



GAIETY SCHOOL
OF ACTING

Youth Theatre: *At Home*

THE WIZARD OF OZ



Drama and Creative Resources for Ages 5-12

There is definitely no place like home at the moment! But that doesn't mean you can't go on a drama adventure. This week we will be exploring one of our favourite books and movies, The Wizard of Oz!

*For elements that require adult guidance we will let you know.

Have fun, be safe, and we look forward to seeing you back at GSA very soon.

***CONTENTS: DRAMA GAMES, CREATIVE DRAMA EXERCISE
COLOURING SHEET, CRAFTS AND SCIENCE EXPERIMENTS***

DRAMA GAMES

It's important to warm up before every drama class or performance. Warm up games are not just great for warming up your body and voice, but for getting your creativity flowing. These exercises are fun, will get you moving when the playgrounds are closed, and are great for ALL ages! As much as possible, furniture should be pushed back to the sides of the room. This is to avoid any accidents. Ask a parent first! Even better if you can play outside in the garden.

TINMAN, SCARECROW, LION

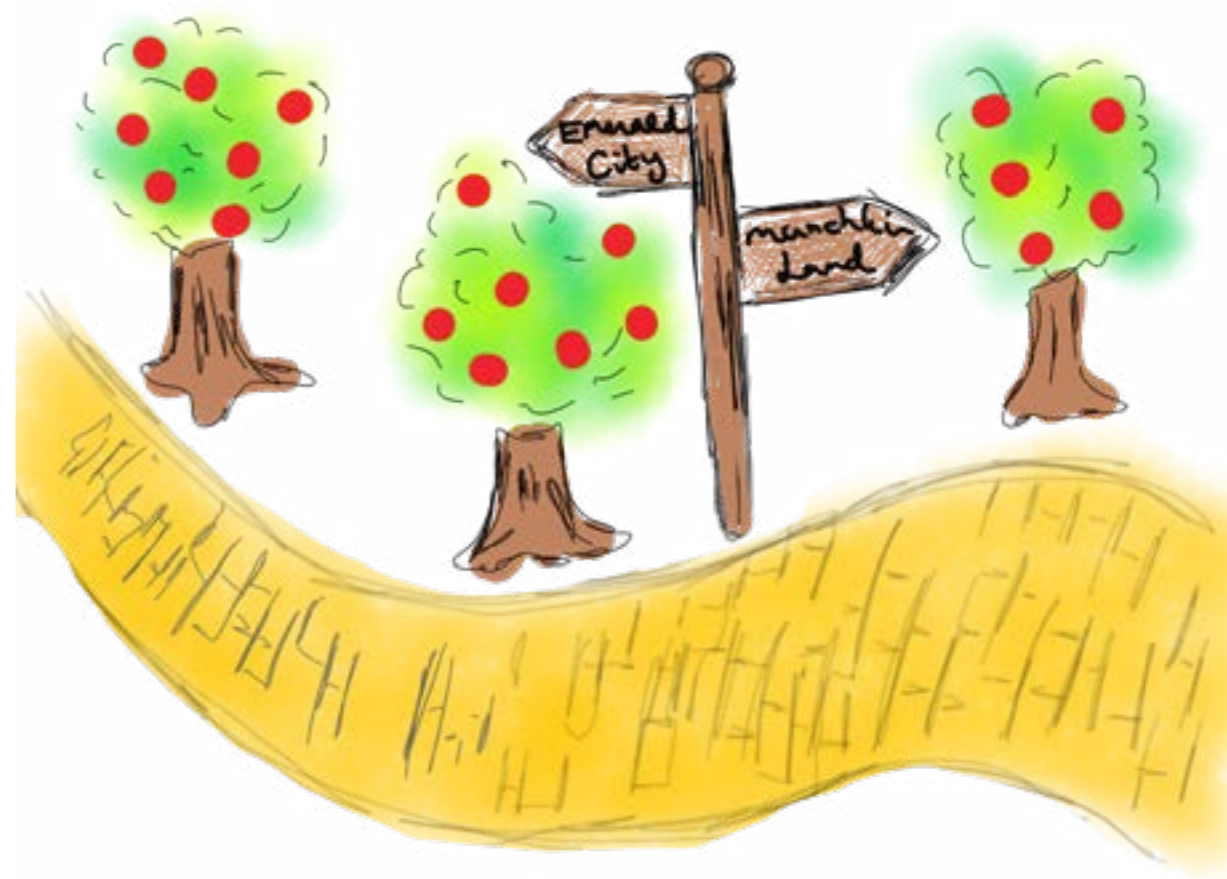
1. One person is chosen to be "Dorothy" - this is the person who is on.
2. There are three different movements that Dorothy can command you to do
 - Tinman - you hold your arms and legs out straight, in a star shape as though you've rusted in place and need oil!
 - Scarecrow - you flop to the ground and lie there, like the Scarecrow when he's taken down from his post.
 - The Lion - put your hands in fists like the Lion when he's pretending to be brave and fight!
"Put em up, put em up!"
3. Dorothy stands in the corner of the room with her back turned and everyone else stands in the centre
4. Whenever Dorothy likes she can turn around and call out Tinman, Scarecrow or Lion - whichever she says everyone must do the action of and freeze.
5. Dorothy can inspect the other players to check if they are moving - if anyone moves or laughs or takes the wrong position, they are then in the role of "Dorothy".



