



Tinkling Tales and puppets

Didactic Guide

Introduction

From ArteFusion we are convinced that Puppet Theater is a powerful tool for infantile education, since the very early age, as a reaffirmation item for learning and socializing, also as a school curriculum complement.

We have also a special vocation for teaching in Values and Rights and we believe in early initiation in these values, running in parallel with the cultural formation of the child.

Values and Rights work together, in a duties and guarantees game, for interacting between ourselves (auto esteem, self defense), with our close relations (family, school, friends) and the society as a whole (local and foreign social facts).

Childhood is a sensitive collective to both items. So we are all engaged in considering children as individuals inside a society. This didactic guide is an extension of what we have said, it encourages teachers and students to practice solidarity, self-recognition, the Right to difference and playing the game represented by the play. We call on the teaching staff to extend each of the games proposed here for all students, enjoy the participation of all of them and practice these values and rights.



We have not in our hands the solutions for the world's problems, but, in front of world's problems, we have our hands. When the God of History comes, he will look into our hands.

Mamerto Menapace.

The Performance

Three original stories linked by the magic of puppetry, where good humor shakes hands with fantasy and solidarity matches diversity

The conductor of the three stories is the cute Slipper (Pantufleta), a funny storyteller who shows us the Duckcat (Duckcat), which is in the quest for his real identity, also the loving of a simple mouse for a little mouse princess and how the strength of the union of a handful of little football chicks in the farm can beat everything. Aimed at children from a year onwards, they will be amazed by the tenderness and color of the characters and everyone else will discover that the legs may become palm trees, or feet can create sprightly chicks, all surrounded by an exciting and lively staging.



Synopsis of the Stories

"Duckcat and Princess Monilda"

Based in a text by María Elena Walsh, the tale tells the adventure of a Duckcat (Duckcat) that, after being rejected by cats and ducks will find a princess who will show him that being different can make one feel very special.

"The Mouse Princess"

This Chinese folk tale tells the story of a brave princess who is in love with a minstrel, which is not accepted by the princess' father, the mighty King. The later wishes only the most powerful knight of his kingdom to marry her, but when the king asks wise mouse to find out the ideal candidate... he will be joyful and greatly surprised.

"Football at the Henhouse"

Colorada and Cocorita compete to be the major layers around the henhouse and a revolution blows up! The wolf takes advantage of the confusion to set up a trap, but the hens will manage to shatter the plan into pieces, thanks to the power of the strongest bunch of all: The Great Friends Team.

The Tale of Duckcat and Princess Monilda

Once upon a time, a curious animal lived in the forest of Gulubu. His name was DuckCat and he had a big beak of duck and also legs and tail of a cat. He looked so strange with some hair there and some feathers over there!

Mondays, Wednesdays and Fridays he says "quack" and Tuesdays, Thursdays and Saturdays he says "meow" but on Sunday, the poor Duckcat didn't know what to say.

There were also a lot of little Ducks who liked to sing, and Duck wanted to join the choir. But every time he wanted to play "quacks" as the other little ducks, he just could say "meow" in a very kitty way.

No way with the ducks! And he looked for the company of cats. But the first feline he found looked down at him and said "I've never seen a cat with duck shoes", and ran away a little scared. All alone and sad, Duckcat cried under a big blue tree because neither



ducks nor cats loved him. But suddenly he met someone very special. She was princess Monilda all dressed up in white and pink. What a nice Duckcat! She said so delighted, and invited him to her Castle where he could eat a lot of sweets and play together. But Duckcat got a big surprise there. In the big dance hall of the castle he saw a beautiful Duckitty with shiny feathers and hairy bright tail. Then they danced, and played and danced again for a long time. They fell in love and married and many duckittens cheered up the place.

They lived all together, eating tapioca soup and custard for ninety-nine years ... or more.

Adapted from María Elena Walsh

Who is Duckcat?

Discover who the real Duckcat is and write down his name, also write the names of two other friends.

You can colour them as you like!

