

## Jack & the Beanstalk Activity Pack

To support your school's engagement with the Belgrade's upcoming production of 'Jack & the Beanstalk' we've created this pack of activities for you to explore with your learners.

Activities are designed to be fun, creative, and to support children in engaging more deeply with the performance.

Many of the exercises in the pack can be integrated with other learning across the curriculum. For example, growing a class 'beanstalk' can be used to teach children about plant parts and lifecycles.

We hope that your children will enjoy engaging with these tasks, and encourage you to share their creativity with us by sending photos of their work to [cprocter@belgrade.co.uk](mailto:cprocter@belgrade.co.uk)

Enjoy the show!

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# An Introduction to Theatre and Pantomime

For younger learners, or those who have never visited the theatre, you may wish to spend some time exploring what a theatre is and what it does before watching the show.

*N.B. Sharing versions of the images below are available at the end of this pack.*

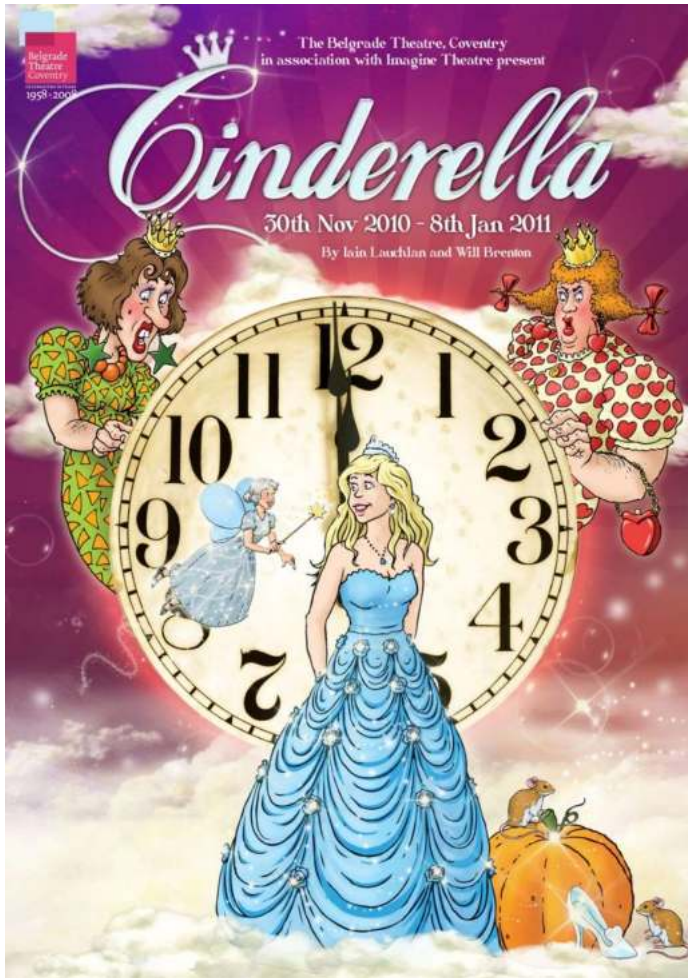
## Step 1: What do we see?

Share these images of the Belgrade Theatre with your class. Invite them to talk about what they think happens in this building. How do they know? Can they see any clues? Have any of them been to a building like this before?



## Step 2: Investigating objects

Now share the following images as additional clues – What do they think these objects are?  
What do they think they do? How can they tell? Where might they see them before?



### Step 3: The language of theatre

Finally, share the following images of the actors – talk about what they might be doing. Ask the children to describe what they are wearing. Do the clothes provide any clues about their characters?

If you are focusing on developing their theatre-going comprehension you might want to draw out language around props and costumes. Explain to learners 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

Recreate the magic of panto in your classroom by supporting your learners to create their own items of costume or props.

