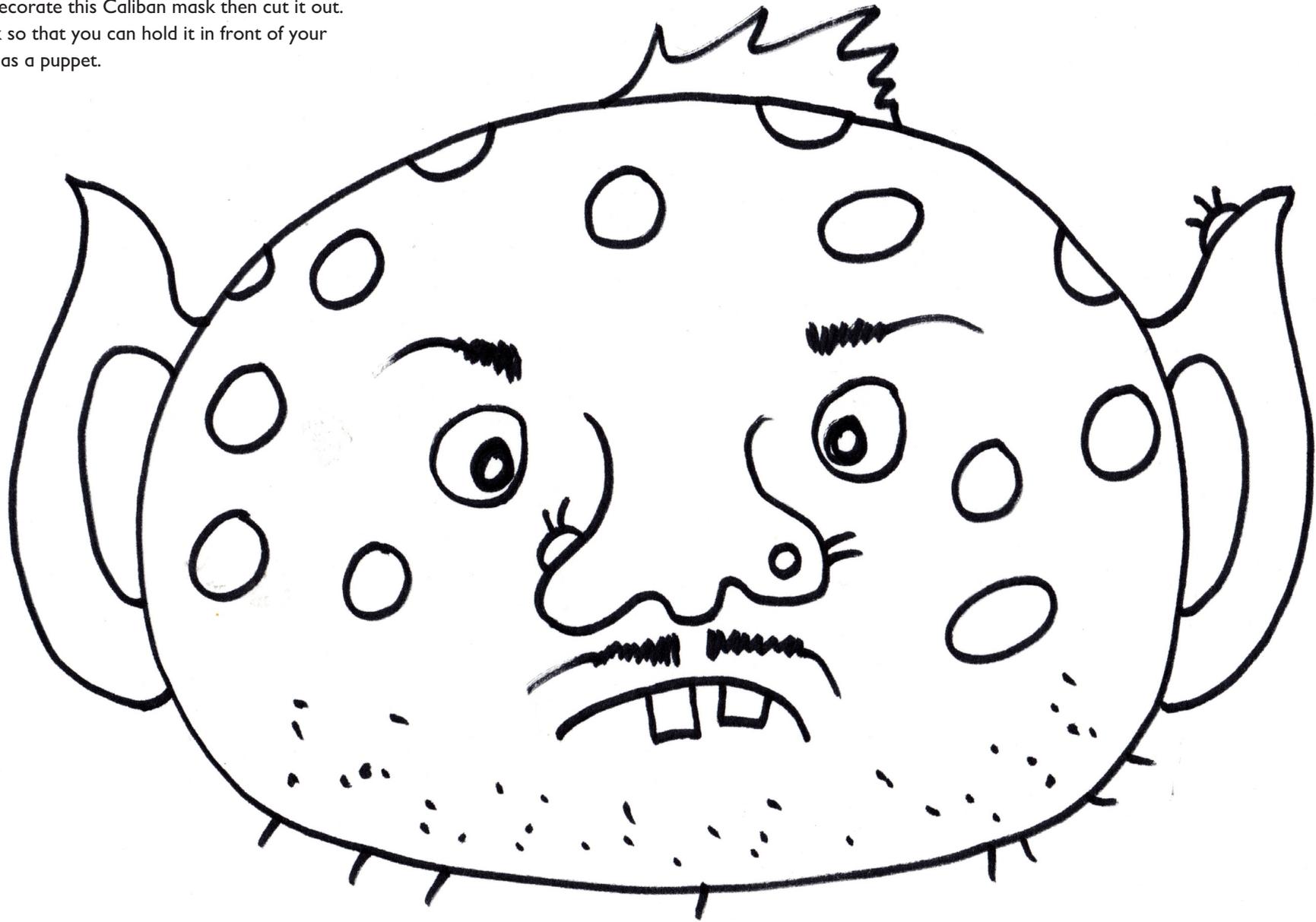


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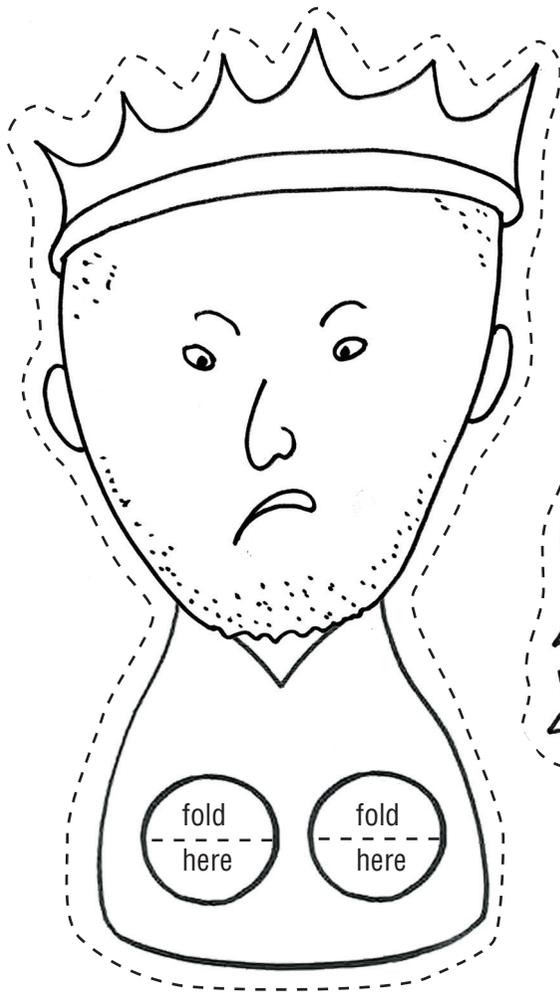


