

# Jack & the Beanstalk Activity Pack

To support your child's engagement with the Belgrade's online production of 'Jack & the Beanstalk' we've created this pack of activities for you to work on at home.

Exercises are designed to be fun, creative in their approach, and to support children to engage more deeply with the performance.

Many of the activities in the pack can be integrated with other learning. For example, growing a broad bean(stalk) can also be used to teach children about plant parts and lifecycles.

We hope that your child will enjoy engaging with these tasks, and encourage you to share their creativity with us on social media.

Enjoy the show!

Claire Procter

Creative Producer - Education

## **Contents:**

- An introduction to theatre & pantomime
- Make your own pantomime props
- Grow your own beanstalk
- Create your own pantomime character
- Create pantomime soundscapes
- Write your own magical stories
- Play pantomime themed games

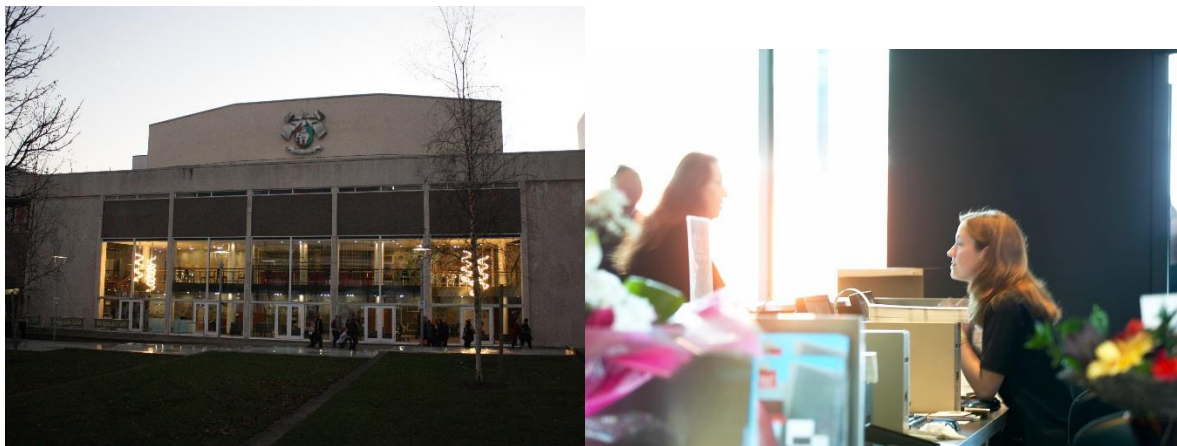
# An Introduction to Theatre and Pantomime

This activity is designed for younger children, or those who have never visited the theatre, to develop their understanding of what a theatre is and what it does.

## Step 1: What do we see?

Look at the images of the Belgrade Theatre below.

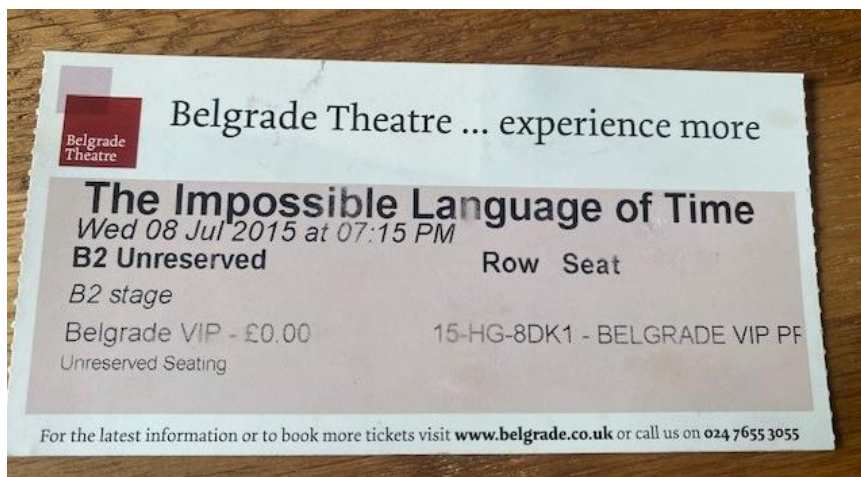
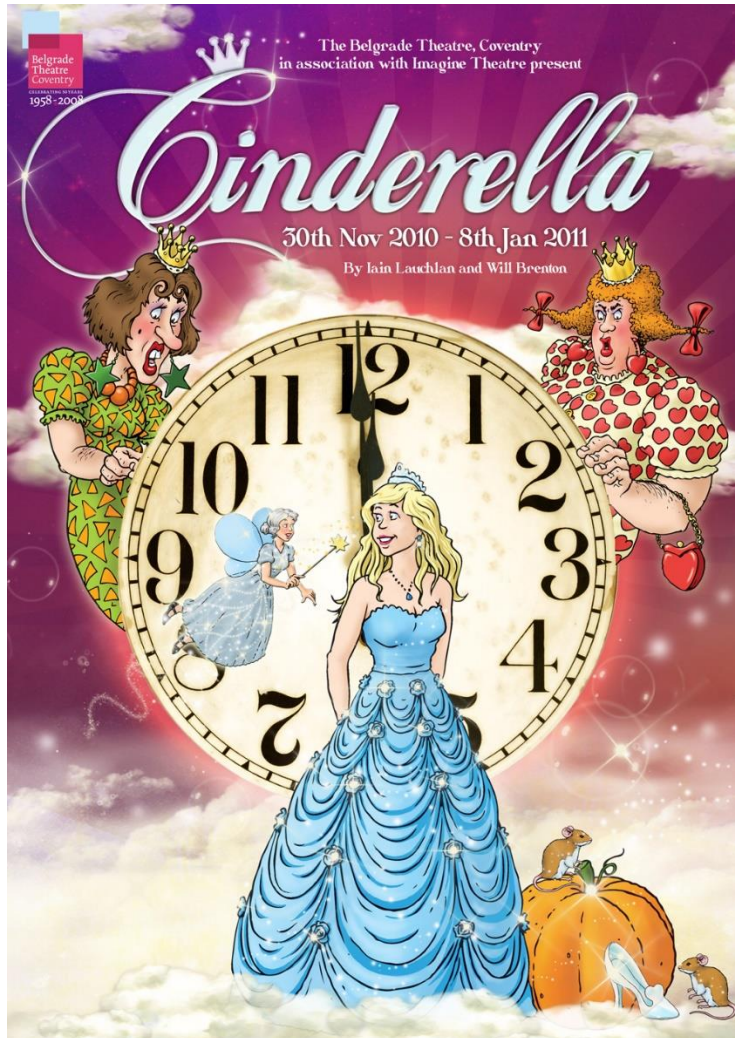
What do you think happens inside this building? How do you know? What clues are there? Have you been to a building like that before?



