



STUDY GUIDE

the **MIXED-UP FAIRY TALE**



This Study Guide is filled with crafts, stories, games and activities that relate to the themes, music and comedy presented in the live show. Have fun!

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About the Show

THE MIXED-UP FAIRY TALE

If you have this study guide in your hands (or on your screen), chances are that you recently saw a performance of The Mixed-Up Fairy Tale presented by Page Turner Adventures. In case you had a memory spell cast on you and you forgot what happened, here's a brief recap-

The Short Story

A 100-year sleeping spell has been placed on Beauty! To break the spell, the audience must convince Red Riding Hood to give up her cape, discover the secret under Grandma's bed, climb a beanstalk, and retrieve a golden spoon from a real giant!

A Cinderella Story!



Page Turner Adventures began when creators Riley Roam and Kenny Mikey wondered what would happen if they combined Interactive Storytelling with Circus Skills. Since then, they've been sparking imagination, curiosity and laughter through performances that involve the entire audience in comical quests of craziness.

The Story Continues

Visit our website and blog for more videos, downloadable activities, and craft ideas to inspire reading, writing, imagination, and creativity.



BEFORE THE SHOW

THE MIXED-UP FAIRY TALE

What makes a fairy tale...a fairy tale?

Not fairies! Discuss with your students the common elements usually found in fairy tales. After the show, discuss whether or not these elements were included in the story.

Common Elements of Fairy Tales:

- Often set in the past
- Typically incorporate clearly defined good characters and evil characters
- Involves magic elements, which may be magical people, animals, or objects
- May include objects, people, or events in threes
- The plot focuses on a problem or conflict that needs to be solved
- Often have happy endings based on the resolution of the conflict or problem



Read the Classics

The Mixed-Up Fairy Tale combines elements from many classic stories. Your students will enjoy the show more if they're familiar with the original tales. Stories referenced in the show include:

- Jack and the Beanstalk
- Little Red Riding Hood
- Cinderella
- Sleeping Beauty
- The Princess and the Pea
- The Three Bears
- The Three Little Pigs



Fairy Tale Collections:

Fairy Tales from the Brothers Grimm by Philip Pullman
Once Upon a Time: A Collection of Classic Fairy Tales by Kevin Tong



AFTER THE SHOW

THE MIXED-UP FAIRY TALE

Fractured Fairy Tales

A fractured fairy tale uses fairy tales that you know and changes the characters, setting, points of view, or plot.

Examples:

The True Story of the Three Little Pigs

by Jon Scieszka

The Wolf Who Cried Boy by Bob Hartman

Snoring Beauty by Bruce Hale

Write Your Own Fractured or Mixed-Up Fairy Tale:

There are lots of ways you can change a fairy tale...

- Change the main character
- Have the story take place somewhere else
- Have the story take place in another time
- Tell the story from a different character's point of view
- Make the problem of the story different
- Change an important item of the story
- Combine elements from several stories into one new story



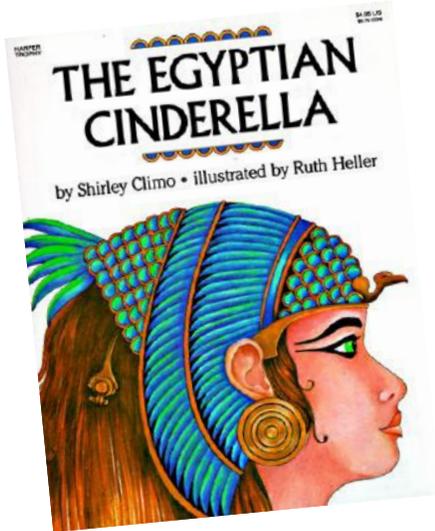
Compare and Contrast

Compare and Contrast Fractured Fairy Tales with the Classics.

Create a Venn diagram. How are they the same? How are they different?

MANY Cinderellas!

Versions of the Cinderella tale appear in many different cultures. Have students choose one of the stories listed below and **Compare and Contrast** it with the Cinderella story they are familiar with.