CALIBAN MASK CRAFT ACTIVITY

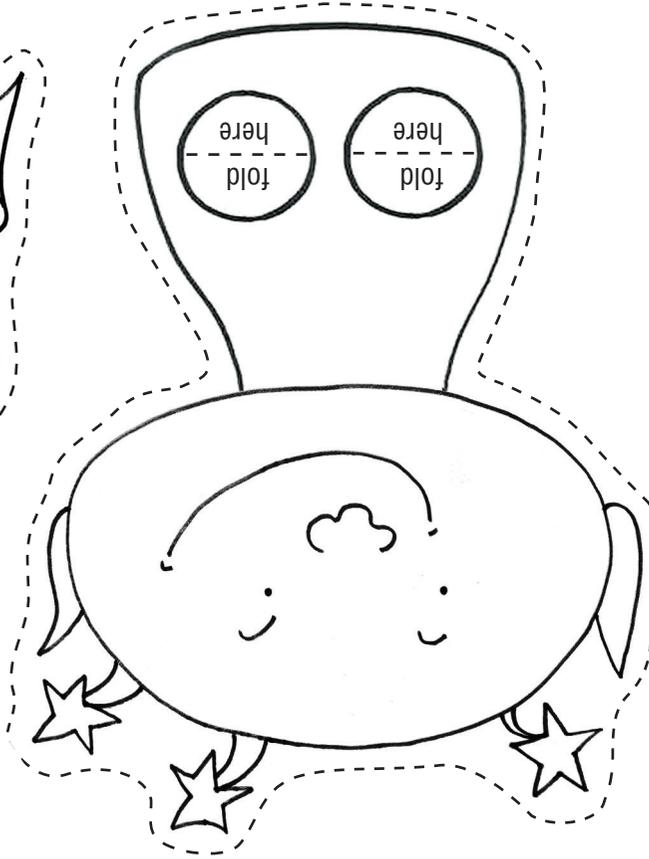
Colour and decorate this Caliban mask then cut it out.
Attach a stick so that you can hold it in front of your
face or use it as a puppet.