## Step 2: Investigating objects

Time for some extra clues! Look at the pictures below.

What do you think these objects are? What do you think they do? How do you know? Where might you have seen them before?





### Step 3: The language of theatre

Now take a look at the pictures below. What you think these people are be doing?

They are actors and their job is to play a character in a story. Take a moment to look at what the actors are wearing. Do their clothes provide any clues about their characters?

To develop your child's theatre-going comprehension you may want to draw out language around props and costumes. Explain that the furniture and items around the actors are called 'the set', and the objects they use to tell the story are called 'props'.



#### Step 4: An introduction to panto

Iain Lauchlan – writer, director and dame of the Belgrade's show – explains what a pantomime is in this short video.

<https://www.youtube.com/watch?v=YQ5PfYZ9VaM>



Make Your Own Panto Props

Part of the fun of panto is taking part. While this year's performance may be a little different, we'd like your child to join in the fun by creating their own props or costumes to wear while watching the show.

We've modelled four fun designs for you to try, with step-by-step instructions on how to make them.

Please note that the designs have different levels of challenge. These are:

*Fairy Fluff's Wand: Easy*

*King Cuthbert/Princess Alyssa Crown: Easy*

*Jack Trott's Hat: Medium*

*Dame Trott's Cap & Pigtails: Advanced*

You may prefer to design and create original props and costumes. We've included a description of some of the main characters of 'Jack & the Beanstalk', as well as pictures from a previous Belgrade production, to help inspire your designs at the end of this pack.

## Fairy Fluff's Wand

**You will need:**



- A drinking straw, wooden dowel or piece of tightly rolled paper (for the wand)
- Sticky tape or a glue stick
- A ruler
- Scissors
- A piece of card
- Coloured paper (or plain if you have felt tips or crayons)
- Felt tips (optional)

### **Step 1: Make the star**

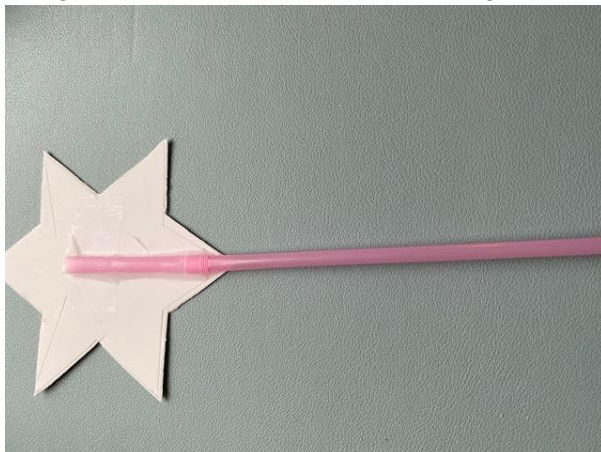
Draw the outline of a star onto your piece of card (I used silver card, but you can use plain card and decorate it later). You can find help on how to draw the perfect star [here](#).

Once you have drawn your star carefully cut it out using scissors.



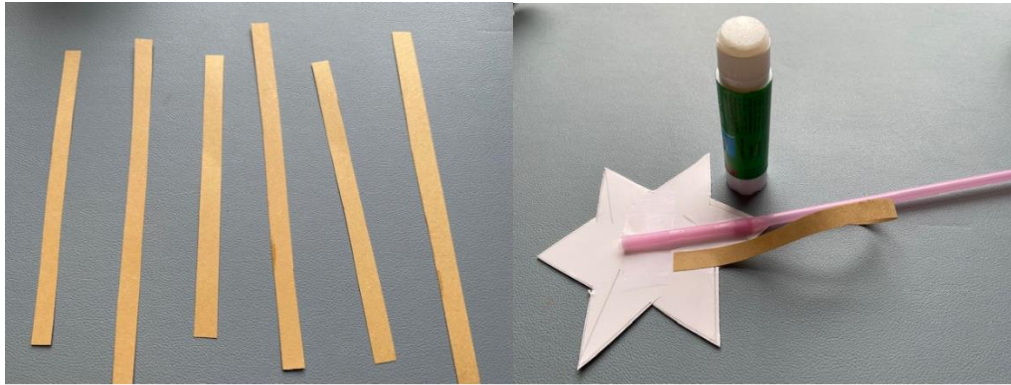
### **Step 2: Attach the star**

Using tape stick the top of the drinking straw to your star.



