

WE ALL TELL STORIES - IT'S WHAT PEOPLE DO

INTRODUCTION TO STORYTELLING

Imagine somebody long ago telling their friend 'one day there will be a magic box that shines and speaks and tells stories'. You might look at one tonight can you guess what it is?

People have always shared stories. Stories used to be remembered and told before other ways such as writing, print, books, radio, tapes, T.V., film DVD's and videos were invented. You tell stories when you talk to your friends. People of the past told tales to warn their children of dangers or celebrate their history or to explain scary things such as thunder and lightening. Men and women who were good at the art of telling stories became the storytellers of their communities.

It seems that people need to tell stories to understand life; do you think this might be true?

Have you told or heard a story today?

TELLING MY STORY

- Did I speak up, look up and keep everyone listening to me?
- Did I hesitate and forget it?
- Did I enjoy it and feel I did my best.

This is a list of the things I did well in my storytelling.

This is what I enjoyed when I listened to other people telling their stories.

Now I'm going to write down one thing I'm going to improve next time I tell a story.

HANSEL AND GRETAL WORD BANK

woodcutter	forest
famine	starvation
midnight	moonlight
pebbles	path
crumbs	window-pane
scrumptiously sweet	mouth watering
witch	bony
crabshells	precious stones
father's house	

FOCUSED LISTENING TO A STORY

Speaking and listening being an invisible sort of activity, can be hard to store, retrieve, control and evaluate!

Storytelling can give a shape to this activity. **Focused listening** directs children to detect evidence and concentrate. Delegate selected listening responsibilities.

For example:

As you listen jot down words or drawings about...

Food	Animals	
Feelings		
Weather	People	Places

Action

ASHPUTTEL WORD BANK

stepdaughter kitchen-maid

ashes lentils

exhausted hazel twig

white bird royal palace

golden slippers

tar

prince slice

knife rightful bride

cruelty punished

eyeballs blind

you may want them to share the location e.g. 'at the forest edge many years ago.'

- ✓ Encourage earning the chance to **TELL** a story by being a good **LISTENER** to other tellers. Enrich their words by talking about the senses, smell, taste, touch, sight, sound.

USE THE STORY POCKETS TO EXTEND ENRICH AND INSPIRE

The images chosen relate to *Grimm Tales* and can be used to enrich and recall the play. The images can also be used to inspire the creation of new stories by the children.

- ❑ Stick the washing line onto a window or white board
- ❑ Don't open the sealed bags
- ❑ With care, they can be unpegged and pegged back on

POSSIBLE LANGUAGE ENRICHING EXERCISES

- ❑ Peg the pockets one by one up on the line
- ❑ Ask the children to talk about each image, ask them open questions
- ❑ Cover them up/hide them
- ❑ Ask them to draw all the images (things) they remember
- ❑ Recall *Grimm Tales*

CHILDREN AS STORYTELLERS

TEACHERS NOTES

(ORACY/SPEAKING & LISTENING)

- ✓ Explain that telling a tale is skillful and takes practice so that people want to **LISTEN**. A **SPECIAL PLACE** adds a sense of ritual e.g. a covered chair or a rope circle, a chime to start a story, closed curtains, changed lighting or an object that only the storyteller holds e.g. a shell/a hat.....
- ✓ Explain that stories are about action. Sometimes sounds help e.g. wind, creaking, & clapping. Avoid 'putting on voices' or 'acting', rather concentrate on the attitude of the person in the story.
- ✓ **creating stories:** make clear the rules/boundaries that are acceptable e.g. no swearing, no guns and bombs, no copied names from films, this is their story,

REAL LIFE QUESTIONS: BEING LOST

Have you ever been lost? When? What happened? How did you feel? What did you do to be found again? Did you help yourself or did somebody help you?

Hansel and *Gretel* trusted the old witch. Why was that?

If you were lost how would you know who to trust?

PRETENDING QUESTIONS

Imagine you are lost. Where would you like to be lost the most?

- o in a deep dark wood?
- o inside a computer?
- o in the big city?
- o back in the time of the dinosaurs?
- o in a pet shop?
- o in space, amongst the stars? **Where?**



TALKING ABOUT HANSEL AND GRETEL

Hansel is older.....**Gretel** is younger. Older brother and younger sister. Who decides what to do when father and mother leave them in the woods?

Do older brothers or sisters always know best?

TALKING POSSIBILITIES?

Talking suits auditory learners best....the children who like to talk, make up stories and debate.



MY STORY

Ask somebody you know to tell you: a sad, funny, frightening or embarrassing thing that has happened to them, that will be their story, listen well and you can tell it back to them. Then you can tell them your story and they can tell it back to you.



FINGER TALK

HANSEL AND GRETEL DIALOGUE

Draw **Hansel's** face on one finger-tip

Draw **Gretel** on another

Let the fingers talk to each other and find out.....

- o Do you think that the white stone path and the bread crumb path were good ideas?
- o Is there another way you can think of to get back home?

Note: Being active suits kinesthetic learners best. These children like to move about, touch and be physically active to learn.



Match the adjective (describing word) to the character by drawing a line between them.

clever		sad
	bullying	
caring	loving	truthful
crafty	ASHPUTTEL	SISTERS
good		cruel
vain	innocent	spiritual
patient	hardworking	spiteful

growling	anawina	
	guarding	crunching
friendly		

SUGGESTED LEARNING OBJECTIVES

- authorship, reading, telling own tale
- speaking publicly
- focused listening
- evaluating own work
- literal comprehension
- inferential comprehension

Give this **show me** card to one listener. They can use it to stop the story and choose somebody to 'mime' the action talked about. Limit it to one or two show me's per story.

(cut here)

.....

SHOW ME

MIND MAP

Choose one object from the story pockets.

Brainstorm a mind map of the things it makes you think about e.g. bone, death, ghost, skeleton, food, meal, boiling, crunching, gnawing, dog, digging, friendly, guarding, growling, sharp teeth

digging	death
skeleton	
burying	
ghosts	
bone	
dog	
food	

My own Grimm Tale by

.....

An eyeball, a feather and a key! Could you make up a story starting with these things?

Look at the story pockets. Choose just 3 or 4 of them to make up your own story. Make notes or drawings to help you to remember your tale then tell it!