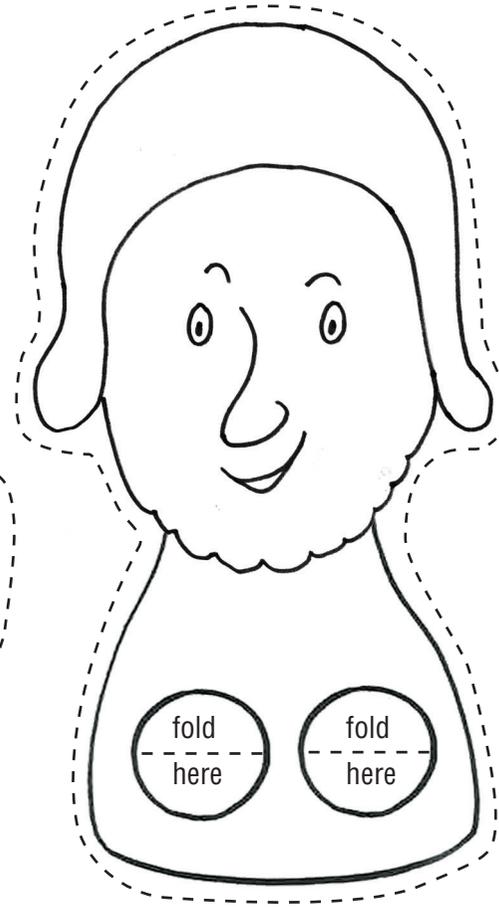
FINGER PUPPETS CRAFT ACTIVITY



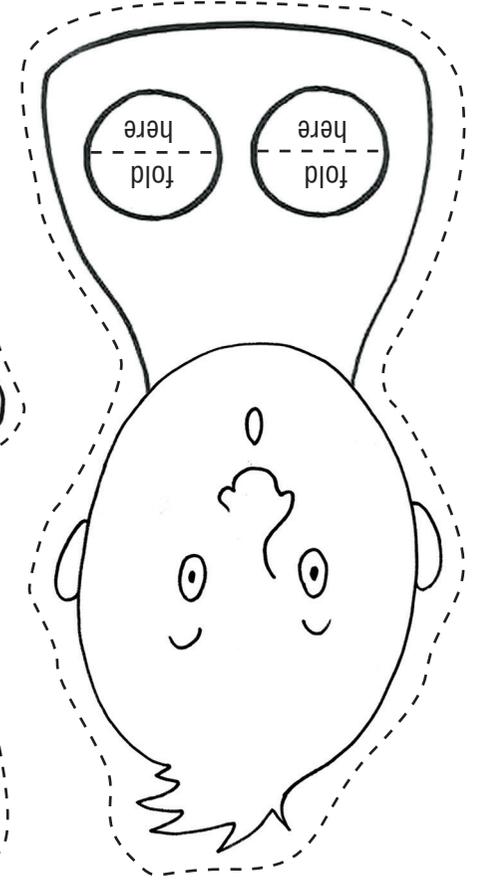
ANTONIO



ARIEL



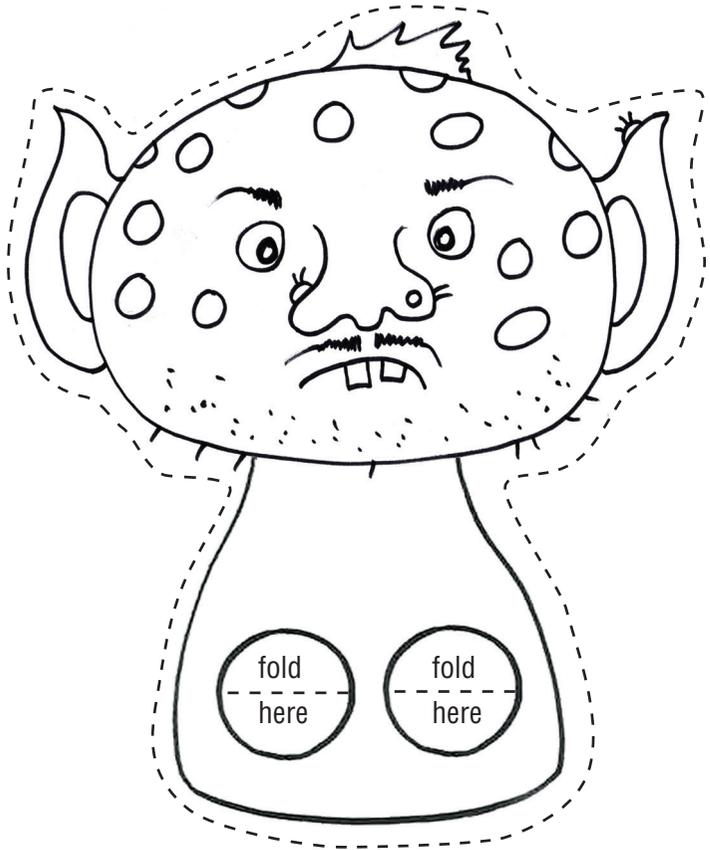
GONZALO



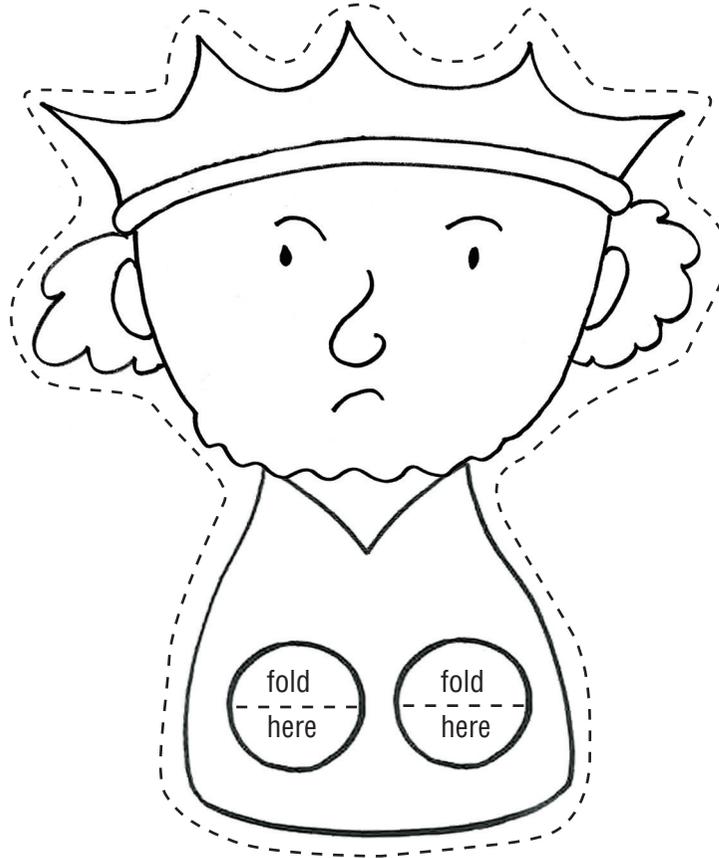
STEFANO



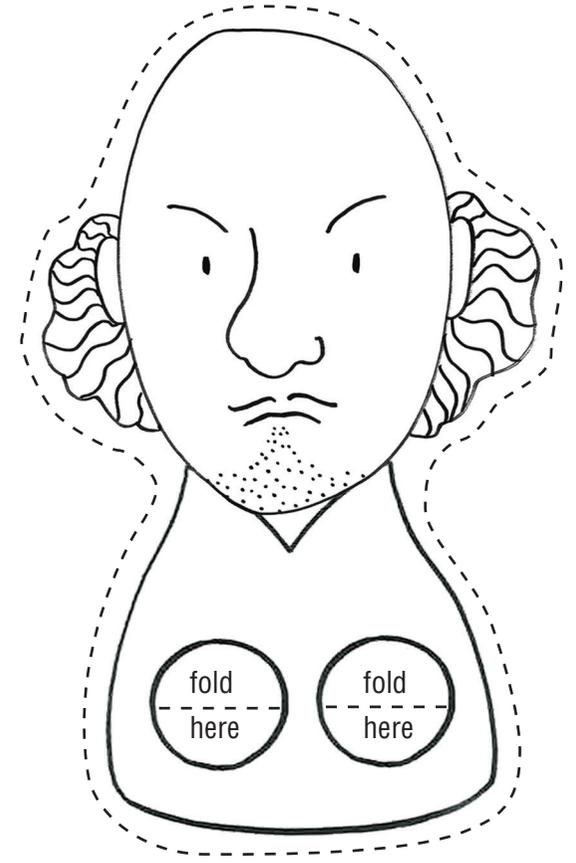
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CALIBAN