We've modelled four fun designs for your learners to try, with step-by-step instructions on how to make them. Please note that designs have different skill/challenge levels. These are:

*Fairy Fennel's Wand: Easy*

*King Kevin/Princess Poppy Crown: Easy*

*Jack Trot's Hat: Medium*

*Dame Trot's Cap & Pigtails: Advanced*

You may of course prefer your learners to create their own wearable designs. Why not set up a 'creation station' in your classroom, with a range of craft resources, and invite pupils to go where their imaginations take them.

We've included a description of some of the main characters in the show, as well as images from our 2013 production, for inspiration.

## 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 Poppy.



## Dame Trott

Dame Trott is Jack's mother. She runs a dairy in the village. She's 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 tries to trick Jack and his family. Fleshcreep works for the giant Blunderbore.



## Princess Poppy

Princess of the Kingdom. She is strong, clever and brave and wants to help other people.





## Fairy Fennel

Queen of the plant fairies. Her task in life is to do good, and she wants to help the village of Prickly Bottom get rid of the evil Giant Blunderbore.



# Fairy Fennel's Wand

## You will need:

- A drinking straw, wooden dowel or piece of tightly rolled paper (for the wand)
- Sticky tape
- Scissors
- A piece of card
- Coloured paper
- Glue stick
- Felt tips (optional)

## Step 1: Make the star

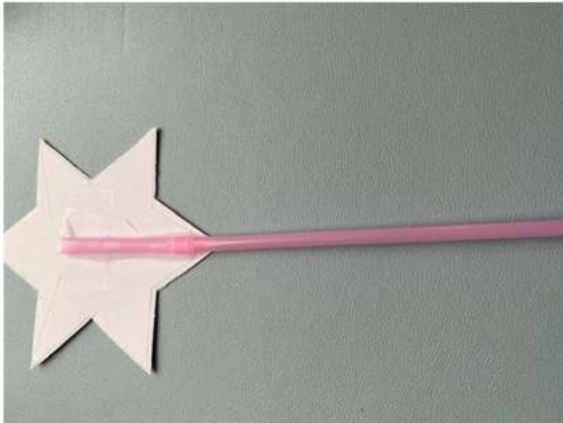
Draw the outline of a star onto your piece of card (I used silver card, but you can use plain card and decorate it later). You can find help on how to draw the perfect star [here](#).

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



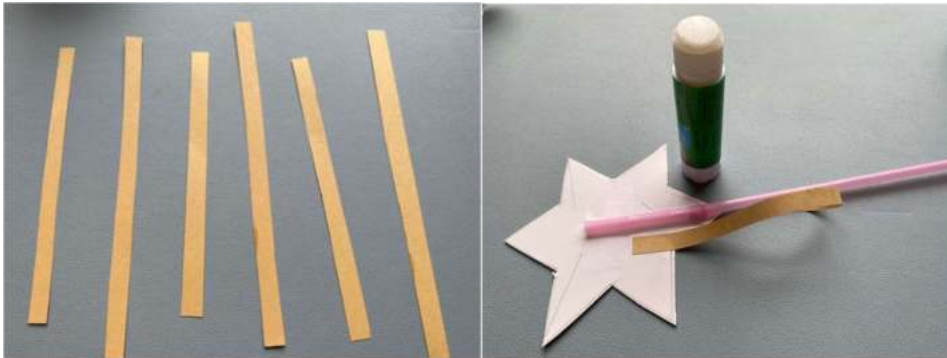
## Step 2: Attach the star

Using a short strip of tape, stick the top of the drinking straw to your star.



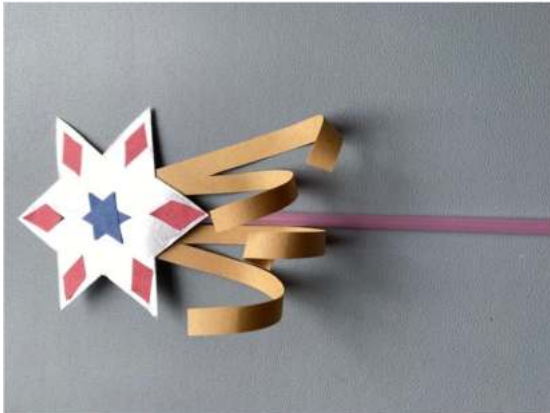
### Step 3: Create the ribbon

Cut 4 - 6 thin strips of coloured paper, approximately 1cm wide and 15cm long. Then, using the glue stick, 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 draw shapes or any design you like to make your wand look magical.