IMPROVISATION

WE'RE NOT IN KANSAS ANYMORE, TOTO

- You start this game by asking everyone to write two places on pieces of paper and pop them in a hat. Then one person who is "on" takes a piece of paper from the hat, looks at the place and remembers it for later in the game.
- Next it's time to make a tornado. Everyone holds hands and spins (NOT TOO QUICKLY!) three times in a circle making wind noises, and then everyone fall to the ground.
- Everyone pretend to be asleep for a couple of seconds and then slowly wake up. The person who is on leads by saying "We're not in Kansas anymore, Toto"...
- The goal of the game is to guess what place was pulled from the hat. The person who is on can help people guess through improvisation - "oh look at those palm trees", or "oh the snow is really heavy" or "I can't wait to go on that rollercoaster!"
- The person who guesses right gets to be on next.



MAKE YOUR OWN PLAY!

It can be a fun challenge to imagine what happens before a famous story starts, or what happens after it ends!

Why not write your Wizard of Oz play with this in mind. The famous book and musical Wicked tells one story of what could have happened before Dorothy got to Oz, but what's to say you can't create your own story using the same idea...

Instead of focusing on the Wicked Witch and Good Witch like Wicked does, your play could tell the story of Dorothy twenty years after she returns from Oz.

For inspiration you could look at these movies - Return to Oz (this one might be a little scary for younger children) and Hook, which tells the story of Peter Pan as a grown up after leaving Never Never Land!

SO GET OUT A PEN AND PAPER AND START THINKING ABOUT YOUR PLAY!

HERE ARE SOME QUESTIONS TO HELP YOU GET STARTED:

- How old is Dorothy in the play?
- What is Dorothy like now?
- Maybe Dorothy starts thinking about her time in Oz - what reminds her of it?
- Who is in the play? Are any of the other characters from the Wizard of Oz there? Who?

HERE'S AN OPENING LINE TO HELP YOU START WRITING YOUR PLAY....

Scene One: Dorothy is waking up in bed, stretches and yawns.

Dorothy: Well that was a strange dream, I always have such strange dreams. Anyway, better get going!

NOW YOU FINISH OFF THE PLAY!

LET'S GET SCIENTIFIC!

Special Effects or SFXs have been used in movies for over 100 years, modern special effects are mostly created by computer but during the making of the Wizard of Oz in 1938, they had no computer technology. So how did they create the Tornado? The tornado is actually a thirty-five foot long muslin sock, then they threw a lot of wind and dirt at it. The image of the tornado was then projected onto a translucent screen with the actors in front. Combine that with miniature houses and a wind machine and you have the most expensive scene in the movie. We are going to use a little bit of science to recreate a miniature tornado in a bottle

WHAT YOU NEED:

- Two large empty plastic drinks bottles (At least a litre)
- A metal washer
- Water
- Glitter
- Duct Tape



HOW TO:

- First, take off the tops of your liter bottles and cut the plastic ring that is left around the neck of the bottle.
- Use a metal washer from the hardware store, and place it on top of one of the bottles. (This narrows the water as it transfers from bottle to bottle)
- Fill one of the plastic bottles three quarters full.
- Add the glitter (This provides a great visual representation of a tornado's water droplets)
- Get a second pair of hands to help you steady the second bottle as you use duct tape to secure the bottles together.
- Whip your bottom bottle up and quickly rotate the top in clockwise motion.

THE SCIENCE

Spinning the bottle in this circular motion creates a water vortex. The centripetal force, or the inward force directing the water toward the center of its circular path, is the same principle of how tornadoes form during a storm. Gravity is what pulls the water down the hole.

CRAFT CORNER

EMERALD CITY CRAFT

WHAT YOU NEED:

IF USING SCISSORS OR A HOT GLUE GUN, PLEASE TAKE CARE AND ASK AN ADULT FOR HELP

- Empty cardboard tubes of different sizes (Toilet paper, Baking paper etc.)
- Empty cereal box
- Masking tape
- Hot Glue gun or Glue
- Scissors
- Green Paint
- Glitter



HOW TO:

- Cut the large front of the cereal box out and lay flat
- Take your Cardboard tubes and start to plan out how your emerald city will look
- Once you are happy with you design, use the hot glue gun to stick them in place (You can use normal glue if you dont have any)
- Use the masking tape to make the structure sturdier by taping the tubes together
- Once everything is dry and sturdy, paint your emerald city green.
- If you want to make your emerald city shine add the glitter into the green paint

We hope you enjoyed the Wizard of Oz fun! We'd love to hear how you get on! You can tag us on Facebook, Instagram and Twitter @GaietySchool or email marketing@gaietySchool.com.

You can find out all about our Young Gaiety classes and Summer Camps at gaietySchool.com