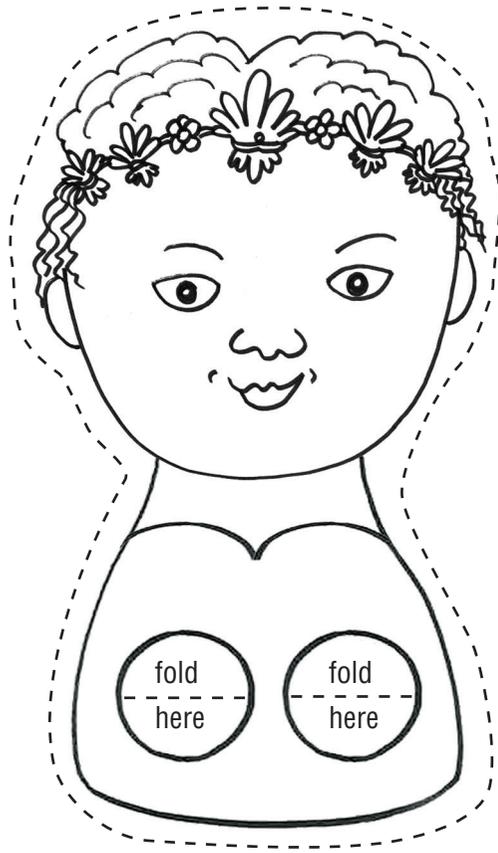
KING ALONSO



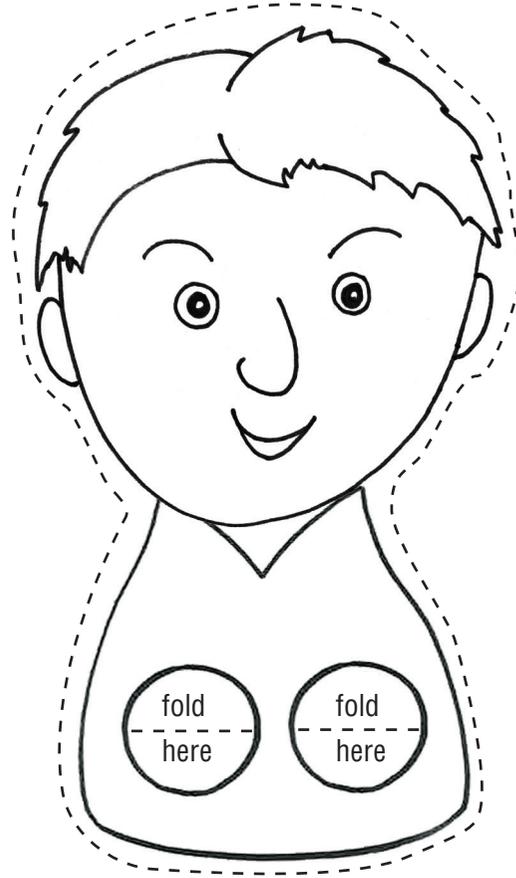
PROSPERO



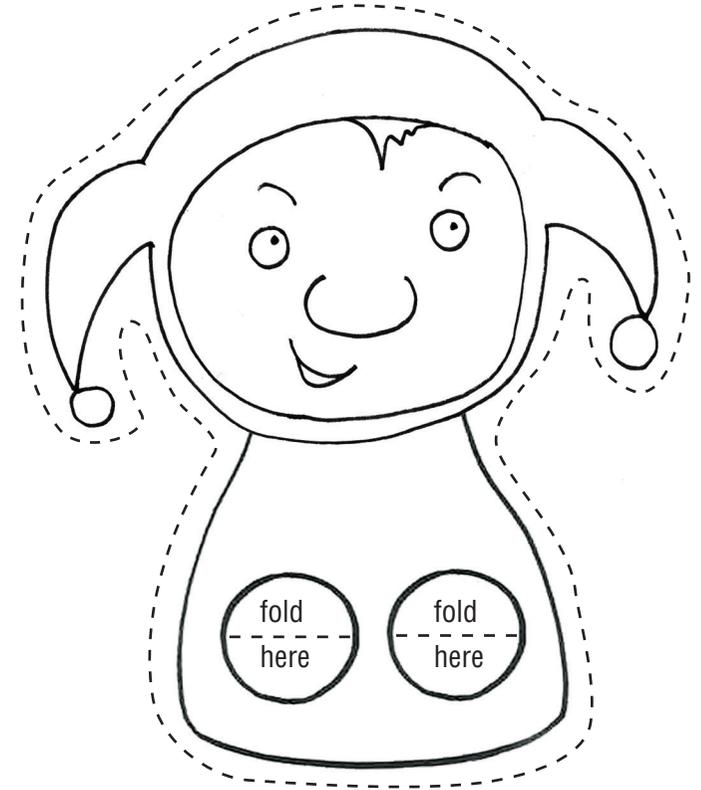
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MIRANDA