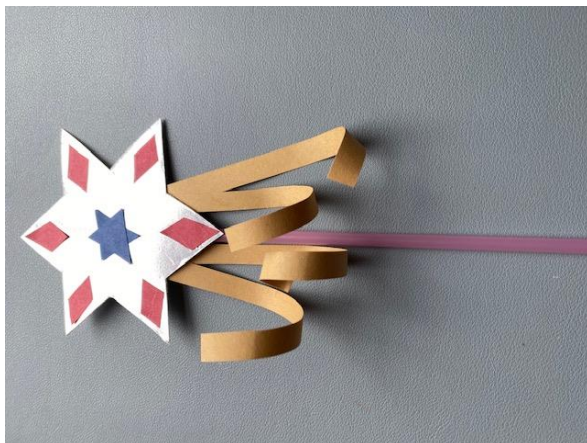
### **Step 3: Create the ribbon**

Cut 4 - 6 thin strips of coloured paper, approximately 1cm wide and 15cm long. Then using the glue, or tape, attach these to the back of your star.



#### **Step 4: Decorate your wand**

Decorate the front of your star using coloured paper or pens. You can make your design as detailed and magical as you wish.



#### **Step 5: Practice waving your wand like Fairy Fluff!**

## Jack Trott's Hat

**You will need:**



- Scissors
- Glue stick or sticky tape
- Ruler
- Pencil
- Coloured paper

### **Step 1: Make the band of your hat**

Start by cutting two strips of coloured paper, approximately 28cm long (or A4 length) and 3.5cm wide. It will help if you use a ruler to measure the strips first, so that they're the same width from end to end.



### **Step 2: Measure your head**

Using the glue stick, or sticky tape, join together the two strips of paper at one end. If you use glue make sure you leave time for it to dry.

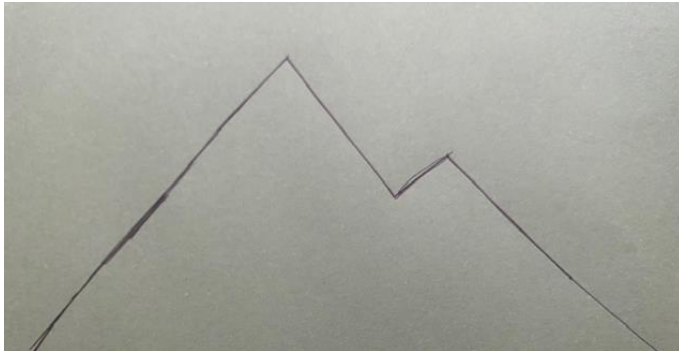
Once the glue has dried, wrap the band around your head. Where the ends meet bend back the excess paper, so if the band is too long you know where to cut. Be careful not to make the band too tight, as the hat might not fit.

When you have cut your strip to the right length stick the ends together.



### Step 3: Make the front of the hat

While you're waiting for the glue to dry, draw the shape of the front of your hat onto coloured paper. It can be any shape you think Jack would wear, but we recommend a triangle or mountain shape (see the picture, below).



### Step 4: Attach the hat to the band

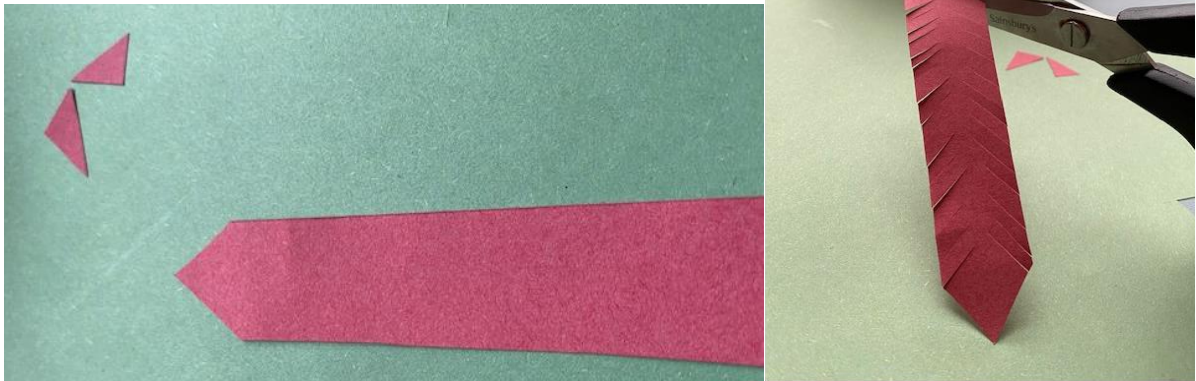
Carefully cut out your hat. Then, using a glue stick, glue the bottom of the hat onto the band.