### Step 5: Practice waving your wand like Fairy Fennel!

# Jack Trott's Hat

## You will need:

- Scissors
- Glue stick
- 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.

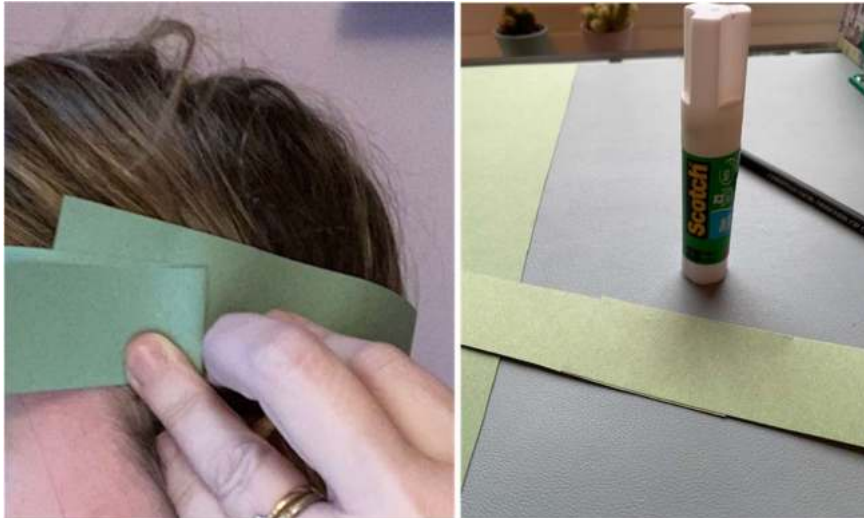


## Step 2: Measure your head

Using the glue stick join together the two strips of paper at one end, and then leave to dry.

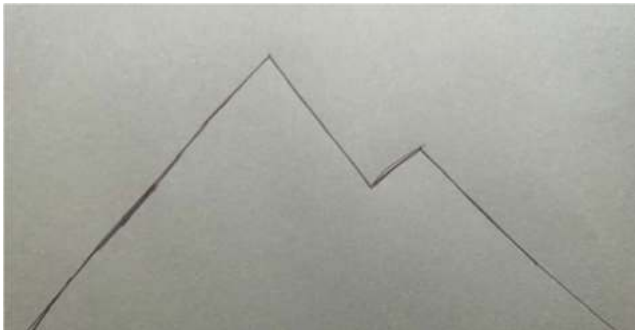
Once the glue has dried, wrap the band around your head. Where the ends meet bend back the paper, so if the band is too long you'll know where to cut it. Be careful not to make the band too tight, as the hat might not fit.

When you have cut your strip to the right length glue 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 triangular or 'mountain' shape (see the picture, below).