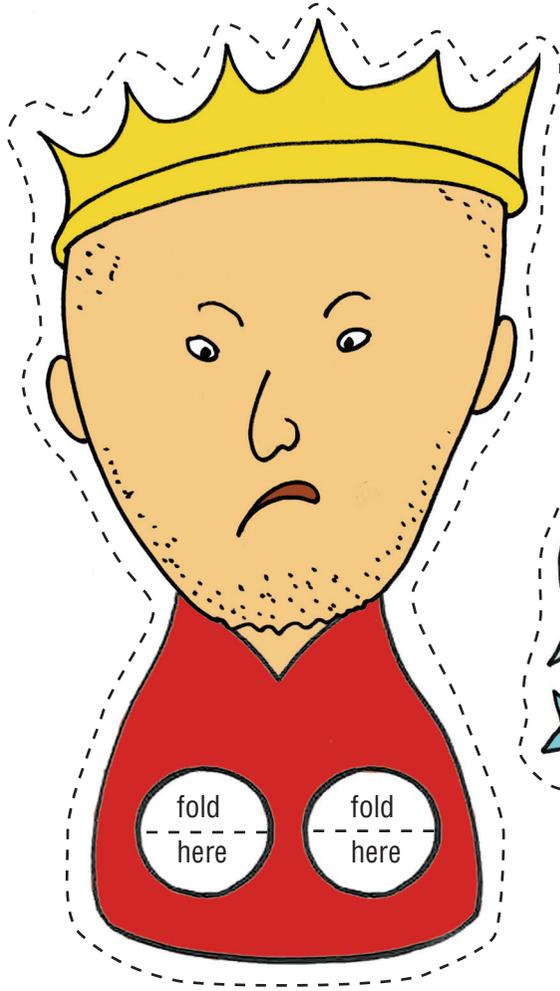
PRINCE FERDINAND



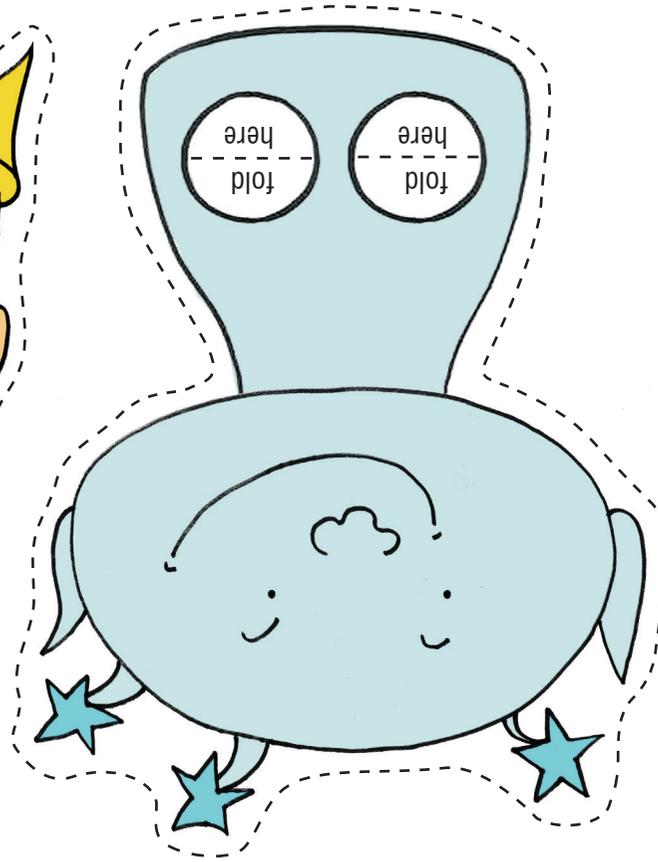
TRINCULO



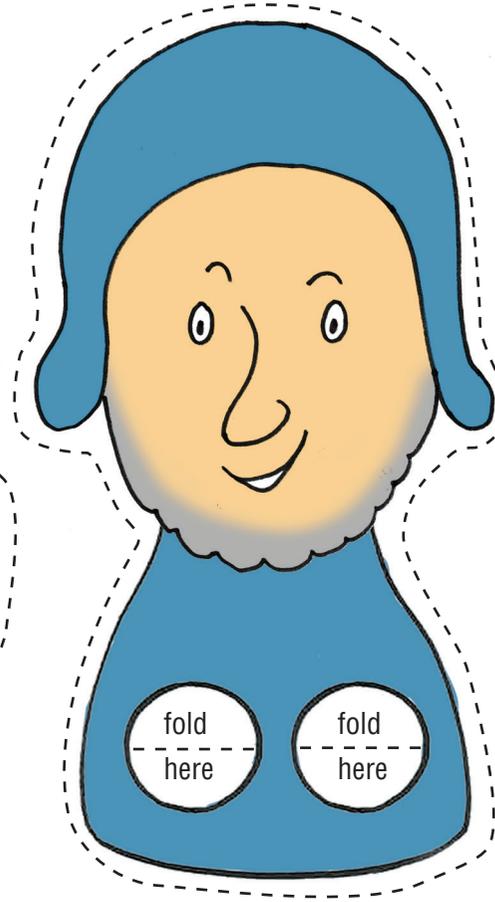
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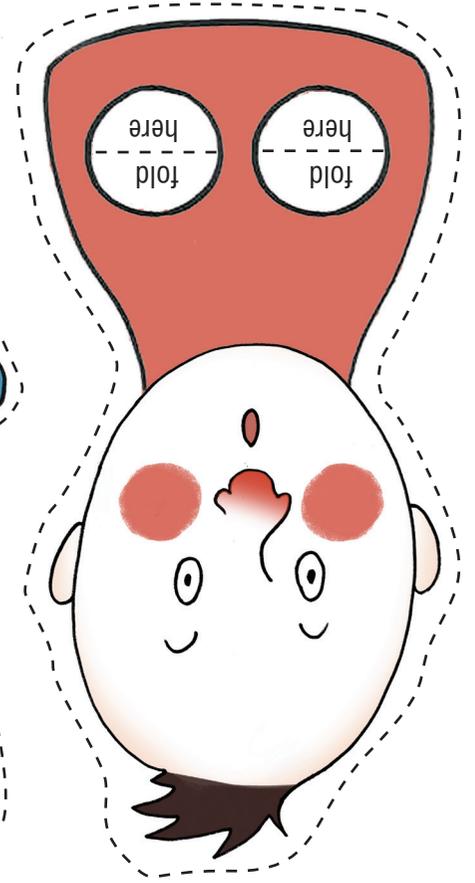
ANTONIO



