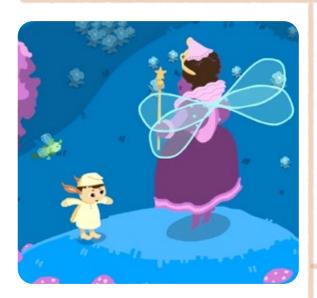


Introduction to Shakespeare's Midsummer Night's Dream, reimagined for little ones by Hopster's Two Minute Tales. The Good Night's Sleep tells a two-minute tale about a little boy that doesn't like going to bed until he discovers the wonder of dreams.



Learning Aim: To meet key characters, learn about the setting and story plot The Good Night's Sleep.

The Play: A Midsummer Night's Dream is a tale of love, one-sided love, chaos and confusion full of magical characters and humour.



KEY CHARACTERS



Nick Bottom A little Bov



Titania
The Fairy
Queen

THE EPISODE

A grumpy little boy doesn't want to go to sleep despite the threat of turning into a donkey, but he soon discovers the benefits of a good night's sleep.



Puck

The Fairy

KEY THEME: DREAMS

Sleep is good for you and dreaming is fun.



HIDDEN SHAKESPEARE

One of the characters in this episode looks like Shakespeare. Which one is he?



Learning Aim: To introduce kids to some well known Shakespearean words and phrases and accelerate learning with talking points and games.









LANGUAGE LEARNING GLOSSARY

Pretend: To act so as to make it look like

something else

Achy: Feeling a dull pain

Muzzle: The projecting part of an animal's

face, including the nose and mouth



FAMOUS PHRASES

"Past the wit of man to say what dream it was.":

It is impossible to describe the dream, it is too strange for anyone to believe it.

"The course of true love never did run smooth":

True love always encounters difficulties along the way.

"Though she be but little she is fierce":

She may be small

but she is strong so don't

underestimate her.



DISCUSSION QUESTIONS

- Why was the boy so grumpy?
 - Who did the boy meet in the deep deep forest?
 - What kind of animal did the boy turn into?
- What kinds of things do you dream about at bedtime?
 - Why is it important to get a good night's sleep?

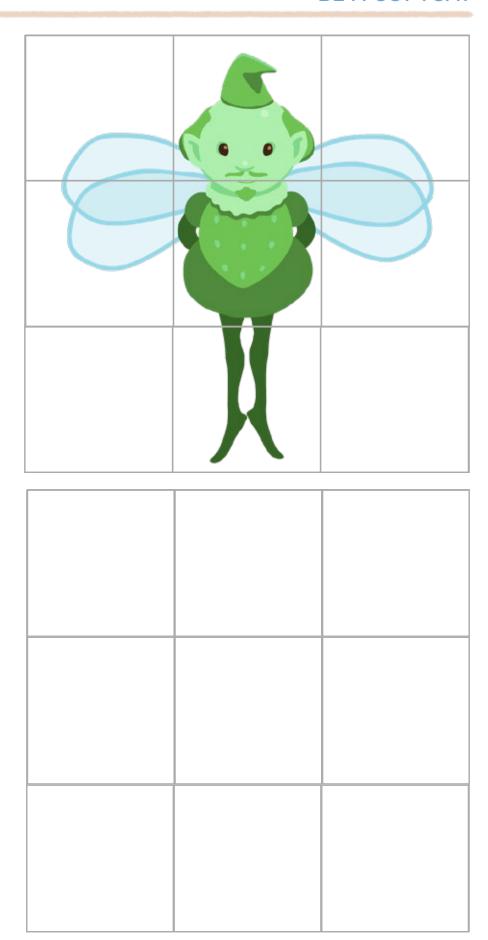
PLAY: DESCRIBE YOUR DREAM

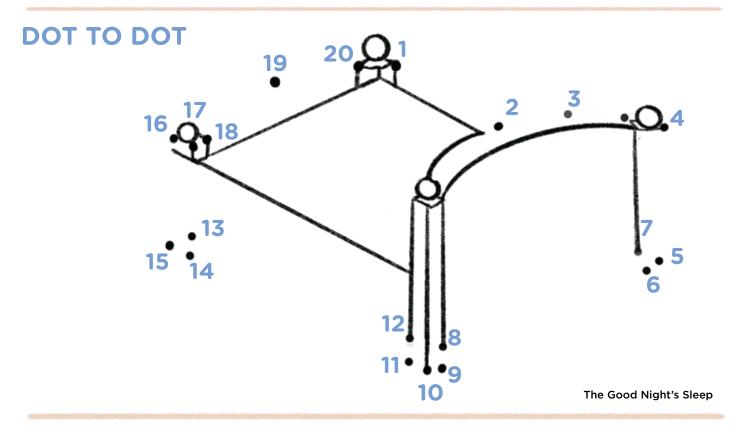
Do you remember your dream last night?
What happened? If you can't remember describe your favourite dream.



Instruction:

Can you copy the picture of the fairy onto the grid? Use the lines to help you.





COLOURING: COLOUR THE LITTLE BOY





Learning Aim: To sequence and retell the story of The Good Night's Sleep.

Learning Purpose: To deepen the child's understanding of narrative through sequencing the story from beginning to end and to develop confident storytelling using visual prompts.

STORYTELLING BRIEF

Materials: A4 white paper, scissors, printer

After watching the show, sequence the cards in order to retell the story. Let your child think about how the story begins, what happens in the middle and how it ends. Use the cards to retell The Good Night's Sleep together, encourage your kid to use the name of the characters and some new words like brave and risky.





Learning Aim: To make stick puppet characters and use them to retell the story.

Learning Purpose: By making stick puppets children will explore characterisation and setting in a fun way. They can use the scenes to create their own retelling of the story. This will encourage them to think about scene changes and how they can change their voices and expressions to suit the setting.

ACTIVITY TIME: MAKE YOUR OWN THEATRE, STICK PUPPETS & BACKDROPS

Instructions:

- 1 Colour each of the templates for the puppets, then use scissors to cut out each.
- 2 Check that your child can name each puppet.
- 3 Use glue to attach the puppet to a craft stick.
- 4 Colour the theatre scenes.





Make a puppet theatre and film it.
Encourage your child to retell the story of
The Good Night's Sleep by using the stick puppets and
sets to recreate scenes.



Activity Time: Make Your Own Theatre, Stick Puppets & Backdrops





