

THEATRE



STORYTELLING

1. Make a copy of your story - duplicate all pages with text or type them up on the computer.
2. Mark out all references to speaking (“the witch cackled,” “the princess cried,” etc.). Your voice will identify the character. Your expression of the dialogue will negate the need to tell your audience “how” the character said it.
3. Determine which characters members of your group will play. Divide the characters evenly and assign all characters who are “opposites” (hero – villain, hero – heroine, Aladdin – Genie, etc.) to separate people in the group.

CHARACTERS

Make a chart that indicates your choices of vocal qualities for each character you play. For example:

CHARACTER	PITCH CHOICE	VOLUME CHOICE	RATE CHOICE	OTHER NOTES
JASMINE	Highest	Softer	Moderate	
CAVE OF WONDERS	Deepest	Loudest	Slow	Elongate round vowels; exaggerate consonants
SULTAN	Medium	Moderate	Faster	Stutter, trip on words

NARRATION

1. Add sound effects to enhance the environment – *wind, forest, thunder and lightning, etc.*
2. Add sound effects to enhance action – *hoof beats, splashes, crashes, running motors, animals growling, etc.*
3. Vary tempo and volume to help create the mood of the action or to suggest how audience members should react:

Chases and exciting action – louder and faster

Sad reactions, revelations – slower, possibly quieter

Funny sections – louder

Surprises – louder with sudden breaks in action

Chart sections of the narration with special needs:

LOCATION	SOUND	ACTIONS	SOUND
Max crosses the ocean	Water sounds	Wild rumpus	Cheering
Forest	Animal, wind sounds	“rolled their eyes”	Rolling sound
		“gnashed their teeth”	Gnashing sound
		“showed their claws”	Growling sound
		“crowned Max”	Cheering sounds