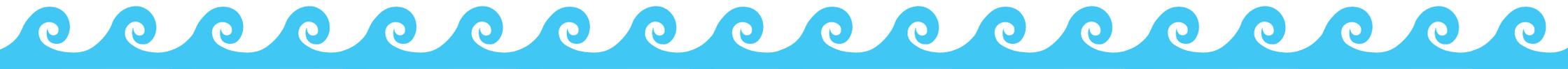
ARIEL



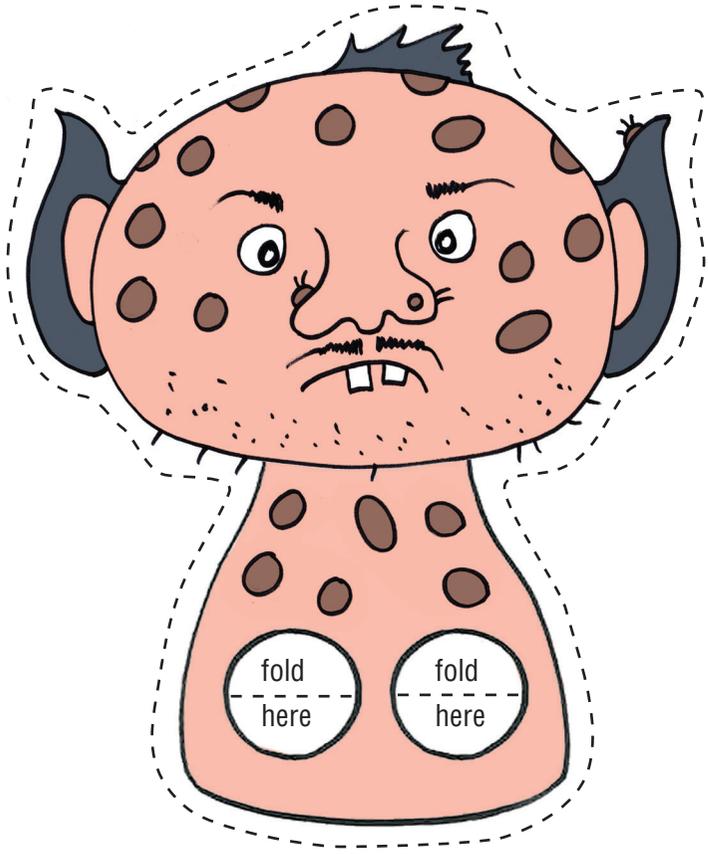
GONZALO



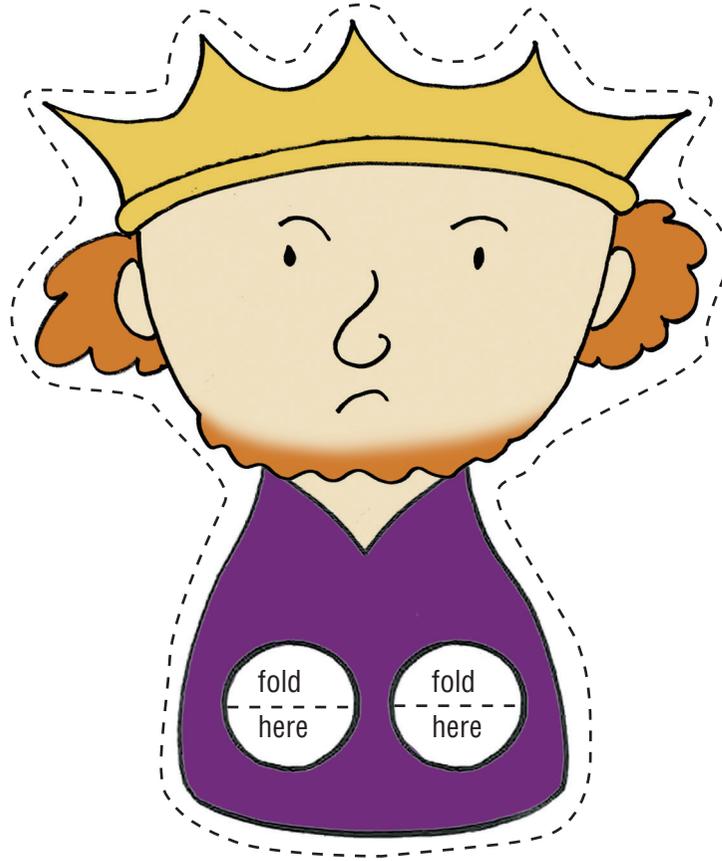
STEFANO



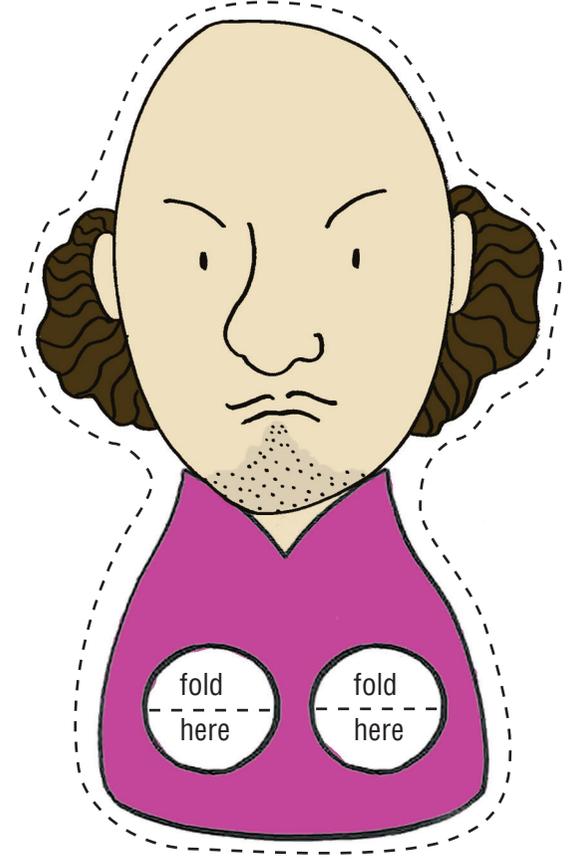
FINGER PUPPETS CRAFT ACTIVITY



CALIBAN



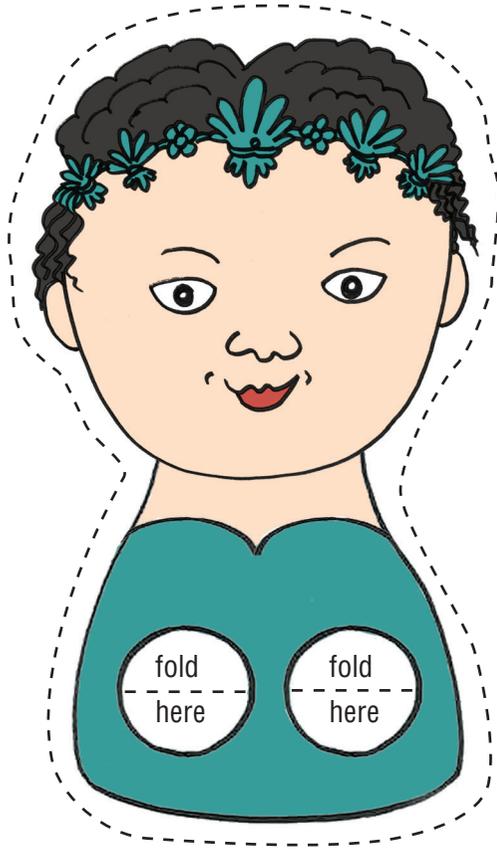
KING ALONSO



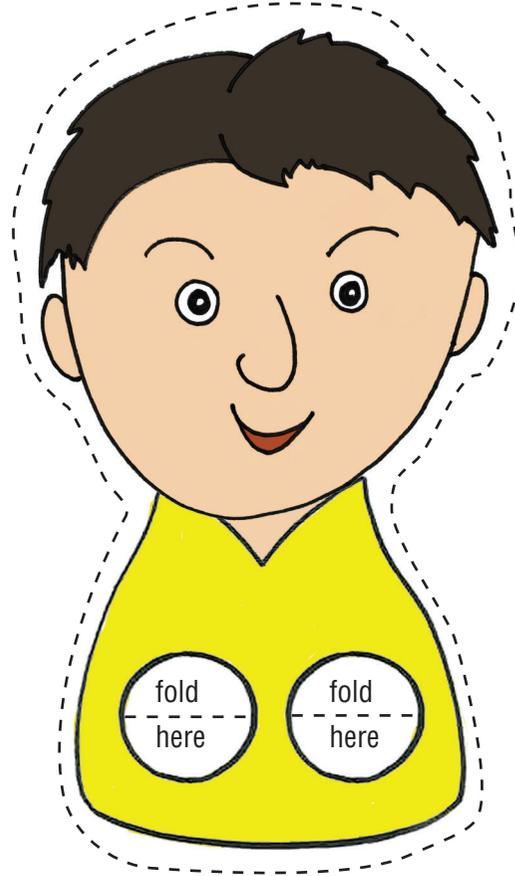
