

THE IDENTICAL TWINS

Based on Shakespeare's 'Twelfth Night'

Literacy and Art



TWO
MINUTE
TALES
from
SHAKESPEARE

Introduction to Shakespeare's *Twelfth Night*, reimagined for little ones by Hopster's Two Minute Tales. The Identical Twins tells a two-minute tale about a pair of twins who have to come up with a clever solution to get what they want.



Learning Aim: To meet key characters, learn about the setting and story plot of The Identical Twins.

The Play: Twelfth Night is a comedy about a brother and sister and mistaken identity.

KEY CHARACTERS



Sebastian
Twin Brother



Viola
Twin Sister



THE EPISODE

When a pair of identical twins challenge the rules by switching identity, everyone agrees that anyone can play any game they like.

KEY THEME: GENDER IDENTITY



Your gender doesn't determine what you can and can't do.



HIDDEN SHAKESPEARE

Somewhere in this episode there is an image of Shakespeare. Can you find it?

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



LANGUAGE LEARNING GLOSSARY

Wimple: A cloth headdress covering the head, neck, and the sides of the face

Identical: Exactly alike

Alas: An expression of grief, pity or concern



FAMOUS PHRASES

“Laugh yourselves into stitches”:
To laugh so hard that it hurts.

“Much ado about nothing”:
A great fuss being made over something unimportant. It is the title of a well-known comedy by Shakespeare.

“All’s well that ends well”:
If the outcome of a situation is happy, it makes up for any previous difficulty or unpleasantness. It is the title of another famous Shakespeare comedy.



DISCUSSION QUESTIONS

- In the episode, what did the girl and boy each want to play?
Why could they not?
- How did they solve the problem?
When the other children realise that they had switched places what happened?
- Have you ever wanted to play or do something but been told you can’t because of your gender?
- How did the story end? Which activity would you enjoy most?

TOYS FOR BOYS & GIRLS

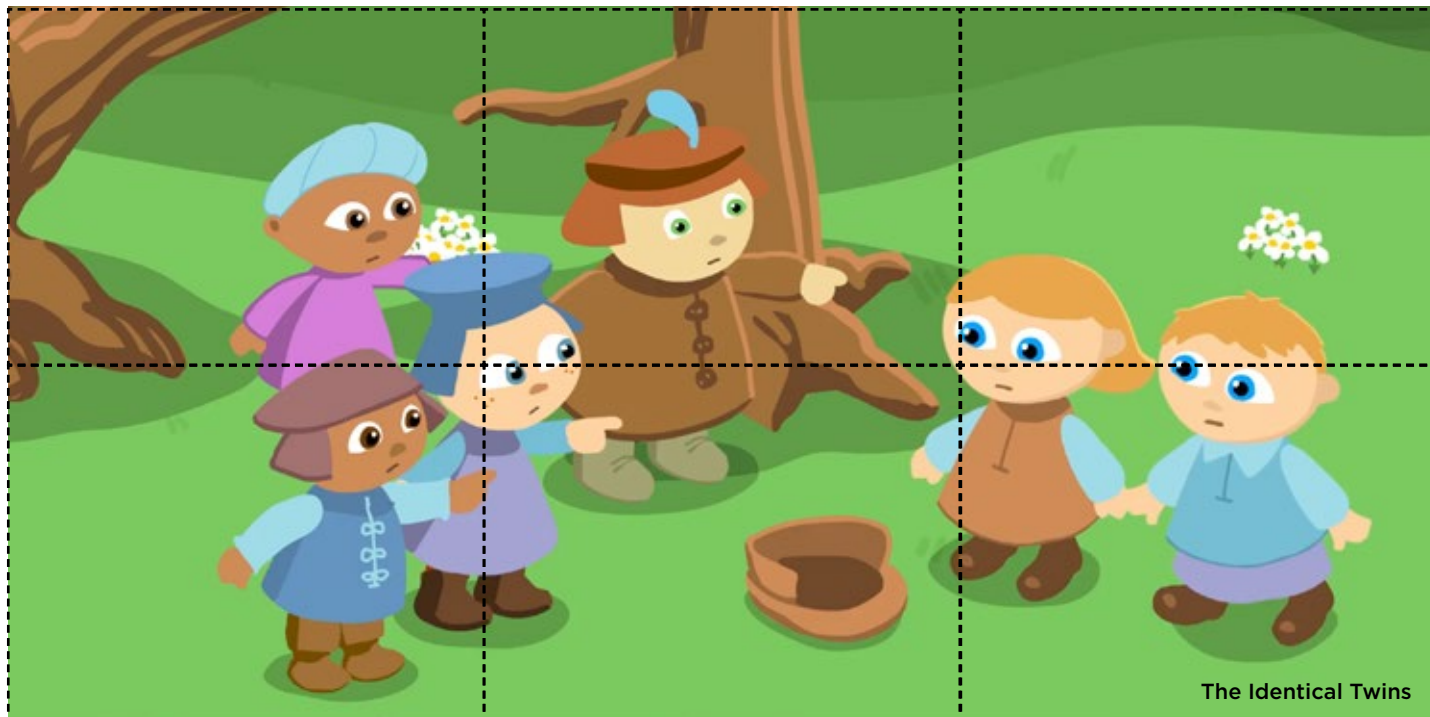
Together with your child pick their 5 favourite toys and discuss how they can be enjoyed by all. Start the conversation by asking ‘Do you think these toys can be played with by boys and girls?’. The aim of the discussion is to help them understand that all toys can be enjoyed by both girls and boys.

