

DRAMA DRAGONS



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A note from Page

The bigger your imagination,
the better these become!

This dragon is inspired by the Drama Dragon story written by Page Turner. Can you make up your own story about a dragon? What is your dragon's name? Can it fly? Does it blow fire? What if it blew bubbles or marshmallows instead?

Materials:

- 1 Toilet Paper Tube
- 1 Piece of Construction Paper
- Craft Glue
- 2 Large PomPoms (cotton balls can also be used)
- 2 Small PomPoms (cotton balls can be trimmed to make smaller pompoms)
- 2 Googly Eyes
- Several Pieces of Tissue Paper
- Scissors
- Pencil

Directions:

1. Glue one googly eye to each one of the large pompoms. Set aside to dry.
2. Lay the end of the toilet paper tube against the edge of the construction paper.
3. Use the pencil to mark a strip of paper that will fit around the tube.
4. Cut the strip with the scissors.
5. Glue the strip of construction paper around the toilet paper tube. Set aside to dry.
6. Cut long triangular strips from the tissue paper. You will need about ten strips. (You can use colors that look like fire or any colors you like!)
7. Glue the tissue paper strips to the inside of the toilet paper tube. You might need to add more glue and create several layers of tissue paper strips.
8. Glue the large pompoms (with the googly eyes attached) to the top of the tube (on the opposite side of the tissue paper).
9. Glue the two smaller pompoms closer to the end with the tissue paper strips. These are the dragon's nostrils.
10. Once the glue dries, blow in the tube (the side without the tissue paper) and watch the dragon "blow fire."

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TISSUE BOX PUPPET THEATER



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Directions for theater box

1. Remove the tissues from the tissue box.
2. Remove the cardboard piece on the front of the box. Remove the plastic covering the opening at the front of the box (this is where you would pull out the tissues).
3. Using the scissors, cut around the sides and back of the tissue box so you have a flap that stands up. Make sure this flap is on the same side as the opening in the front of the box.

Note You might need to open up the sides of the box so you can cut the top. That's okay! Once the top is cut, you can tape the sides closed again.



Caution: You might need an adult's help when you cut the box.

4. Tape the craft sticks to the back of the flap so the flap will stand up straight.
5. Using the black and red paint, paint curtains on the front of the tissue box (or decorate it however you'd like!). You can also paint the sides if you'd like.
6. Using the bottom of the box, measure a rectangle onto the construction paper. Cut it out on the inside of the rectangle, so it is a little smaller than the bottom of the box.
7. Glue the construction paper to the inside bottom of the box.
8. Now, we're ready for Step 2! (Turn to the next page for scenery and puppet directions)

A note from Page

This is the first step to putting on your own show!

Today we're putting on our own miniature show! It's going to take a few steps. The first one is: create your story! Who will your characters be? What about the conflict? What will they say to each other? Where do they live? Keep this last question in mind as we make the theater setting!

Materials:

- Tissue Box (the rectangular kind works best, but a square box can also be used)
- Scotch Tape
- Scissors
- Red & Black Acrylic Paint
- Construction Paper
- 2 Craft Sticks (chop sticks or pencils can also be used)
- Markers, Crayons
- Craft Glue
- Pencil

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TISSUE BOX PUPPETS AND SCENERY



Step 1 is done! Now it's time to think about what your characters look like and what would be in the scene with them! Is yours in a cloud kingdom? A forest?

A note from Page

This is the creative part! What kind of story will you tell?

Materials:

For the scenery:

- Paper, craft foam, etc.
- Markers, Crayons
- Scissors
- 1-2 Binder Clips

Optional: Stickers, shells, pompoms, etc.

For the puppets:

- Craft Sticks, Pencils, Straws, or Chop sticks
- Construction Paper or Craft Foam
- Tape or Glue

Optional: Stickers



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Directions for Scenery:

1. Trace the back of the tissue box onto the paper (or craft foam). Cut out the rectangle. You might need to trim it so it fits inside the box.
2. Decorate it however you'd like! Create a scene that works for a puppet show that you create. Use markers, crayons, stickers, shells, etc.
3. Use the binder clip to attach your scenery to the back of the box.
4. Create different scenes for different shows!