PROSPERO



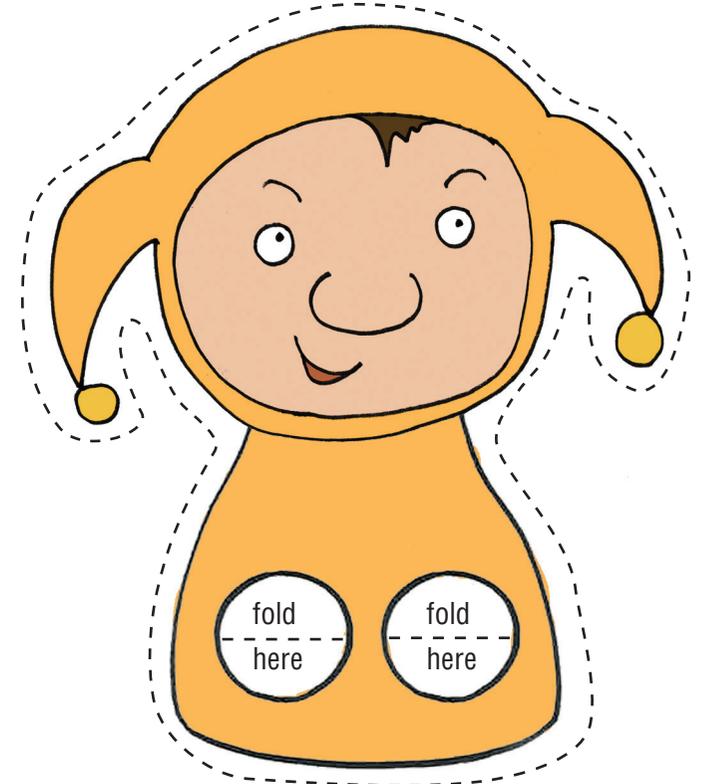
FINGER PUPPETS CRAFT ACTIVITY



MIRANDA



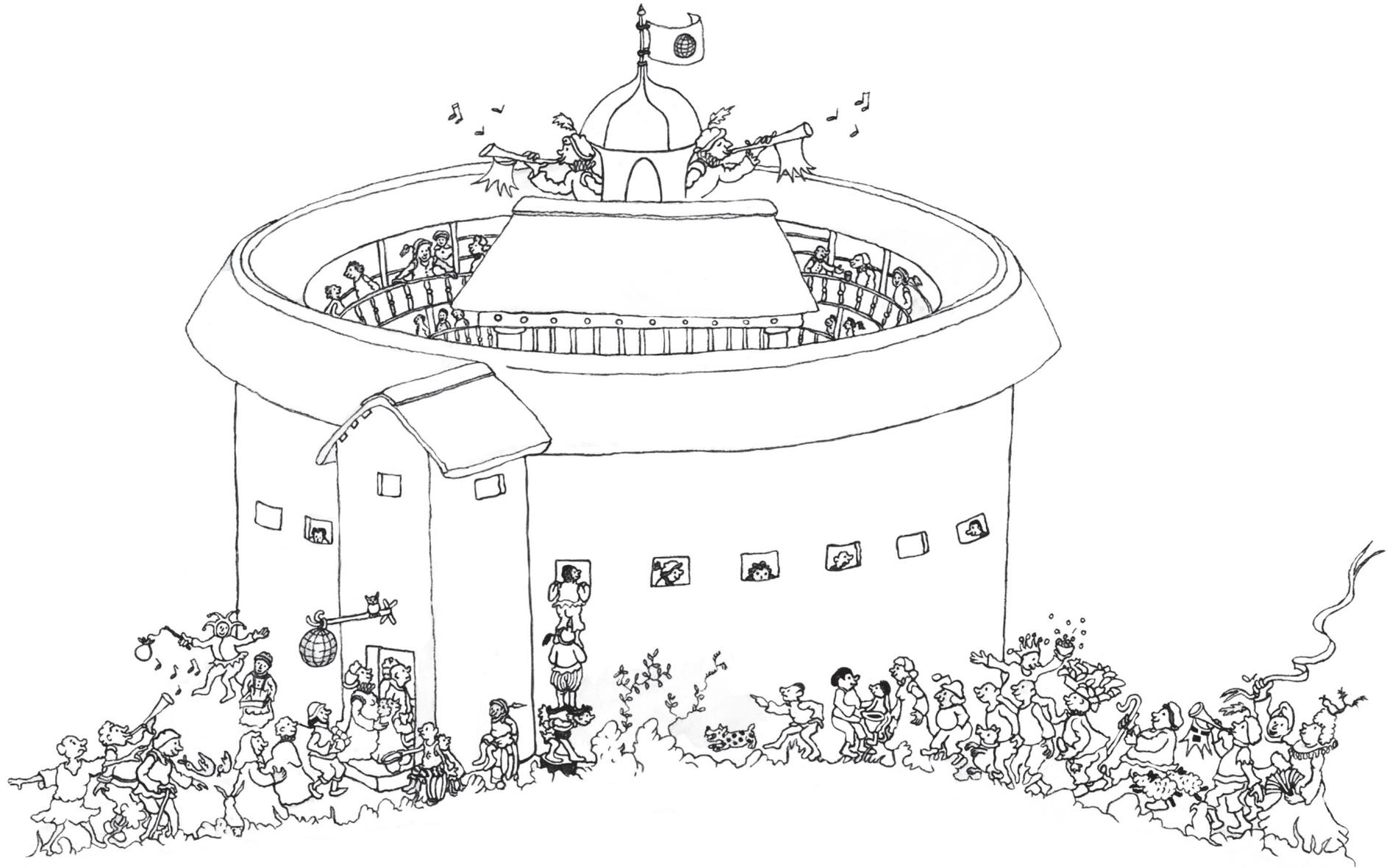
PRINCE FERDINAND



TRINCULO



COLOURING SHEET



QUIZ

Most of the answers to this quiz can be found in the Short Shakespeare Tale version of the play in this pack.