Cinderella Stories from other Cultures

Fair, Brown and Trembling: An Irish Cinderella Story
by Jude Daly

Domatila: A Cinderella Tale from the Mexican Tradition
by Jewell Reinhart Coburn

The Way Meat Loves Salt: A Cinderella Tale from the Jewish
Tradition by Nina Jaffe

Sootface: An Ojibwa Cinderella Story by Robert D. San
Souci

Cendrillon: A Cajun Cinderella by Sheila Herbert Collins

The Turkey Girl: A Zuni Cinderella by Penny Pollock

Fairy Tale Mad Libs

Directions:

1. Fill in the word bank below with audience suggestions (choose the funniest).
2. Fill in the answers on the story sheets.
3. Read the story out loud with the funny answers.
4. Don't tell the kids what the story is beforehand.

Fairy Tale Madlib Word Bank

COLOR (not red) _____ LOCATION _____

Distant RELATIVE (not grandma) _____ DISEASE _____

FOOD _____ FOOD 2 _____ BEVERAGE _____

SOMETHING SCARY _____ SMALL FURRY ANIMAL (cute) _____

TYPE OF CLOTHING _____ BODY PART _____

1 OF THE 5 SENSES _____ ANOTHER BODY PART _____

ANOTHER SENSE _____ 3rd BODY PART _____

1 MORE SENSE _____ FAMOUS POWERFUL PERSON _____

SOMETHING THAT PERSON ALWAYS SAYS _____



Fairy Tale “Mad Libs” Story

Little _____ Riding Hood was walking through _____ one her way
(color) (location)

to visit her sick _____ who was home in bed with _____.
(relative) (disease)

Little _____ Riding Hood had a basket filled with _____
(same color) (food)

and _____ and _____ that she had made herself.
(different food) (beverage)

Her mother told her not to leave the path or talk to _____.
(something scary)

But Little _____ Riding Hood didn't listen to her mother. She met the
(same color)

Big, Bad, _____ and told him exactly where she was going.
(small furry animal)

The Big, Bad _____ raced ahead to _____'s
(same small furry animal) (same relative)

house and tossed _____ in the closet. Then he got into a _____
(same relative) (type of clothing)

and slipped into bed.

When Little _____ Riding Hood arrived she said, “_____ what big
(same color) (same relative)

_____ you have. The better to _____ you with my dear.
(body part) (1 of the 5 senses)

_____ what big _____ you have. The better to
(same relative) (another body part)

_____ you with my dear and _____ what big
(another sense) (same relative)

_____ you have the better to _____ my dear.
(3rd body part) (a different sense)

And then _____ jumped out of bed and chased Little _____
(relative) (same color)

Riding Hood all around the cottage until _____ showed up and said
(famous powerful person)

(something that person might say)

The big, bad _____ screamed and ran away.
(same furry animal)

And everybody lived Happily Ever After.

PUZZLING STORIES

1. Choose several simple stories.
2. Use the story puzzle template on the following page. Write the plot, characters, and setting for each of the stories on the puzzle pieces.
3. Cut them out, mix them up, and hand them out to the class.
4. The students walk around the classroom trying to piece together the characters, setting, and plot until each story puzzle is complete and correct.

Tip:

Copy each story puzzle onto different colored paper.