### Step 5: Make the feather

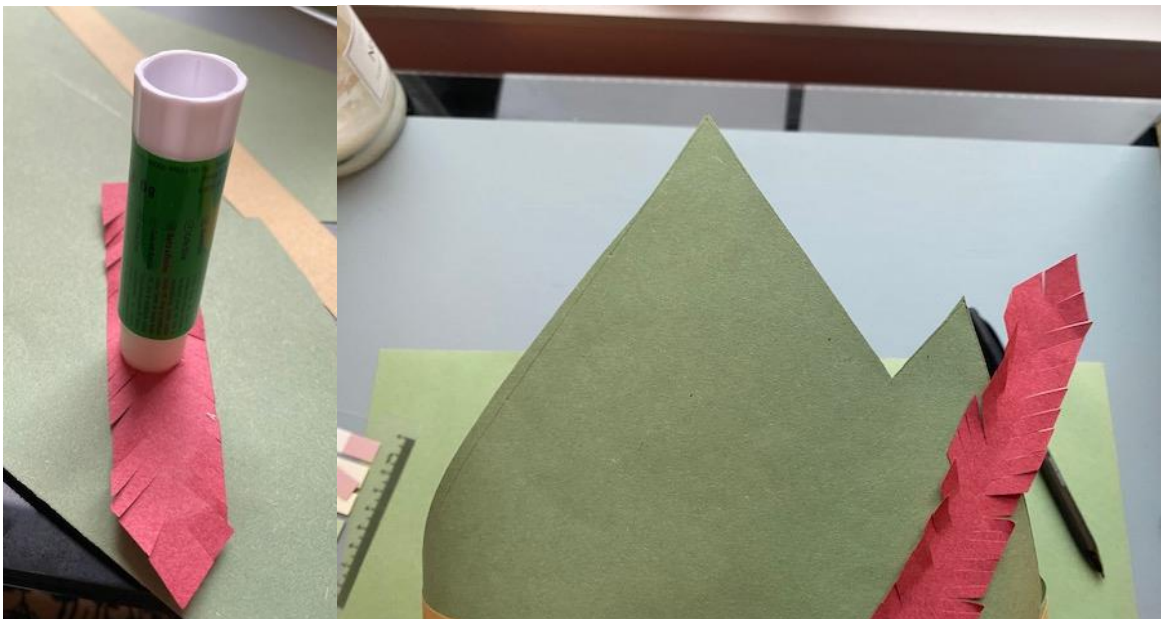
Using different coloured paper to your hat, cut out a strip approximately 12cm long and 3cm wide. Once you have done this cut off both of the corners at one end (see picture).

Then, very carefully, make small diagonal cuts down each side of your feather, taking care not to cut all the way to the middle – otherwise your feather will fall apart!



### Step 6: Attach the feather

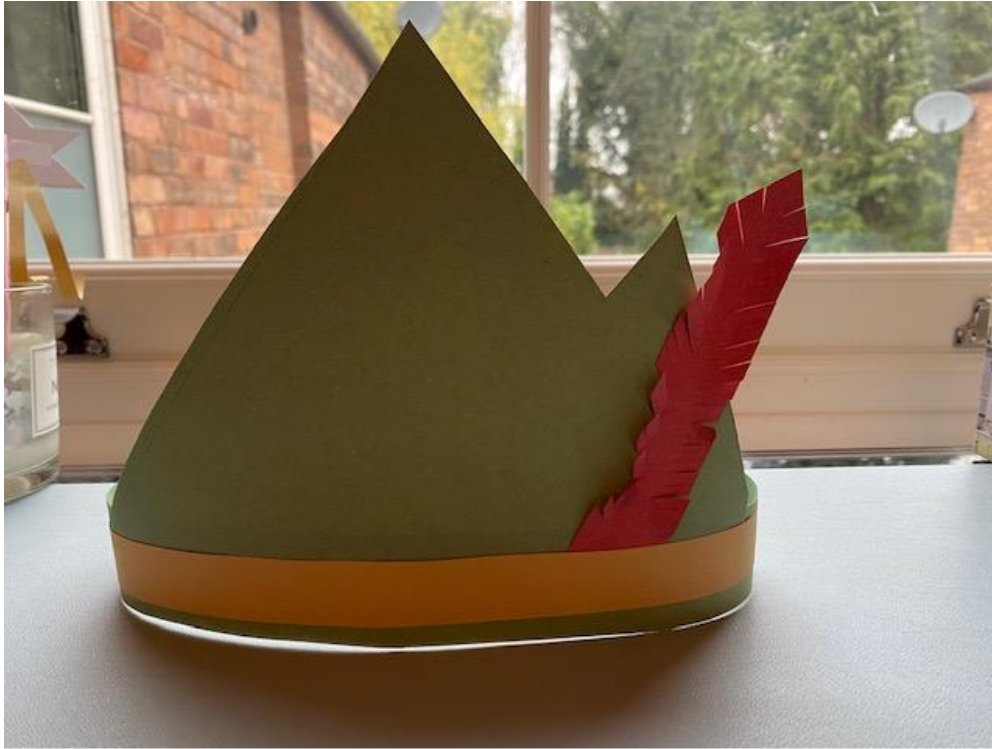
Glue the feather to the front of your hat.





**Step 7: Make and attach the ribbon**

Cut a long strip of coloured paper (it can be any colour you want) that is 2cm wide. Glue the strip to the base of your hat covering the bottom of the feather.

**Step 8: Wear your hat and defeat the giant Blunderbore!**

# Princess Alyssa/King Cuthbert Crown

## You will need:

- Sheets of coloured paper
- Scissors
- Pencil
- Ruler
- Glue stick or sticky tape
- Felt tips (optional)

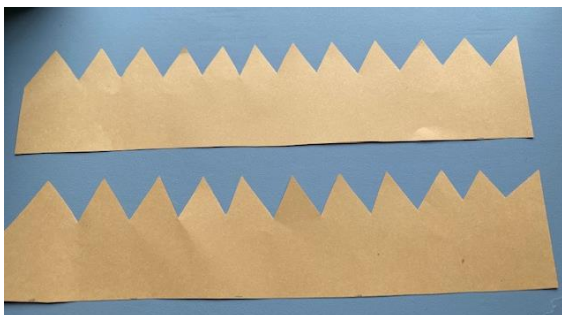
## Step 1: Measure and cut the paper

Cut out two long strips of coloured paper approximately 28cm long (or A4 length) and 9cm wide. It will help if you use a ruler and a pencil to measure this first.