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

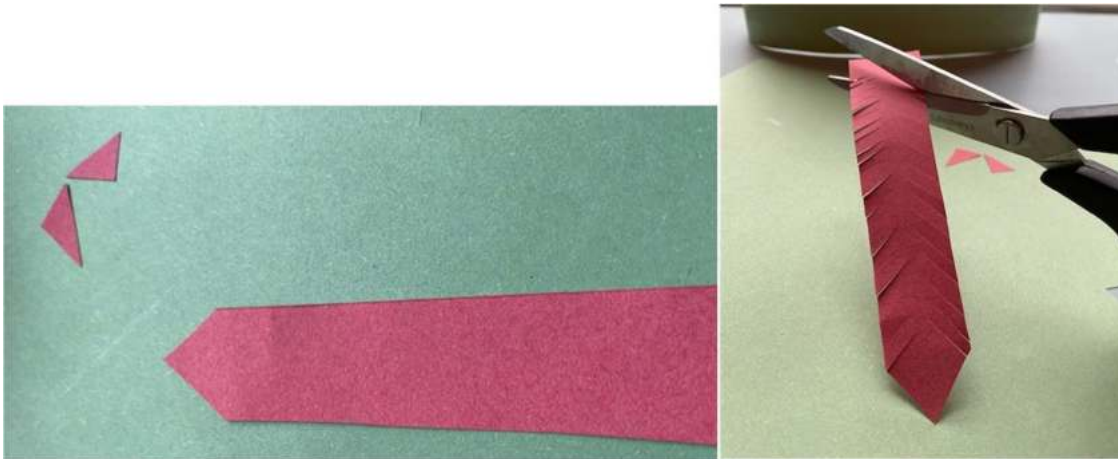
Carefully cut out the front of your hat. Then, using a glue stick, stick the bottom of the hat onto the band.



### Step 5: Make the feather

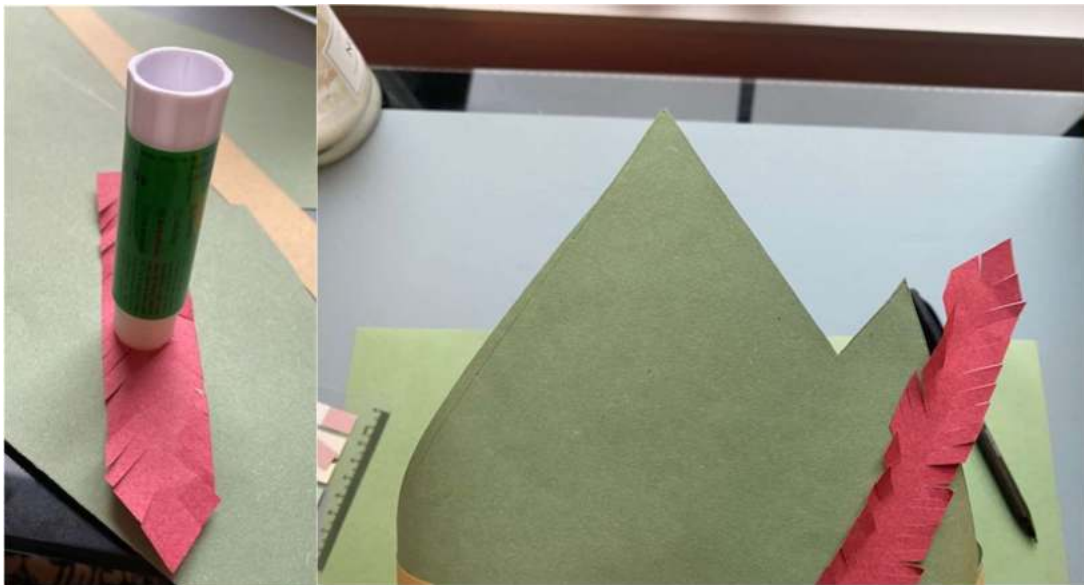
Using different coloured paper to your hat, cut out a strip approximately 12cm long and 3cm wide. Once you have done this cut off the corners at one end (see picture).

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**

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



**Step 8: Now wear your hat to defeat the Giant Blunderbore!**

# Princess Poppy/King Kevin Crown

## You will need:

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

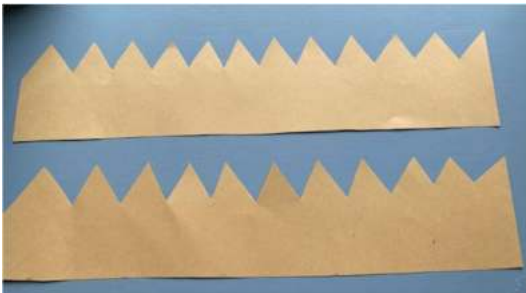
## Step 1: Measure and cut the paper

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 of the top of your crown using a pencil. Then carefully cut out the design.