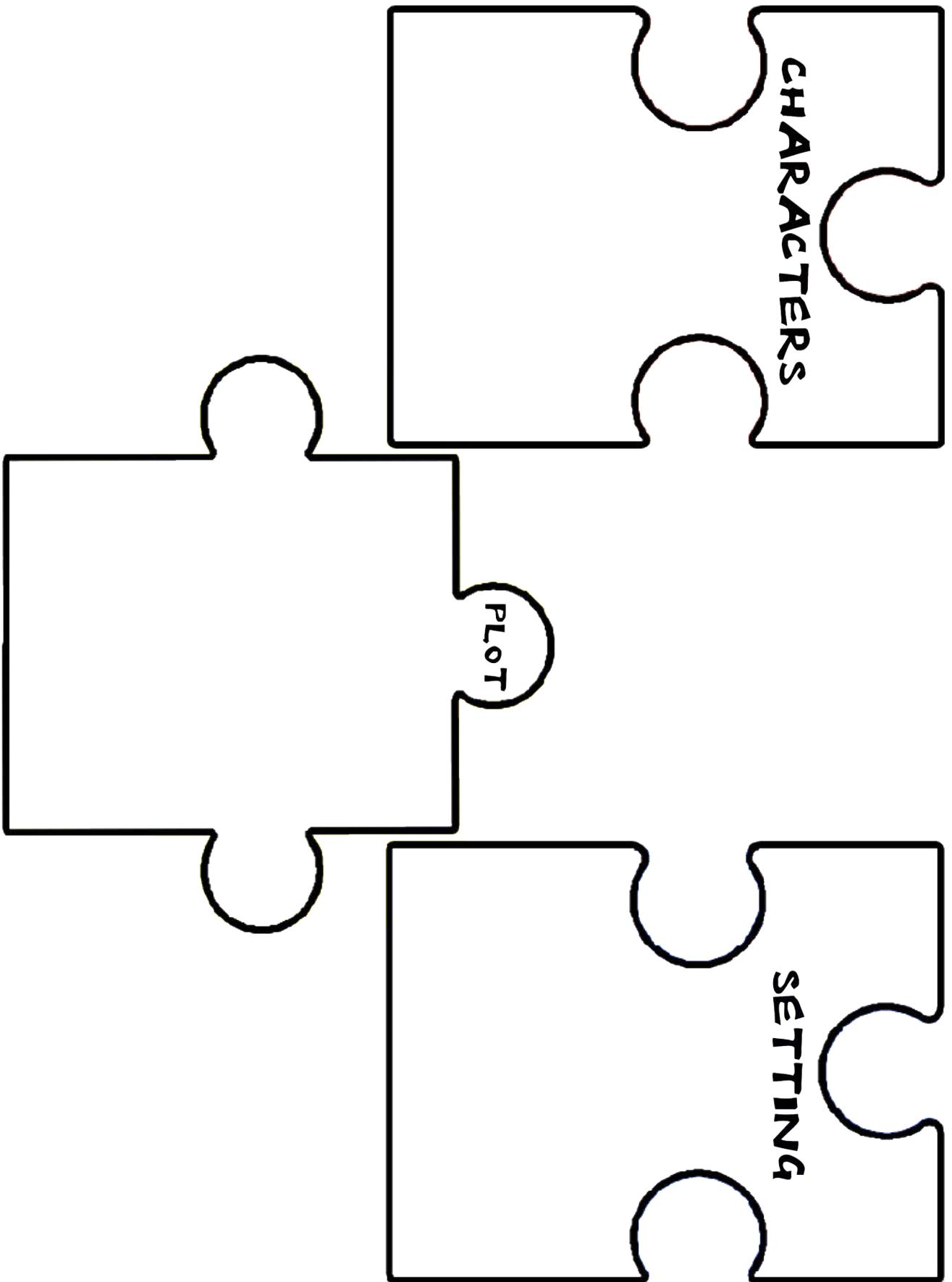
Variation:

Mixed Up Stories

Instruct students to match up with characters, setting and plot from any story and see what happens.

For example, The big bad wolf + goes into a cottage eats the porridge, breaks the chairs and falls asleep in the bed until she is woken by bears + in a beautiful castle.





Once Upon A Times Mixed Up Headlines Game

Mixed-Up Headlines Game

Object: A reporter at the Fairytale News has mixed up all the headlines. You'll have to help him figure out which headline goes with what fairy tale.

Extended Activity: Write your own fairy tale headlines and/or write a newspaper story based on one of the headlines below.