Directions for Puppets:

1. Draw a character onto the craft foam or paper. Cut out the character and stick it to the bottom of the craft stick or pencil, straw, chopstick, etc.
2. You can also use stickers and attach them to the bottom of the stick.
3. Create lots of different characters for your different puppet shows.
4. Write a script and put on a show!

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THE MAD DIRECTOR THEATER GAME



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Name of the Game:

The Mad Director Theater Game

Number of players:

2-10

(or more if you have the space!)

Space:

We played this game on an actual stage, but you probably don't have a stage in your living room! The more room the better, so it's best to play it outside or in a large empty room.

Rules of the Game:

1. Go over what to do for each direction. Make sure everyone playing knows what to do for the directions and where the imaginary audience is.
2. Choose the actors (people playing the game) and the director (the person who shouts out the directions).
3. Set parameters: Pick a specific spot for stage left, right, downstage, and upstage. This can be a tree, a chair, or just a general area that everyone agrees on.
4. The Director then shouts out the directions and everyone does what he or she says. They don't have to go in the order listed below. In fact, it's more fun if they don't!
5. It's also fun if the director starts off slowly then gets faster and faster.

A note from Page

There are no winners or losers in this game, although you could make the last person to accomplish the task sit out the rest of the game until there is only one actor left standing.

Note on Stage Directions:

When you are on stage facing the audience, your right is stage right; your left is stage left. The front of the stage closest to the audience is downstage. The back of the stage farthest from the audience is upstage. Decide where the "audience" is before you start the game.

Command Meanings of Directions and Movements:

Stage Left (Run to the Left)

Stage Right (Run to the Right)

Down Stage (Run Forward)

Upstage (Run Backward)

Ghost Light (Stand Still and Shiver)

Curtain Up (Pull Ropes Like You're Raising a Curtain)

Trap Door (Drop Down in Crouch)

Break a Leg (Hop Up and Down on One Leg)

Dramatic Pause (Freeze)

Over Acting (Hand to Head)

Take a Bow (Bend Forward)

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IMPROVISATIONAL THEATER GAMES



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A note from Page

Fortunately this game
can be played socially-
distanced via Zoom!

Name of the Game: “Yes, and...”

Number of players:

2+

(This game can be
played with lots of
people.)

Directions:

One person starts telling a sentence or two of a story. That person will stop at a bit of a cliff hanger. (It can and should be ridiculous.)

For example, “I went to the store and the clerk who waited on me was a parakeet.” The next person picks up the story and continues it, always beginning with the phrase “Yes, and...”

(For example... “Yes, and.. the parakeet asked me if I was looking for a new jacket.”).

At the end of the story, everyone gives a big round of applause...no matter what!

Name of the Game:

“Fortunately/Unfortunately”

Number of players:

2+

(This game can also be
played with lots of
people.)

Directions:

One person begins with a sentence or a story (e.g., Jeremy walked to the ice cream store).

The next person tells of something unfortunate that happens (e.g., Unfortunately, Jeremy was hit by a refrigerator.)

The following person contributes a fortunate event (e.g., Fortunately, the “refrigerator” was made entirely of marshmallows).

The fourth person will contribute an unfortunate event (e.g., Unfortunately, he’s allergic to marshmallows and he had a horrible allergic reaction.).

The fifth person will contribute a fortunate and it continues to a logical end.

At the end of the story, everyone gives a big round of applause...no matter what!

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ZIP!



ZAP!



ZOP!

Name of the Game: “Zip, Zap, Zop”

Number of Players: 5-20.

(Note: Save this game for a time when we no longer have to be socially distant, although technically, you could stand six feet apart.)

Directions:

Everyone stands in a circle.

The first player says “Zip”, and points at another player in the circle.

The player that was pointed to must immediately point at someone else in the circle (including the previous player) and say “Zap”.

The third player continues the pattern, this time using the word “Zop”.

The pattern of words repeats, going: “Zip”, “Zap”, “Zop”, “Zip”, “Zap” etc.

If anyone hesitates or says the wrong word, or isn’t clear about who they’re pointing to, the game stops, everyone applauds, and then starts all over again.

In fact, try to play the game with some speed to increase the chances of a mistake.

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