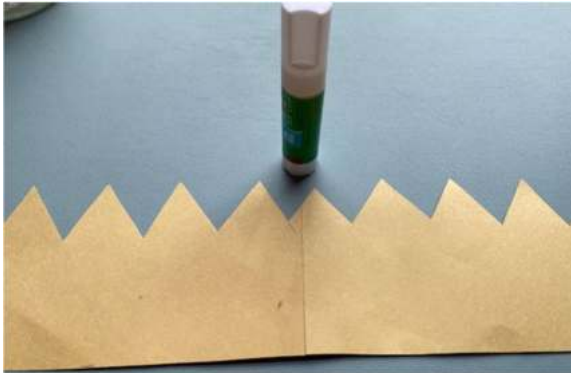




### **Step 3: Measure your head**

Glue the two pieces of your crown together at one end, so that you have one long strip. Let the glue dry. Next, wrap the crown around your head. Where the ends meet bend back the 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 directly onto the crown.



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

# Dame Trott's Cap & Pigtails

## You will need:

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

## Step 1: Cut the strips for the pigtails

Choose some coloured paper for your pigtails. You can select 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

Take one of your strips and place it horizontally in front of you. Then take the remaining two strips and lay them vertically on top, creating a right angle (like the first photo below). Now glue them together. Once the glue has dried you can begin to plait the pieces of paper. It's important to crease the paper as you fold, so that your braid will stay flat. Take your time – it will help your braids to look neat. When you reach the bottom glue the ends together.



Repeat steps 1 & 2 to create your second braid.

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

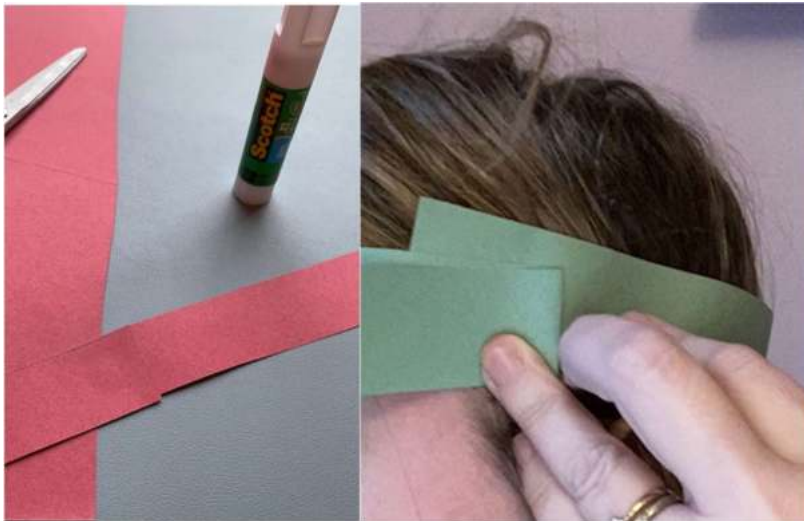
Cut two strips of coloured paper, approximately 28cm long (or A4 length) and 3.5cm wide, for the band of your hat. It will help if you use a ruler to measure the strips, so that they're the same width from end to end.



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

Glue the two strips of paper together at one end, so that you now have one long piece. Let the glue dry. Next, wrap the strip around your head. Where the ends meet bend back the 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 glue the ends together.