Instruction: What are the children thinking of? You decide and draw it.



The Identical Twins

JIGSAW PUZZLE



COLOURING: COLOUR THE TWINS



Learning Aim: To sequence and retell the story of The Identical Twins.

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 Identical Twins together, encourage your kid to use the name of the characters and some new words like wimple and identical.



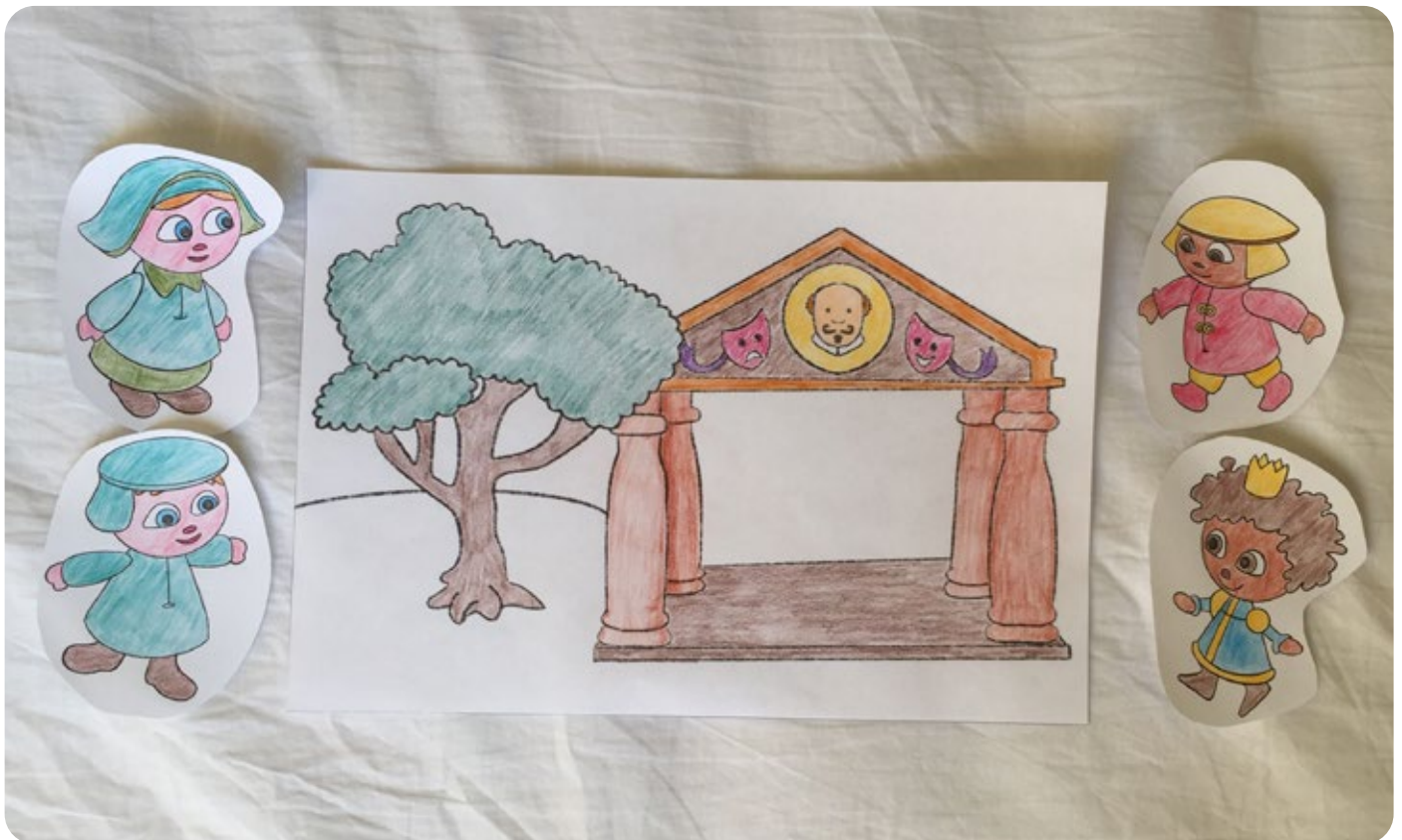
Learning Aim: To make stick puppet characters and use them to retell the story.

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 Identical Twins by using the stick puppets
and sets to recreate scenes.

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

