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Stories and Games From Around The World



How To Learn A Story

- Do Not Memorize the Story
- Find away to Learn the Story
- Practice, Practice, Practice

How To Tell A Story

- Change your voice
- Sound effects
- Pantomiming
- Sign language
- Look at your audience

Developing A Story

- Beginning, Middle, Ending
- Characters, Setting, Problem, Solution
- Three Volunteers for a scar story

Ice Breakers

Dessert Island

If you had to only be able to listen to one singer/band for the rest of your life who would it be and why?

Telephone

Getting Started. Players must sit in a circle or stand in a straight line. They need to be close enough that whispering is possible, but not so close that players can hear each other whisper.

Begin the Game. The first person in the line or circle whispers a word or phrase into the ear of the person sitting or standing to their right.

The Game Continues. Players whisper the phrase to their neighbors until it reaches the last player in line.

The Conclusion. The last player says the word or phrase out loud so everyone can hear how much it has changed from the first whisper at the beginning of the circle or line

The Snowball Activity

Have students write three things about themselves on a piece of paper. Then have them crumble up the paper to resemble a snowball. Let the students have a snowball fight for about one minute. Now everyone grabs one of the snowballs and has to try and find the person who wrote on it. Once they find their partner, they have to bring that person up in front of the class and explain what they learned about their new friend with the three facts written on the piece of paper

Stories and Games From Around The World

The Tortoise and the Hare Aesop/ Greece/Tortoise game

At the word go students start to walk as slowly as possible. They must head straight towards the opposite wall. The last one to reach the wall wins the game. A person is disqualified if they stop moving or change directions.

How Hide and Seek Got Started (The Boy Who Hid in a Nut); African Folktale

Jack and the Beanstalk; Fairytale from England



Giants, Wizards and Elves

Split group up into 2 teams, designate 2 safety zones, one on each teams side, and designate a middle area.

Each team then gets in a huddle and picks what they want to be as a team, a giant, a wizard or an elf.

Giants put their hands up over their heads, wizards put their hands out straight in front of them wiggling their fingers, and elves make pointy ears on their head with their pointer fingers.

Once the teams have decided their character they want to be, they come up to the center spot and line up face to face, then on a count of 3, everyone does whatever action their team picked.

Giants beat elves, elves beat wizards and wizards beat giants, so the team that beats the winning team chases the other and tries to tag as many members on the other team as possible before they reach the safety zone.

The members from the team that get tagged become a part of the other team.

Repeat until all players are on one side.



Music Charmed the Pirates; Legend form Japan Shipwrecked Game

The leader explains that she/he is the captain of the boat/ship and is going give commands to the players/crew to perform a specific movement or sounds. Explain that the crew is sailing treacherous seas and need to work together and follow the captain's commands to survive.

If crewmembers does not follow the commands correctly or is the last to follow the command they must go to the "brig" or break-room. Explain the playing area and designate which end is the "bow" of the ship and which end is the "stern." The goal is to be the last crewmember standing.

Commands:

Roll call: the crew must line up at the midline of the playing area, feet together, toes on the line, salute and say "aye-aye captain!" The crew may not lower their salute until the captain salutes and says "at ease."

Crow's nest: players act as if they're climbing up a ladder to the crow's nest, the top of the main mast, an area at the highest point of the ship to lookout.

Swab the deck: players act like they're mopping the deck.

Shark attack: the captain becomes a shark and tries to tag the crew. Those tagged go to the "brig" to dance or perform a designated exercise.

Break time: active crewmembers can run to the "brig" and tag as many people as possible. Those that are tagged can come back in and play again. Make sure everyone gets let out of the "brig" during break time.

Sailor overboard: crew pairs up and decides which one gets on their hands and knees and which one stands a places a foot gently on the other's back while acting like their using a spyglass to find the sailor in the water.

Drop anchor: crew lies on their backs with legs up and acts like an anchor.

Pirates: crew closes one eye, puts up a hook finger, hobbles around like they have a peg leg and say "Aaargh!"

Row to Shore: crew gets in lines of 4; players act as if they are rowing to safety, while singing "Row, Row, Row Your Boat"

The Three Little Pigs Fairy Tale form England;

What Time Is It Mr. Wolf

What time is it, Mr. Wolf?, What time is it, Mr. Fox?) is a form of tag played in Australia, Belgium, Canada, the English-speaking Caribbean, Ireland, New Zealand, South Africa, the United Kingdom, and the United States.