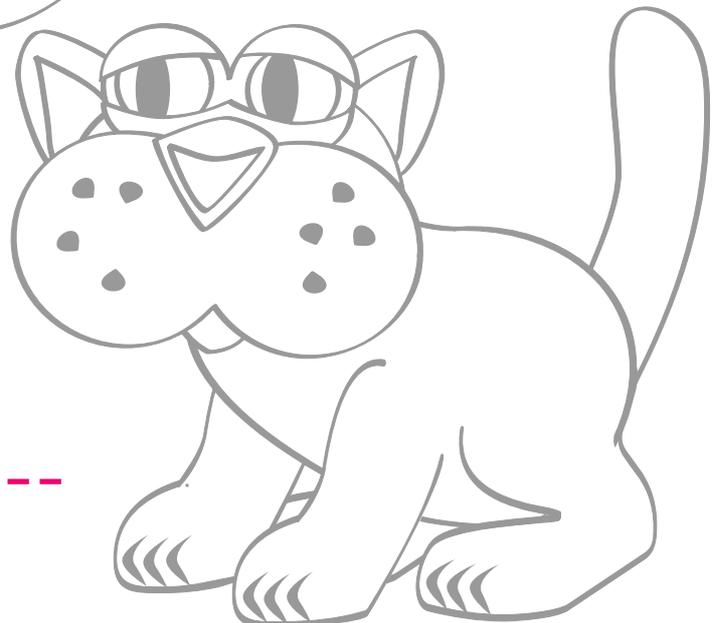
I am a _____



I am a _____



I am a _____



Let's put the letters together

The letters composing the name of Duckcat are all mad, Draw them in order in the worm's body and colour it!

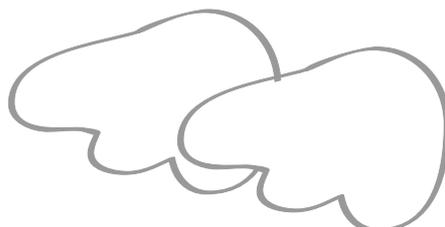
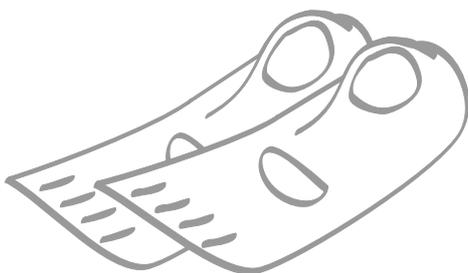
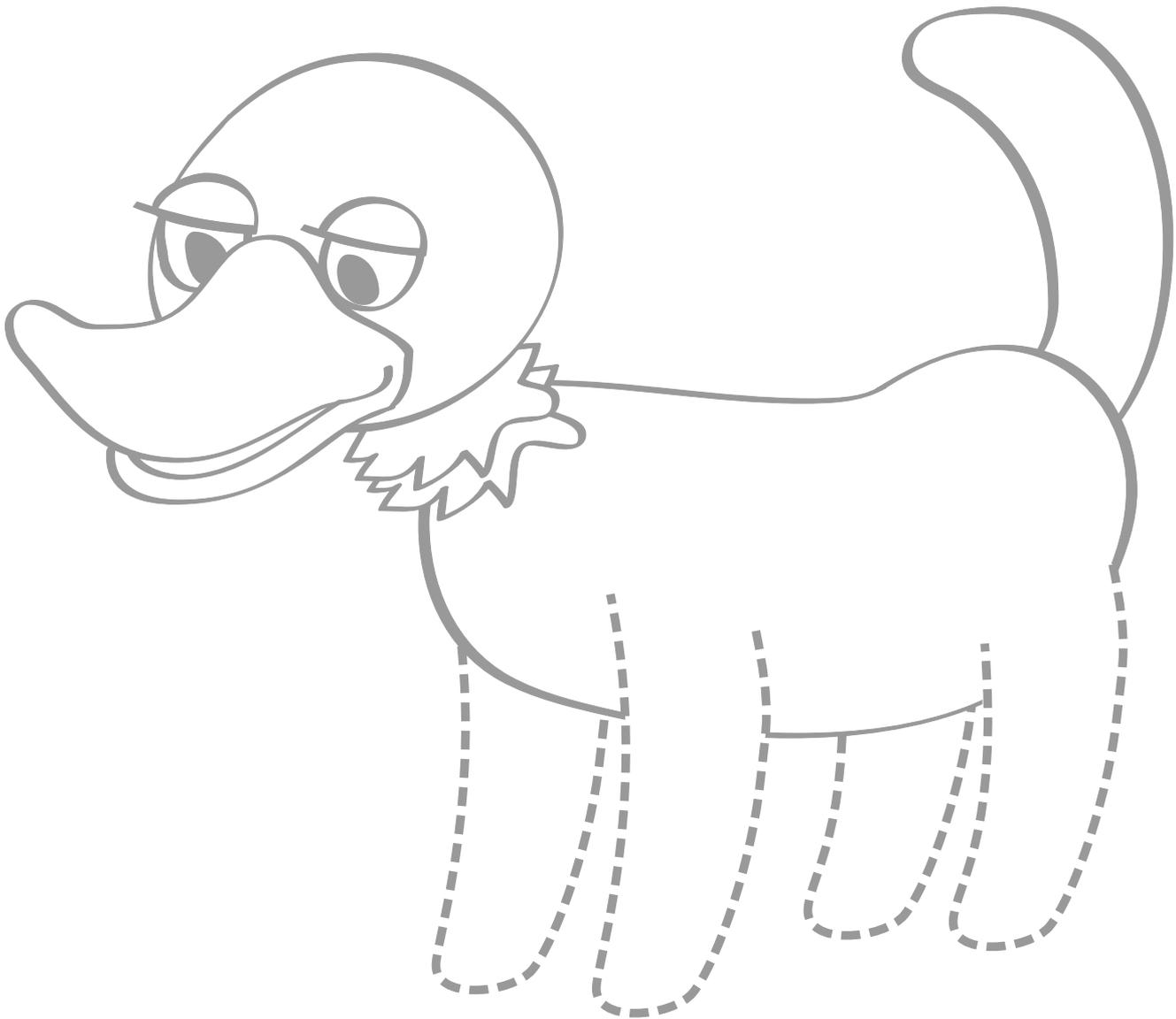
What colour are the letters?
Write it below them