1. Who wrote *The Tempest*?

- a. J. K. Rowling
- b. Charles Dickens
- c. William Shakespeare
- d. Jane Austen

2. Of which Italian city is Prospero the Duke before he comes to the Island?

- a. Naples
- b. Milan
- c. Rome
- d. Venice

3. What type of play is *The Tempest*?

- a. Comedy
- b. History
- c. Tragedy
- d. Sci-Fi

4. What two magical objects does Prospero use to summon the storm?

- a. A cat and a broomstick
- b. A cloak and a hat
- c. A wand and a cauldron
- d. A staff and a book

5. Which character does Miranda fall in love with?

- a. Ariel
- b. Ferdinand
- c. Stefano
- d. Gonzalo

6. What is the name of the king's servant?

- a. Feste
- b. Touchstone
- c. The fool
- d. Trinculo

7. What type of magical creature is Ariel?

- a. An elf
- b. A pixie
- c. A spirit
- d. A fairy

8. Who is mistaken for "a giant smelly fish"?

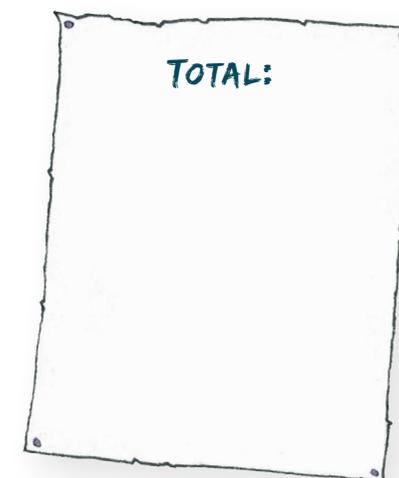
- a. Caliban
- b. Stefano
- c. Antonio
- d. Ariel

9. What does Antonio steal from Prospero?

- a. His magic wand
- b. His Dukedom
- c. His magic library
- d. His boat

10. Which of these quotes is from *The Tempest*?

- a. "Double, double, toil and trouble"
- b. "Lord, what fools these mortals be!"
- c. "To be or not to be, that is the question"
- d. "Now release me from my bands with the help of your good hands"



WORDSEARCH

Find and circle all of the words below from *The Tempest*.
The words may be hidden in any direction.

ALONSO
ANTONIO
ARIEL
BOOKS
CALIBAN
FERDINAND
ISLAND
MAGIC
MIRANDA
PROSPERO
SEBASTIAN
STAFF
STEFANO
TRINCULO

O	E	F	B	Y	T	T	I	E	C	U	A	I	R	O
O	R	D	N	A	L	S	I	E	K	E	N	M	E	R
E	L	E	R	T	O	R	O	F	S	I	T	M	T	C
I	R	U	P	E	E	E	T	A	E	H	O	A	A	D
S	L	A	C	S	E	S	A	E	O	O	N	L	E	N
E	O	R	R	N	O	A	D	N	A	R	I	M	T	A
B	E	O	H	N	I	R	T	S	E	B	O	A	H	N
A	S	M	N	E	E	R	P	T	A	E	H	E	V	I
S	I	P	A	A	R	S	T	N	L	E	I	R	A	D
T	L	T	N	E	F	R	E	H	N	S	H	E	H	R
I	F	R	T	I	F	E	F	I	E	F	T	E	H	E
A	T	S	T	F	O	E	T	H	A	F	P	L	T	F
N	O	S	N	O	L	A	R	S	M	A	G	I	C	L
S	K	O	O	B	R	L	T	H	I	T	N	N	T	R
O	D	N	D	Y	C	D	I	A	U	S	P	V	N	R



WORDSEARCH ANSWERS

Here are the answers to *The Tempest* wordsearch.

- ALONSO
- ANTONIO
- ARIEL
- BOOKS
- CALIBAN
- FERDINAND
- ISLAND
- MAGIC
- MIRANDA
- PROSPERO
- SEBASTIAN
- STAFF
- STEFANO
- TRINCULO

O	E	F	B	Y	T	T	I	E	C	U	A	I	R	O
O	R	D	N	A	L	S	I	E	K	E	N	M	E	R
E	L	E	R	T	O	R	O	F	S	I	T	M	T	C
I	R	U	P	E	E	E	T	A	E	H	O	A	A	D
S	L	A	C	S	E	S	A	E	O	O	N	L	E	N
E	O	R	R	N	O	A	D	N	A	R	I	M	T	A
B	E	O	H	N	I	R	T	S	E	B	O	A	H	N
A	S	M	N	E	E	R	P	T	A	E	H	E	V	I
S	I	P	A	A	R	S	T	N	L	E	I	R	A	D
T	L	T	N	E	F	R	E	H	N	S	H	E	H	R
I	F	R	T	I	F	E	F	I	E	F	T	E	H	E
A	T	S	T	F	O	E	T	H	A	F	P	L	T	F
N	O	S	N	O	L	A	R	S	M	A	G	I	C	L
S	K	O	O	B	R	L	T	H	I	T	N	N	T	R
O	D	N	D	Y	C	D	I	A	U	S	P	V	N	R



SHAKESPEARE WEEK

Certificate of Completion

AWARDED TO

.....

for finding out about Shakespeare's famous play, *The Tempest*.

SIGNED

DATE



Shakespeare
birthplace trust


WALKER
BOOKS