## Step 2: Design the top of your crown

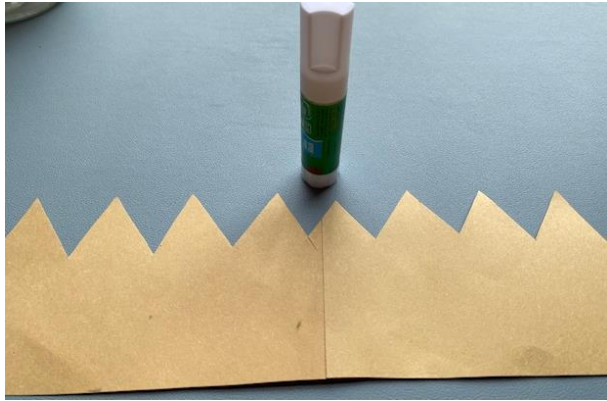
Draw the shape at the top of your crown, using a pencil – and if you need it a ruler. Then cut out the design.



### **Step 3: Measure your head**

Stick the two pieces of your crown together at one end, so that you have one long strip. If you're using glue make sure to let it dry. Next, wrap the crown around your head. Where the ends meet bend back the excess paper, so if it's too long you know where to cut. Be careful not to make the band too tight, as it might not fit.

Cut off the extra paper then glue the ends together so that you now have a crown. Leave to dry.



### **Step 4: Decorate your crown**

Every crown needs jewels. Using coloured paper draw diamonds, rubies, sapphires and other jewels to decorate your crown. Cut out your shapes and using a glue stick attach them to your crown. If you prefer, you can use felt tips to draw your decoration onto the crown.



### **Step 5: Wear your crown and practice your royal wave!**



# Dame Trott's Cap & Pigtails

## You will need:

- Sheets of A3 coloured paper (plain will do if you have felt tips)
- Glue stick or sticky tape
- Ruler
- Pencil
- Scissors
- Felt tips (optional)

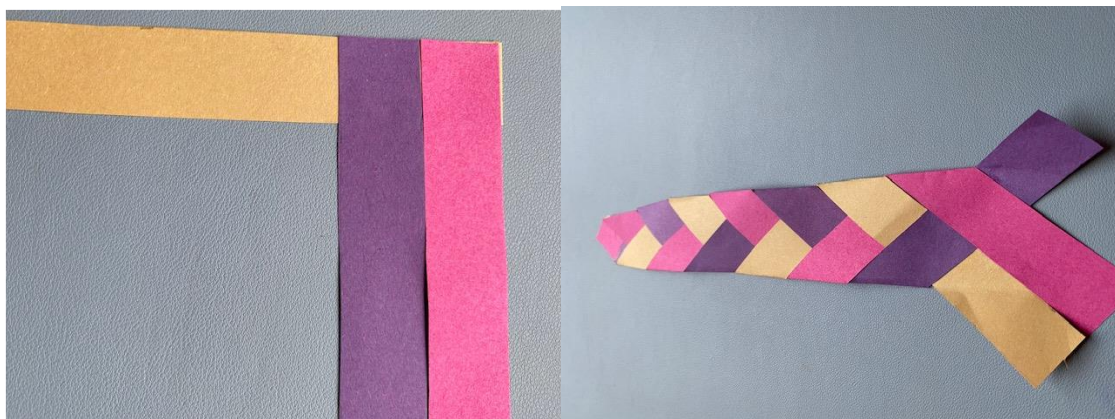
## Step 1: Cut the strips for the pigtails

Choose some coloured paper for your pigtails. You can select all one colour or up to three different colours. Cut three identical strips of paper approximately 2.5cm wide and 40cm long. It will help if you use a ruler and pencil to measure your strips first.



## Step 2: Plait the strips

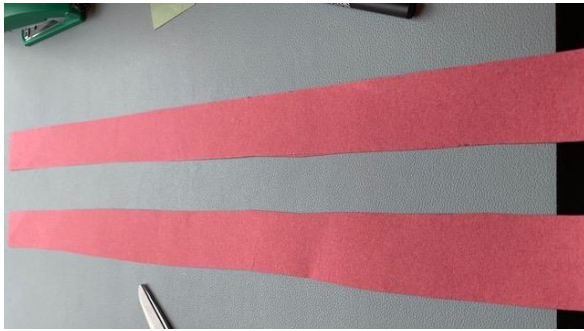
Position your strips like the first photo below and then stick them together. Once the glue has dried you can begin plaiting the pieces of paper in the same way that you would plait hair. It's important to crease the paper once you have crossed it over the other pieces. Take your time – it will help your braids to look neat. When you reach the bottom stick the ends together.



Repeat steps 1 & 2 to create your second braid.

### **Step 3: Make the headband**

Cut two strips of coloured paper, approximately 28cm long (or A4 length) and 3.5cm wide, for the band you'll attach your pigtails to. It will help if you use a ruler to measure the strips, so that they're the same width from end to end.



### **Step 4: Measure your head**

Stick the two strips of paper together at one end, so that you now have one long piece. If you're using glue be sure to let it dry. Next, wrap the strip around your head. Where the ends meet bend back the excess paper, so if it's too long you know where to cut. Be careful not to make the band too tight, as it might not fit.