Spell the letters!

The image contains various letters scattered around a worm-shaped character. The letters are: C (brown), K (purple), C (green), U (white in a red circle), C (white in a yellow circle), D (red), D (white in a green circle), A (yellow), K (white in a blue circle), U (orange), C (white in a purple circle), A (white in a blue circle), T (blue), C (white in a brown circle), T (white in a brown circle), and a blue worm-shaped character with antennae and a smiling mouth.

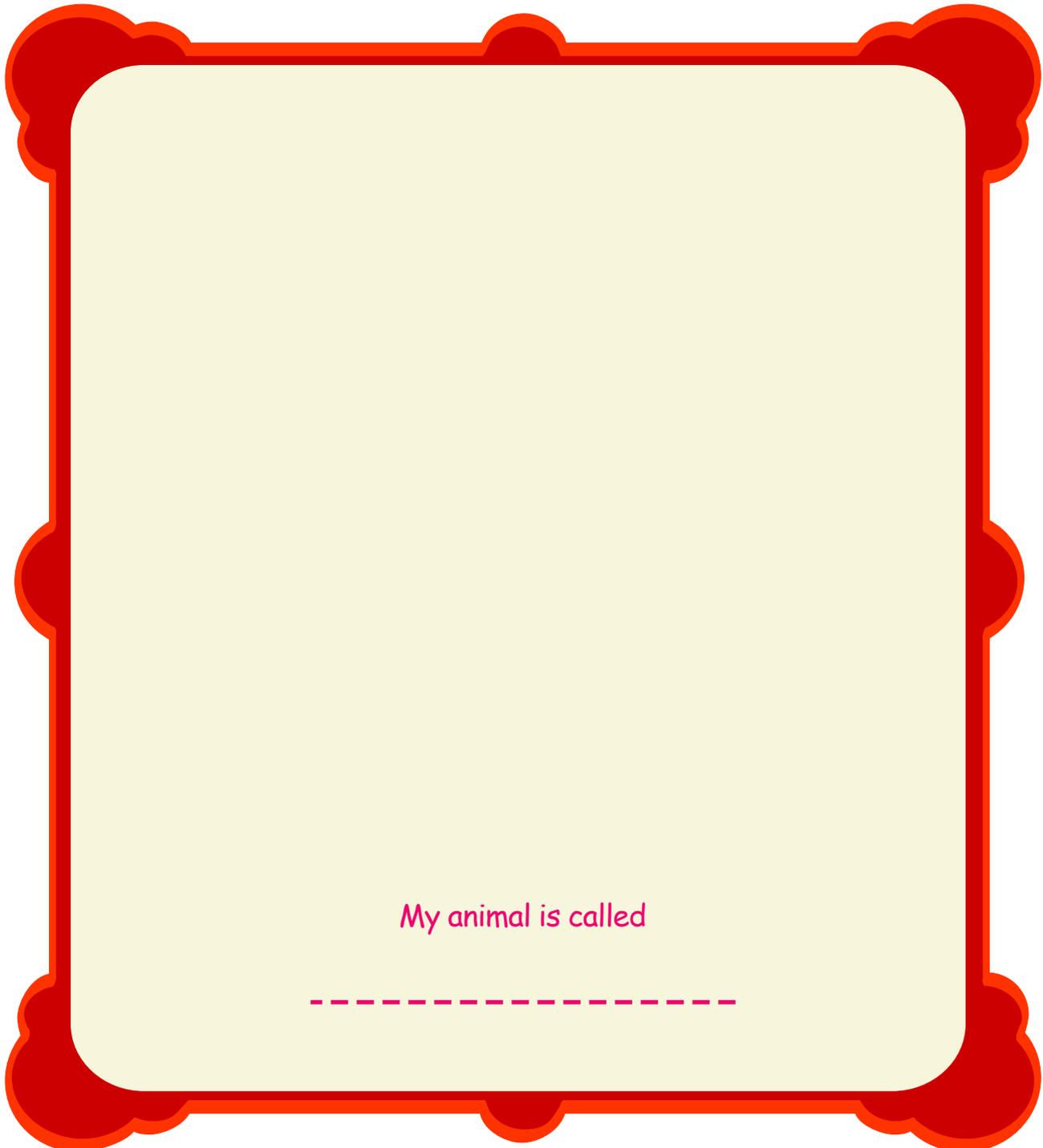
A mess of legs

Which are the Duckcat's shoes? Choose those that best fit him, draw them on their legs and colour it all then.



Create Your Own Animal

A cat and a duck together, it's fun to imagine! Why not create our own pet as well? mix two names of animals that you like in your own way, and draw his portrait in the frame. Write also its new name. You can cut it out and share with friends!



My animal is called

Mouse Princess

In the land of Mice there was a king had a daughter called Mouse Princess. The king wanted a prince to marry his daughter, but she was in love with Perez the little mouse.

The king was very angry because he wanted the mightiest knight of his kingdom for her daughter so he sent away the little mouse and asked the great wise mouse for the most powerful creature on earth. The Wise Mouse said "The sun will give you an answer" and went away lazily.