One player is chosen to be Mr. Wolf. Mr. Wolf stands at the opposite end of the playing field from the other players, facing away from them. A call-and-response then takes place: all players except for Mr. Wolf chant in unison "What's the time, Mr. Wolf?" and Mr. Wolf will answer in one of the two ways:

- 1) Mr. Wolf may call a clock time (e.g., "3 o'clock"). The other players will then take that many steps out long as they go ("One, two, three"). Then they ask the question again.
- 2) Mr. Wolf may call "Dinner time!"/"Lunch Time", when Mr. Wolf will turn around and chase the other players back to their starting point. If Mr. Wolf successfully tags a player, that player becomes the new Mr. Wolf for the next round

More Games From Around the World

Sardines Germany

As many children as are available are welcome to play the game. The person who is 'it' has to hide; then the other children have to seek the person who is 'it'. Whenever a child finds the person who is 'it', he or she has to hide with the person who is 'it'. Soon, only one person is left to seek for the person who is it and all the other children. As soon as the last child, who is the loser, finds the 'it' group, the game is over. The next person who is 'it' is the loser of the first game.

Sun and Ice Mexico

To play this traditional game, you form two teams. There is no age limit or limit of number of players. The players on one team run after you. When one touches you and says *freeze*, you can't move. You stand still until one of the players on your team comes and touches you and says *sun*. Then you are free to run again.

Hoop Rolling Native American, Ancient Greece, Africa



Kick The Can

The origin of the game is unknown, but during the Great Depression in the 1930s the game was a popular pastime for children because it didn't require any designated equipment or playing field.

How to Play Kick the Can

One person (or a team of people if the group is large) is designated *It* and an empty can is placed in the open playing field. With eyes closed, *It* counts to an agreed upon number, and the other players run and hide. *It* then tries to find and tag each of the players, always keeping a watchful eye on the can. Any player who is tagged is sent to the "jail," usually in plain sight of the can. The rest of the free players attempt to kick the can before being tagged out. If they can kick the can without being caught, they set all the captured players free.

Critical Thinking Games & Stories

Story: The Wise Judge Folktale from Japan

The Little Red House: Riddle Story From US

Black Magic

The guesser and the giver work together in this game. To play "Black Magic" you have one person, the "guesser", closes their eyes or face away from the group. Then, another person, the "giver", silently points an object out to everyone else in the room. This object is now an "it" that the guesser has to guess.

Have the guesser turn around. The giver points to many objects in the room asking if the object is "it." The secret is, none of the objects are "it" until after the giver points to something black (a person's shirt, watch, phone, anything black). The object immediately after is the "it" in question.

Follow the Leader

Here is how you play:

Everyone sits in a circle. One person leaves the room or hides their eyes- this person is the guesser. A leader is selected without letting the guesser know the leader does different body motions, while seated, that everyone can follow without the guesser being able to guess who the leader is everyone in the circle copies the leader without revealing who the leader is the guesser returns and tries to guess who the leader is while everyone is following the leader's motions After they guess who the leader is correctly, or give up, then a new guesser and leader are selected

Create your own Story from your favorite story

Example:

Sam and the Peanut Butter Crackers; Green Grass Monster

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Reference page

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<http://www.pecentral.org/lessonideas/searchresults.asp?category=53>

<http://www.bestpartygames.co.uk/games/black-magic#.WAmD2TtxfsQ>

<http://www.goaupair.com/au-pairs/au-pair-blog/games/indian-chief-or-follow-the-leader>

<http://karenchace.blogspot.com/search?q=stories+toddlers>

<http://www.americanfolklore.net/sindex.html>

Folklore, Myth and Legend

<http://people.ucalgary.ca/~dkBrown/storfolk.html>

398.2: The folktales, fairytales and fables of the world are shelved in this nonfiction area at your local library.

Book List for Storytelling

Aesop's Fables by Aesop

Eleven Turtle Tales by Pleasant DeSpain

Five Minute Tales by Margaret Read MacDonald

How and Why Stories by Martha Hamilton

Native American Animal Stories by Joseph Bruchac

Play with Us 100 Games From around the World by Oriol Ripoll

Ready to Tell Tales by David Holt & Bill Mooney

The Paper Bag Princess by Robert Munsch

Three Minute Tales by Margaret Read MacDonald

Thirty-Three Multicultural Tales To Tell by Pleasant DeSpain

Where The Wild Things Are by Maurice Sendak