If the band is too long cut off the extra paper then stick the ends together.



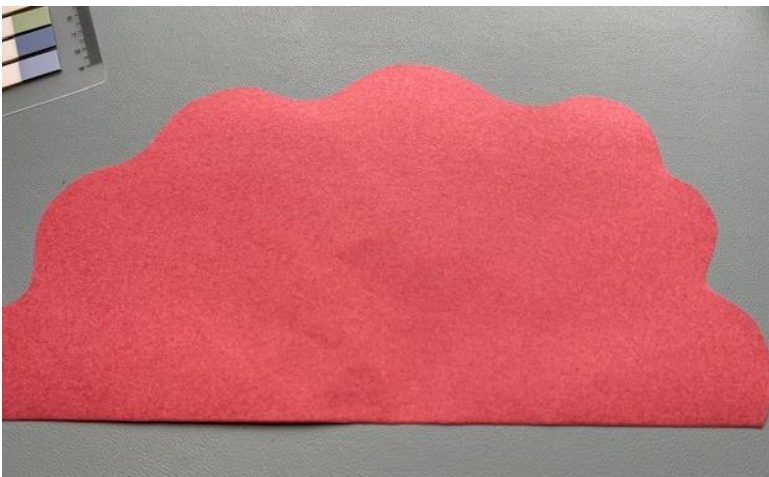
### **Step 5: Glue the pigtails to the band**

Using a glue stick, or tape, attach the top of your pigtails to the inside of your band. Leave to dry if required.



### **Step 6: Make the hat**

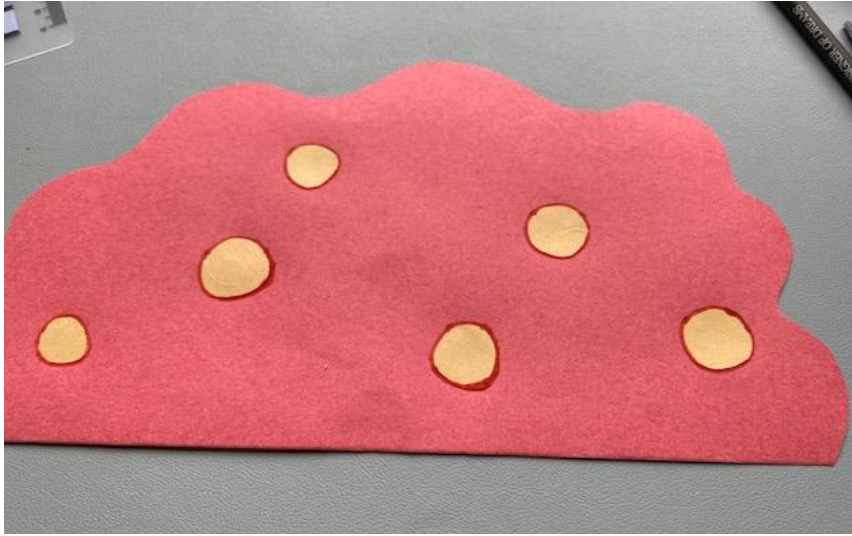
While your pigtails are drying, you are going to design the cap or hat that will sit on top. Choose a piece of coloured paper and draw the outline of your hat. It can be any shape you like. Carefully cut round the outline of the hat and put it to one side.



### **Step 7: Decorate the hat**



Now you'll decorate your hat. You can draw on it with felt tips, or cut out shapes from coloured paper and stick them on.



#### **Step 8: Attach the hat to the headband**

Stick the bottom of your hat to the front of the headband. Wait for the glue to dry if required.



Grow Your Own Beanstalk

Jack is given some magic beans in exchange for Daisy the cow. Try planting your own beans and watch them grow. You can combine this activity with an exploration of plant parts and life cycles, or follow up with one of the beanstalk writing tasks later in this pack.

**You will need:**

- Broad bean (or other bean) seeds
- A saucer or small dish
- Water
- A glass jar
- Kitchen towel or paper napkin

**Step 1: Soaking the seeds**

Soak the seeds in a saucer of water for one hour.

**Step 2: Prepare the jar**

After an hour, pour some water into your jar, then swirl it around and tip it out. Remember to leave the jar wet inside, as the seeds will need this moisture to grow.

Next, roll up a piece of kitchen towel, or a paper napkin, and put it inside the jar, making sure to press it against the glass.

**Step 3: Planting the seeds**

Place your seeds in between the napkin/kitchen towel and the glass. Then put your jar on a windowsill with plenty of natural light.

**Step 4: Looking after the seeds**

Use a spray bottle, or a spoon, to water the seeds each day. Make sure the kitchen towel is damp, and not wet, as too much water can be bad for plants.

After a few days your bean should start to grow roots. It should take about 10 days for your seed to become a small plant. At this stage you can carefully plant your beans in a plant pot with some soil. Remember to keep watering it often!

## Create Your Own Pantomime Character

Creating characters is a key part of telling stories. This activity will support your child to imagine their own pantomime characters. If your child hasn't seen a pantomime before it may help to first complete the 'Introduction to Theatre and Pantomime' activities at the start of this pack.

### **Step 1: What do you know about panto?**

Take 5 minutes to chat about what you already know about panto. Have you seen a panto? What do you remember about it? If not, what do you know about the story of 'Jack & the Beanstalk'?

Can you name any panto characters? Or characters from 'Jack & the Beanstalk'? What sort of character were they?