The king went to see the Sun, but the Sun said that the cloud was mightier than him because it was the only who could darken him. So the king went to the Cloud, who said "I am not the most powerful, the wind is. It can move me around the world and I cannot do anything".



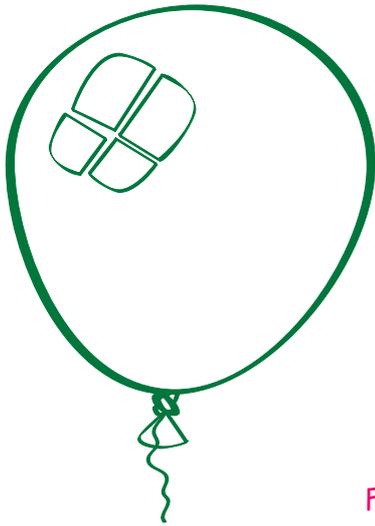
And again, the King went to the wind to ask him to marry her daughter but the wind blew this answer "I am not the mightiest on earth but the wall is. It stops me every time and I cannot pass through it!" and flew away.

So, a little tired, the King came to the wall, but the wall surprised him: "I am not the strongest around, but the mouse is. It can open holes in me and make me fall. He is so powerful that I am so scared!", and began to shake because falling down is the only fear that a wall may have.

The king was very surprised because he realized that the most powerful was the little mouse! So, when he arrived to the castle called mouse Perez and gave him the hand of her pretty daughter and the two young mice married in a merry wedding party!

How Things are

Match adjectives with items by coloured lines. There could be more than one for each element and some words may be left over. Use your imagination!