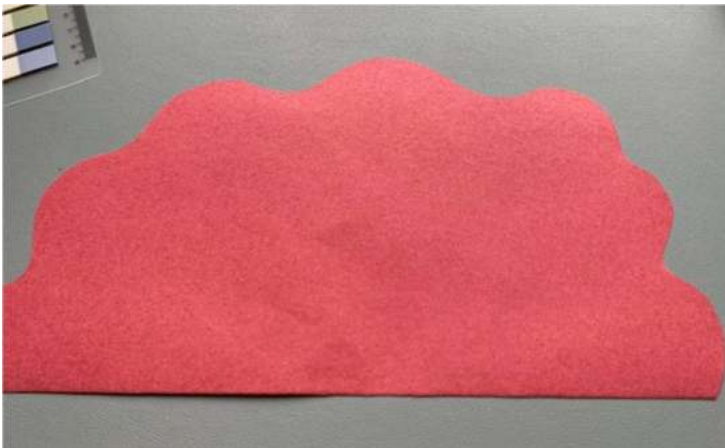
### **Step 5: Glue the pigtails to the band**

Using a glue stick attach the top of your pigtails to the inside of your band. Leave to dry.



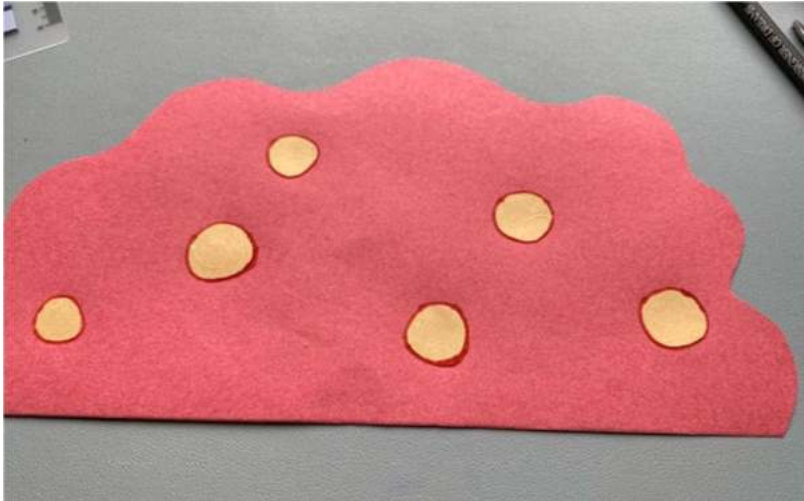
### **Step 6: Make the hat**

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



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

Glue the bottom of your hat to the front of the headband. Wait for the glue to dry.



# Grow Your Own Beanstalk

Jack is given magic beans in exchange for Daisy the cow. Try planting your own beans as a class 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
- Saucer
- Water
- Glass jar
- Kitchen towel or paper napkin

## **Step 1: Soaking the seeds**

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

## **Step 2: Prepare the jar**

After an hour, pour some water into your jar, swirl it around and then tip it out. Remember to leave the jar wet, as the seed/s 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 seed/s in between the napkin 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, sprinkle water on the seed/s every day. Too much water can be bad for plants so make sure it's damp rather than wet.

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

**Why not...**hold a competition to see which class can grow the largest bean(stalk).

# Create Your Own Pantomime Character

Creating original characters is a key part of telling stories. This activity will support your class to imagine their own pantomime characters. If your class have never seen a pantomime it may help to first complete the introductory exercises at the start of this pack first.

## Step 1: What do we already know about panto?

In pairs, or as a whole group if you prefer, take 5 minutes to chat about what your pupils already know about panto. Have learners seen a panto? What do they remember about it? If not, what do they know about the story of Jack & the Beanstalk?

Can the group name any panto characters? 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, saves the day; 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

Tell the class that they are going to have the opportunity to create their own pantomime character.

Before they start, we're going to add an element of chance to the activity.

Tell the class that you're going to play a game of 'heads and tails' to determine what sort of character they'll each create. You'll play three rounds. In each round, every 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 every child has chosen you can reveal what character traits/type those who have selected heads or tails in each round have been given to work with (note: you can substitute any of the qualities below to suit the needs and interests of your class).

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

## Step 3: Creating your character

Based on the character traits they were given in the heads or tails game learners must now begin to create their own character.