Begin to establish some of the character types that exist in pantomime and the function that they serve as part of the storytelling e.g. hero – gives the audience someone to root for; villain – provides opposition/an obstacle for the hero to overcome; sidekick/dame – often helps to engage the audience in participation, a source of comedy in the show.

### **Step 2: Heads or Tails**

You're going to have the opportunity to create your own pantomime character.

For those of you who'd like to add an element of chance why not play a game of Heads and Tails to find out what sort of character you're going to create. If you'd prefer not to play the game then you can skip this step and move straight to step 3.

Ready? You're going to play a game of Heads and Tails to determine what sort of character you'll create. You'll play three rounds. In each round, your child must choose either heads or tails. If they choose heads they must place their hands on their head, if they choose tails they must place their hands on their hips.

When your child has chosen you can reveal what character trait they have been rewarded based on their choice (note: you can substitute any of the qualities below to suit the needs and interests of your child).

<b>Round 1:</b>	Heads: Hero	Tails: Villain
<b>Round 2:</b>	Heads: Animal	Tails: Human
<b>Round 3:</b>	Heads: Magical	Tails: Non-Magical

### **Step 3: Creating your character**

Based on the character traits you were given in the Heads or Tails game, or the ones you selected yourself, you will now begin to create your own character.



Before you complete the worksheet on the next page consider the following:

- If your character is a hero what makes them heroic? Or what makes your villain villainous?
- What does your character look like? What sort of clothes do they wear?
- If your character is magical what are their powers? Do they use them to do good or ill? If your character is non-magical what qualities do they possess? Are they brave? Cunning? Honest? Sneaky? What are their talents?

Use the worksheet on the next page to draw and describe your character.

### **Extension Activity:**

Why not create a storyboard, or comic strip, of a scene involving your character.

You can either work your character into the story of Jack & the Beanstalk or create a new story for them to be part of.

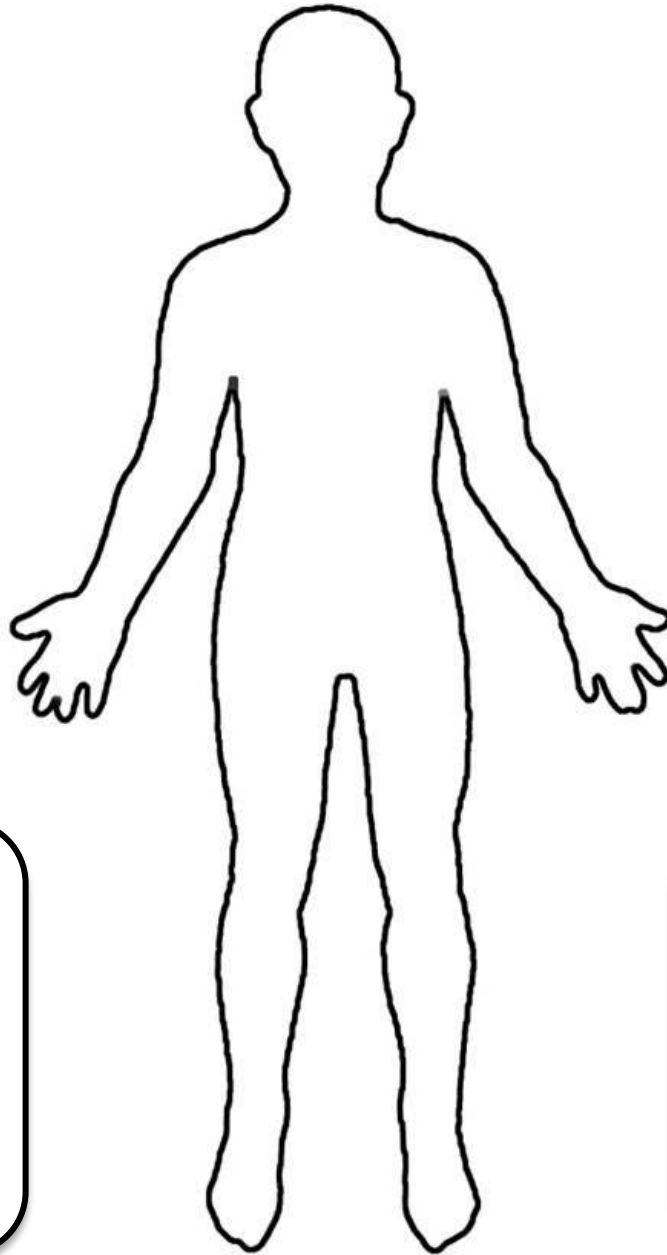
Consider:

- Where does your character live?
- What is their greatest wish?
- What's stopping them from achieving their wish?
- How will they try and make their wish come true?
- Who might they turn to for help? Who might stand in their way?

Character name.....

Likes/favourite things:

Dislikes:



Where do they live?

Strengths or powers:

If your character was given magic beans what would they wish for?

and bring to life the deepest, darkest woods or the most glittering ballrooms.

In this activity, you will create your own pantomime settings using only sound.

### **Step 1: Introduce the idea of soundscapes**

A soundscape is a series of sounds, made by people, that when grouped together suggest a setting or scene – like painting a picture but with sounds.

Before you have a go at creating your soundscapes why not try this practice exercise: if you were going to create a soundscape of the seaside what sounds might you include?

Think about the kind of sounds you might hear at the seaside. For example, the sea, seagulls, the music of an ice cream van etc. Take a couple of minutes to think of some examples.

