

Program Name: Toe Tickling Fables

Artist: Susansylvia Scott

Special Requirements:

Requires a space large enough for the class to sit in a circle and room to move.

Special Points of Interest:

We request that each age group have their own workshop to ensure developmentally-appropriate practices. Each workshop is 30 minutes long and 15-20 students maximum may participate.

Workshop Description

This workshop nurtures pre-writing and pre-reading skills, while playfully bringing the simple moral of a fable into actual classroom interactions. Master teaching artist, Susansylvia Scott, guides the students to enhanced self confidence and wonderful imagining by acting out the fables.

This workshop is creative and engaging. The students will use imaginative picturing as they explore the

world of characters, people, animals and nature. Learning and fun are linked together in this exciting workshop.



Educational Objectives & Standards

Students will:

- develop language skills by learning and acting out fables.
- use imaginative picturing as we explore together the world of characters, people, animals and nature .

Standards Addressed:

- Can talk about characters and their actions in stories
- Contributes to the development of a supportive climate in groups
- Engages in active listening

Artist Bio: Susansylvia Scott



Master Teaching Artist
Susansylvia Scott is a creative and innovative storyteller. She holds a Master of Arts in Theater from the University of Missouri, Kansas City. Two of her mentors are Vincent Dowling, of the Abbey Theater in Dublin, Ireland and John Houseman, a teacher at the Julliard School of Drama and featured in the *Paper Chase*.

Based on her experiences on the stage and screen, Susansylvia

specializes in unique and creative audience participation. She is also a successful private tutor for children with dyslexia and learning challenges.

Susansylvia's workshops, residencies, and master classes for teachers and students emphasize reading comprehension and creative writing. She is the Lighton Prize winner for Teaching Excellence in 2006.

List of Resources:

Books:

[Dramatizing Aesops Fables: Creative Scripts for the Elementary Classroom](#) by Louise Thistle Smith and Kraus (February 1997)
ISBN-10: 0866516530

[Aesop's Fables: Plays for Young Children](#) by Albert Cullum Fearon Teacher AIDS (December 1993)
ISBN-10: 0866539409

[On Stage: Theater Games and Activities for Kids](#) by Lisa Bany-Winters Chicago Review Pr; 1st edition (January 1, 1997) ISBN-10: 1556523246

Contact KCYA for more information about this and other programs

816.531.4022
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Vocabulary

Fable: is a moral tale that often features animal characters.

Moral: a lesson, especially one concerning what is right or prudent, that can be derived from a story, a piece of information, or an experience.

Character: a person or animal in a story

Objects: the things in the setting that make pictures in the mind.

Setting: the place the fable happens

Exposition: the presentation of essential information in a story, such as characters and setting.

Conflict: occurs when a character is opposed by some character or force.

Resolution: the part of a story which occurs after the climax and sets the tone for the new way that things will be from now on

Post-Workshop Activities

1. Make up a new fable with the children.
2. Choose a fable with two characters, first read the story and then divide the class into those two animals (ex. Lion and mouse). Have children imagine their animal and use their body to become the animal. Talk about how the animals move, how it feels different than moving like people. Next review the story and then have the children act out in pairs.
3. Insert new characters or objects into fables and see how the stories change.