- If their character is a hero what makes them heroic? Or a villain villainous?
- If their character is an animal, what kind? Do they have any special qualities? Can they talk?
- If the character is magical what are their powers? Do they use them to do good or ill?
- If their character is non-magical what qualities do they possess? Are they brave? Cunning? Honest? Sneaky? What are their talents?

Learners can either use the worksheet on the next page to outline their character, or they can create them through performance. If the latter, encourage your group to think about how they will develop and take on their character: how do they move? How do they sit or stand? What is their voice like? How do they respond to others?

Once learners have developed their characters, why not try hot-seating some of them? Or introducing them to each other round the circle? Alternatively, you can split your class into small groups and give them a dramatic situation to improvise e.g. your characters are all lost in the woods.

#### **Extension Activity:**

Why not storyboard 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:

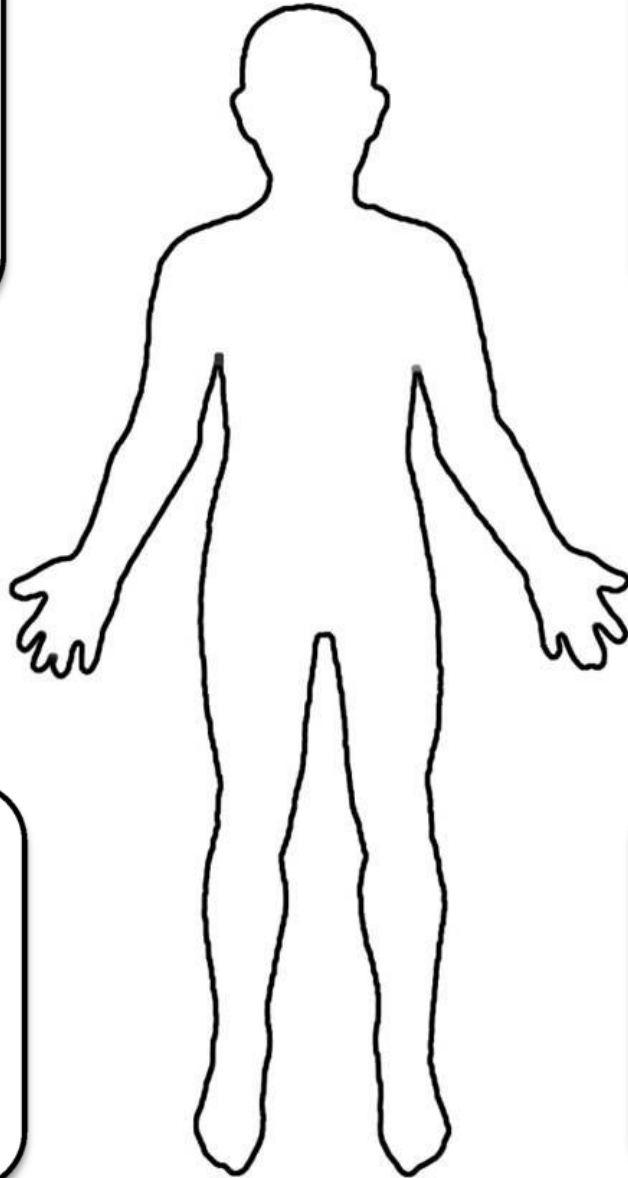
- Where does your character live?
- What is their greatest wish?
- What's stopping them from achieving their wish?
- How will they try and make their wish come true?
- Who might they turn to for help? Who might stand in their way?



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?

# Create Your Own Soundscapes

Sound and sound effects are a key part of the magic of panto, helping to build atmosphere and bring to life the deepest, darkest woods or the most glittering ballroom.

In this activity your class will create their own pantomime settings using only sounds.

## **Step 1: Introduce the class to soundscapes**

A soundscape is a series of sounds, made by pupils, that are grouped together to create a setting or suggest a scene. We build a picture of a place in our minds using only sounds.