Suggested Book:
The Fairytale News by Colin and Jacqui Hawkins



Sample Headlines:

Mysterious Girl Attends Palace Ball	(Cinderella)
Police Look Into Poisoned Apple, Queen Questioned	(Snow White)
Stick and Straw Homes Destroyed in Suspected Tornado	(Three Little Pigs)
Giant Reports Stolen Heirloom	(Jack and the Beanstalk)
Police Question Fairy in Spindle Fiasco	(Sleeping Beauty)
Seven Miners Rescue a Local Homeless Girl	(Snow White)



SEQUENCING

THE MIXED-UP FAIRY TALE

Beginning-Middle-End Game

Preparation:

1. Choose a story.
2. Break it into simple plot points.
3. Include several false plot points.
4. Make two copies.
4. Cut the plot points into strips.

Directions:

1. Read the story out loud to the students.
2. Break the class into two teams.
3. Give both teams the same story strips with plot points, including the false points (1 per student).
4. The students must put the story in the correct order.
5. The team that discards the false plot points and puts their story in the correct order first wins.



Example: **The Three Bears**

She sits on each of the chairs until one finally breaks

A girl finds a house in the woods

She tastes each bowl of porridge and finishes the last bowl

The girl goes upstairs and finds three beds

The girl meets a wolf in the woods

She sees three chairs

The girl sees three bowls of porridge

The owners of the house come home and find the girl asleep

She tries all three beds and falls asleep in the smallest one

ADVENTURES WITH PAGE!

Each student must remember the previous sequence of items and keep the game going.

1. The students start with the phrase, "I'm going on an adventure with Page Turner and I'm going to bring_____".
2. The first student names one item that he/she might bring on an adventure (For example, "my bathing suit").
3. The next student repeats the previous statement and adds one more item (for example: I'm going on a adventure with Page and I packed a bathing suit and a pair of shoes).
4. The turn passes from one student to the next with each person repeating every thing that was said previously and adding one additional item. Challenge the students to see how many items they can name before a mistake is made.



SILENT SEQUENCE



Students must arrange themselves in order without uttering a sound.

You Will Need

- Pad of sticky notes
- Pens

1. Choose a category and challenge students to arrange themselves according to a predetermined sequence. For example, according to height. The trick is to do it without a sound.
2. This game can be adapted to fit almost any curriculum theme. For example, if the class is studying state capitals, count out enough sticky notes for each student. On each note, write the name of a state capital. Each student wears a "capital" tag on his or her shirt. The students must silently sequence themselves in alphabetical order of the capital or the state that capital resides in.

Category Ideas

- Birthdays (arrange in order from January 1 to December 31)
- 7 digit phone numbers (write as a 7 digit number and arrange in numerical sequence)
- U.S. Presidents (arrange in order of the presidencies)
- Fractions (arrange in order of size)

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CRAFTS

THE MIXED-UP FAIRY TALE

Princess and Wizard Hats

Materials

Manila File Folders
Scissors
Scotch Tape
Paint
Stapler
Ribbon, feathers,
other decoration.



Directions (see images below)

1. Open the file folder so it lays flat.
2. Draw a half circle from one corner to the other corner.
3. Cut this out.
4. Fold the hat into a cone shape by bringing straight edges together. Tape it closed.
(You can fit it on the child's head before taping)
5. Decorate with paint, markers, ribbon, etc.

For a Princess hat: Staple ribbon pieces at the point.

For a Wizard Hat: Decorate with stars
(either paint or stick-on foam)

For a Peter Pan or Robin Hood Hat: Paint Green and attach a feather.



Gingerbread house

Materials

- Large brown paper grocery bag or small, lunch size bags
- Large piece of brown or beige craft foam, felt, or construction paper
- Three dimensional glitter paint or glitter glue
- Stuffing such as newspapers
- Paint brushes
- Markers
- Packing tape
- Glue
- Brown paint



Directions

1. Stuff the paper bag with newspaper or similar stuffing.
2. Fold over the top and secure with packing tape.
3. Paint the bag brown and allow it to dry.
4. Fold the craft foam, felt, or construction paper in half to create the peaked roof.

For witch and Hansel & Gretel Puppets

1. Use Templates on following page to cut out onto cardstock or manilla envelopes.
2. Attach to popsicle sticks.
3. Break up some styrofoam (packing peanuts, packing material, plates) to be the "breadcrumbs" the characters use to find their way home.



