

TEACHER'S PROMPTCARD: *A PLAY THIS TIME* **SIÔN AND THE BARGAIN BEE**

LITERACY

1. Map the story of Siôn and the Bargain Bee.

WRITING: 2₁.

2. Choose a character from the play and write a character profile. Remember: appearance, characteristics and behaviour.

READING: 2₈; WRITING: 1₃.

3. Pick out the adjectives describing the three magical objects.

READING: 3₂.

4. Write out an advertisement for either the music box, the club or the bee – for either a poster, the radio (tape-recorded) or television (videoed).

WRITING: 1₂, 1₃, 1₄, 2₂.

5. Pick out all of the insults Siôn's mam uses.

READING: 2₄.

6. Write out a short dialogue between an adult and a child who has done something annoying.

WRITING: 1₅.



7. Pick out all the movement verbs used to describe Mam's dancing and place them in alphabetical order.

Find alternative words in the thesaurus for the word 'walk'.

READING: 2₈; WRITING: 3₆.

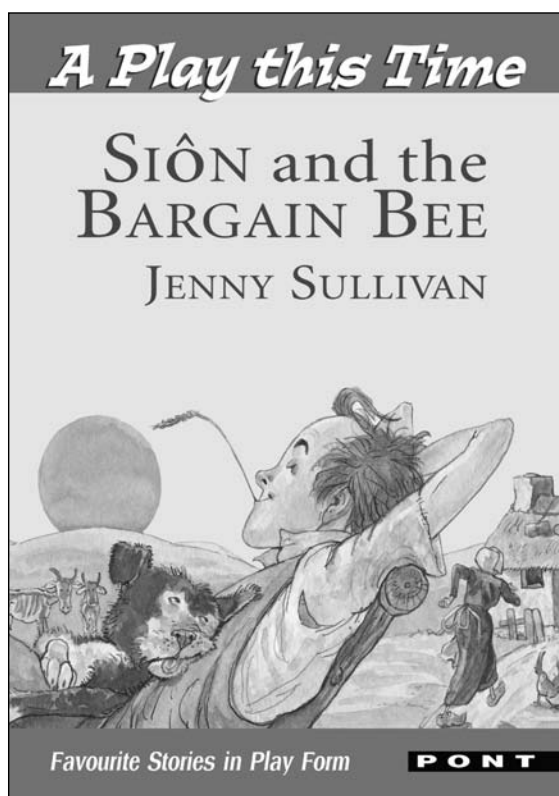
8. Play '*I would put in my suitcase . . . /I would put in my pack . . .*'

a cumulative game in which each child has to remember the previous item listed in the correct order before adding one of their choice.

ORACY: 3₃.

9. Make a list of what you would take with you if you were leaving home to seek your fortune.

WRITING: 1₁.



10. Compile a set of rules regarding polite behaviour at the tea-table, e.g. waiting until everyone is seated before beginning to eat, etc.

WRITING: 1₂, 2₁, 2₂.

11. Make a list of adjectives used to describe the wild boar. Extend the list by using a thesaurus.

READING: 2₈; WRITING: 3₆.

12. Write a short account, from Siôn's point of view, of your favourite event in the story, e.g. making mam dance; sending the Squire away; tricking the giants; catching the boar; setting the bee loose.

WRITING: 1₃, 2₁.

13. Look at the comparisons on page 16, when Phyllis is describing Seren. Think of other comparisons:

He was so ugly that . . .

She was so good that . . .

She was so mean that . . .

He was so evil that . . .

He was so friendly that . . .

She was so funny that . . .

WRITING: 3₁, 3₆.



14. Create some similes of your own:

As anxious as . . .

As jubilant as . . .

As crazy as . . .

As depressed as . . .

WRITING: 3₆.

15. Where do you think the strange little man came from?

Who do you think he was?

Why did he come to Siôn?

WRITING: 1₃, 2₁.



The production

25. Design a poster advertising the play, not forgetting venue, date, time, name of company. Possibly a 'quote' from a local newspaper could feature on it.

WRITING: 14, 21, 22, 27, 28.

26. Write an invitation to special guests invited to the performance.

WRITING: 15, 21, 27, 28, 32.



DESIGN TECHNOLOGY

1. Design a 'new' castle. Label rooms and special features.

11.

2. Make your design from reclaimed materials. Use simple mechanisms to produce movement, e.g. portcullis; drawbridge.

22.

3. Design puppets for a finger puppet, stick puppet, glove puppet, shadow puppet or marionette presentation of the play. Devise instructions for their construction.

31, 32, 33.



MUSIC

1. Create a short piece of music which you think the music box might have played. Choose the most appropriate sound effect if you have an electronic keyboard and try playing it at different speeds.

22, 24.



RELIGIOUS EDUCATION

1. Explore different wedding ceremonies from a variety of cultures.



P.E.

1. Working in groups, create a dance routine for Mam.

32.