What ideas do you have for how you could bring these sounds to life using only your voice, hands and feet?

### **Step 2: Creating your own soundscapes**

When you feel comfortable with the idea of soundscapes you can attempt the following challenge:

Create soundscapes for the following places in the story of Jack & the Beanstalk:

1. Dame Trott's farm
2. The Giant's haunted castle
3. The woods
4. The village marketplace

Think about the different sounds you might hear in each location. For example, are the woods pleasant or a bit scary? What sounds might show us this? Once you have some ideas take time to work out how you will create these.

Next, work out the order of the sounds. What might you hear first? Does the sound get louder or quieter? How does each sound finish?

### **Step 3: Perform your soundscapes**

When you're ready you can perform your soundscape.

It may add to the fun if you have someone in your household who hasn't taken part and can be asked to listen to the soundscape and then guess where the setting is. It may help for them to close their eyes and listen, and then take some time to reflect on the sounds they heard. Where did they imagine they were?



## Write Your Own Magical Stories

Ideas for writing:

**ALL**    **Write your own 'magic beans' wish.**

When Jack swaps Daisy for the magic beans he does so in the hope of a better future for him and his family. If you were given magic beans what would you hope or wish for the future?

**ALL    Write the recipe for Giant Bumblebore's favourite meal.**

What is the dish called? What disgusting ingredients would go into it? Where can you find these ingredients? How is the dish made?

Encourage your child to be as descriptive as possible, using powerful adjectives where they can. E.g. barbecue the filthy nail of an ancient witch, dice then stir into the pot.

For younger children, why not ask them to draw the meal and label the ingredients.

**KS1/2/3    Retell the story of Jack and the Beanstalk from another character's point of view.**

How would the story be different if it was told from the perspective of another character? For example, the Giant, Jack's mother, or Daisy the cow?

As an extension, why not turn your story into a short book with pictures.

**KS1/2/3    Write a story about a person who finds a magical object.**

What is the magical object? What can it do? How was it created? Who finds it? Where? Do they know what the object does? If not, how do they find out? What do they use it for? What are the consequences?

**KS1/2/3    Write a story about someone who shrinks to the size of an ant.**

Who is it that shrinks? How does it happen? What happens to them when they are small? How do they see the world differently? What challenges or opportunities do they face? Do they return to their normal size? If so, how?

## Play Jack & the Beanstalk Games

Get into the panto spirit by playing some fun Jack and the Beanstalk themed games.

### 1. The Giant says...

A Jack & the Beanstalk themed version of Simon Says. What the Giant says you must do!

One person is given the role of the Giant and the rest are those taking part are the players. Standing at the front the Giant gives instructions that the players must follow. However, players must only obey commands that begin with the words "The Giant says..."

E.g. "The Giant says clap your hands," then players must clap their hands. But, if the Giant simply says, "clap your hands," *without* first saying "The Giant says," players must not clap.

## **2. Alphabet Giant**

A fun way of developing vocabulary and understanding of adjectives, which can be played with two or more people.

The first person starts by saying 'Bumblebore is a...' and has to think of an adjective to describe the giant which begins with the letter 'a'. For example, 'Bumblebore is an angry giant'. The next person does the same but with the letter 'b' and so on until you've worked your way through the alphabet.

Encourage your child to act out their adjective using gesture, facial expression and tone. For example, for a sleepy giant your child might yawn and stretch their arms.

You can help each other with the tougher letters, or you can simply miss these out.

## **3. Panto Party Quirks**

A guessing game that builds improvisation and performance skills.

Ask for a volunteer. This person is going to be the party host.

Other players will be party guests. Guests will go into the party one at a time. Each guest will be given the name of a well-known character from a fairy story, panto or children's book before they enter. The guest is not allowed to tell the host who they are. Instead they will need to act out the character and/or respond to the host in the way they think their character would.

The job of the host is to correctly guess the name of the character. To do this they will need to ask questions and talk to the character as you would at a party.

Once the host has correctly identified a guest that person leaves and another volunteer goes in. You can also switch hosts after each round to give as many people as possible a chance to guess.

**Assigning characters:** you can either assign each guest a character by handing out strips of paper with names already written on them, or ask the host to leave the room and then think of a character together.

Characters should ideally be well-known and have obvious characteristics or traits that can be performed.

**Ideas:**

- Puss in Boots (v proud of their amazing boots, behaves like a cat)
- Sleeping Beauty (v tired, yawning, complains that her finger hurts)
- Cinderella (on her way to the ball, worried about the time/midnight approaching, wearing glass slippers)
- Giant ('Fi, Fie, Fo, Fum', searching for Jack, climbed down the beanstalk to get to the party)

**Character descriptions for making your own panto props**

**Jack Trott**

Jack is the hero of the story. He is brave and kind, and likes to dream about the future. He lives in the small village of Prickly Bottom with his family, and is in love with Princess Alyssa.





### **Dame Trott**

Dame Trott is Jack's mother. She is a milkmaid, who is very funny and often tells Jack off for daydreaming. She enjoys wearing clothes in bold patterns and designs!



### **Fleshcreep**

Fleshcreep is the villain or 'baddie' of the story. He is very cunning and often wears disguises to try and trick Jack and his family. Fleshcreep works for the giant Bumblebore.



### **Princess Alyssa**

Alyssa is a princess who lives in a castle with her father, King Cuthbert. She is clever and brave, and wants to help other people.



### **Fairy Fluff**

A fairy who helps Jack and his family. She is clever, magical and brave.