If we were going to create a seaside soundscape what sounds might we include?

Ask the group to think about the kinds of sounds they might hear at the seaside. E.g. the sea, seagulls, the music of an ice cream van etc. Take some examples.

What ideas do they have for how they could bring some of these sounds to life using only their voices, hands or feet?

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

When your group feel comfortable with the idea of soundscapes you can set them the following challenge:

They must create soundscapes for the following places in the story of Jack & the Beanstalk.

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

You can either split your class into smaller groups to work on one setting each, or work together as a whole group.

Encourage pupils to think about the different sounds they might hear in their given location. Once they have some ideas, they should take time to work out how they will create these sounds using only their voices, hands, feet etc.

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?

If you're working as a whole class it may help if the teacher acts as a conductor e.g. when you point at an individual or section of the room those learners perform their sounds. You can also signal when the sounds should get louder or quieter.

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

If your class has worked in small groups, at the end of the activity encourage them to perform their soundscapes to each other.

It may add to the fun if learners don't know which panto place the other groups in the class have been given. During each performance ask the rest of the class to close their eyes and listen. Afterwards, take some time to reflect on what sounds they heard. Where did they think they were?

If you're working as a whole class, why not record and share your soundscapes with others OR use them to recreate a panto setting within your classroom. For example, by creating images and decorations for the classroom walls and combining them with the group's soundscape.

# Write Your Own Magical Stories

Ideas for writing:

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

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

Your class may want to create their own beanstalk for the display board using craft materials. In this case, ask learners to write their magic bean wishes onto paper leaves, which can then be attached to the stalk.

**ALL Write the recipe for Giant Blunderbore'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 learners to be as descriptive as possible, using powerful adjectives where they can. E.g. barbecue the filthy nail of an ancient witch, dice and stir into the pot.*

For younger learners, why not ask them to draw the meal and label the ingredients in it.

**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 ask learners to create their own origami books telling their version of the story. These can be made from a single sheet of A3 paper, and tutorials can be found online.

**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?*

**KS2/3 Write a story about someone who shrinks to be very small, or finds themselves in a land of giants**

*Who 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? How?*

# Play Jack & the Beanstalk Warm Ups & Games

Why not get your class in the spirit of panto by playing some fun Jack and the Beanstalk warm-up games.

## 1. The Giant says...

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

One person is given the role of The Giant (or the class teacher can take on this role), the rest of the class are the players. Standing in front of the group, the Giant gives instructions that the players must perform. However, the 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. Those that do are 'out'.

## 2. Alphabet Giant

A fun way of developing vocabulary and understanding of adjectives, which can be played with a whole class or in pairs.

The first person starts by saying 'Blunderbore is a...giant' and has to think of an adjective to describe the giant which begins with the letter 'a', e.g. angry. The next person does the same but with the letter 'b' and so on until everyone in the group has had a turn.

Encourage learners to act out their adjective using gesture, facial expression and tone. So, if 'Blunderbore is a sleepy giant' the learner might yawn and stretch their arms etc.

You can invite the children to 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 e.g. 'where have you travelled from today?' 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 children as possible an opportunity to take part.

**Assigning characters:** depending on the needs and confidence levels of your learners, you can either assign each guest a character (by handing out strips of paper with names on) or ask the host to leave the room and encourage members of the group to offer character ideas.

Characters should ideally be well-known and have obvious characteristics or traits that learners could perform.

**Ideas:**

- **Puss in Boots:** v proud of their amazing boots, behaves like a cat;
- **Sleeping Beauty:** v tired, yawning, complains that she has pricked her finger;
- **Cinderella:** on her way to the ball, worried about the time/midnight, wearing glass slippers;
- **Giant:** 'Fi, Fie, Fo, Fum', searching for Jack, owns a golden goose;
- **Fairy Godmother:** wants to grant wishes, needs a pumpkin to turn into a carriage, warns that magic will reverse at midnight;

## Activity 1

## The Building



Activity 1

Objects