HOT

BIG

FAST



COLD

HEAVY

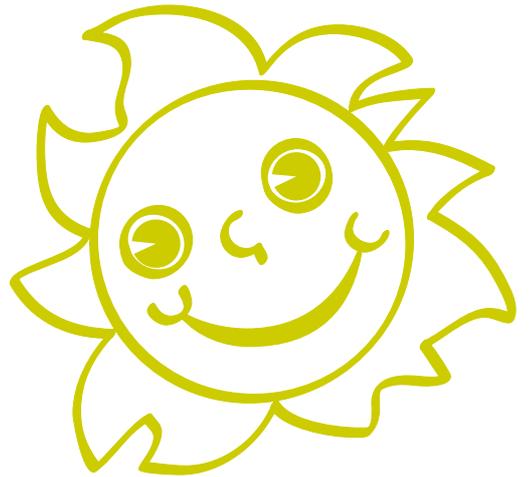
SWEET

ROUND

SOFT

HARD

LIGHT

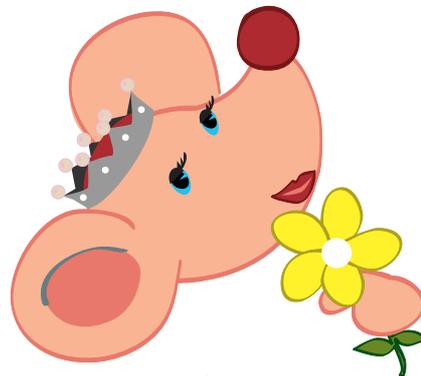
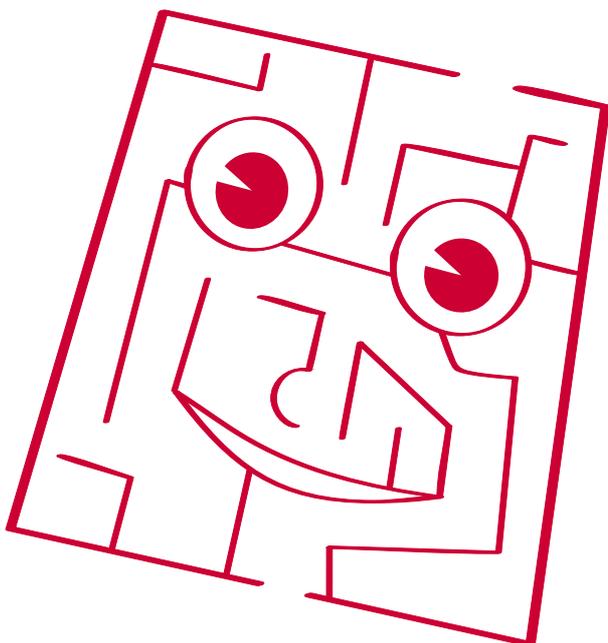
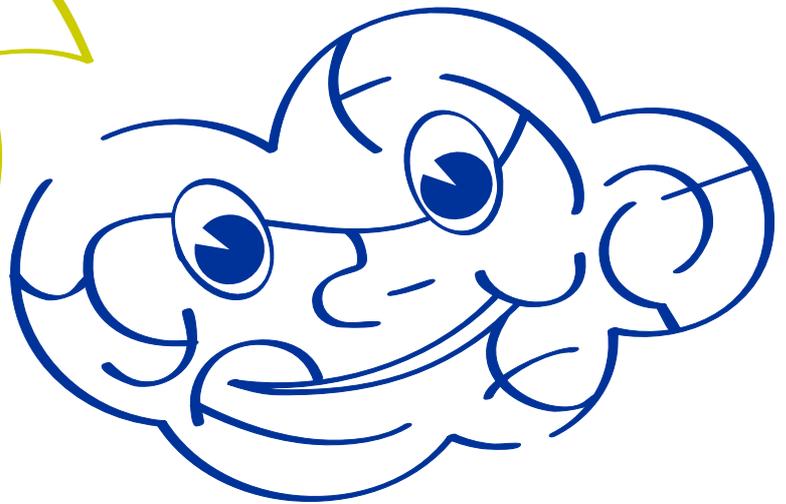
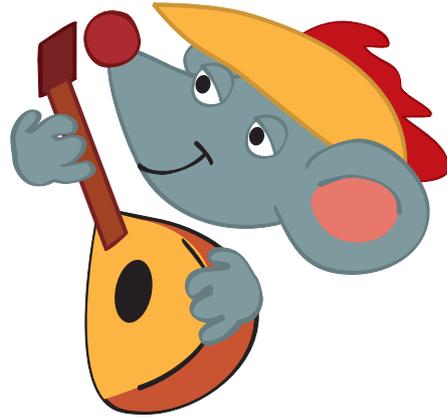
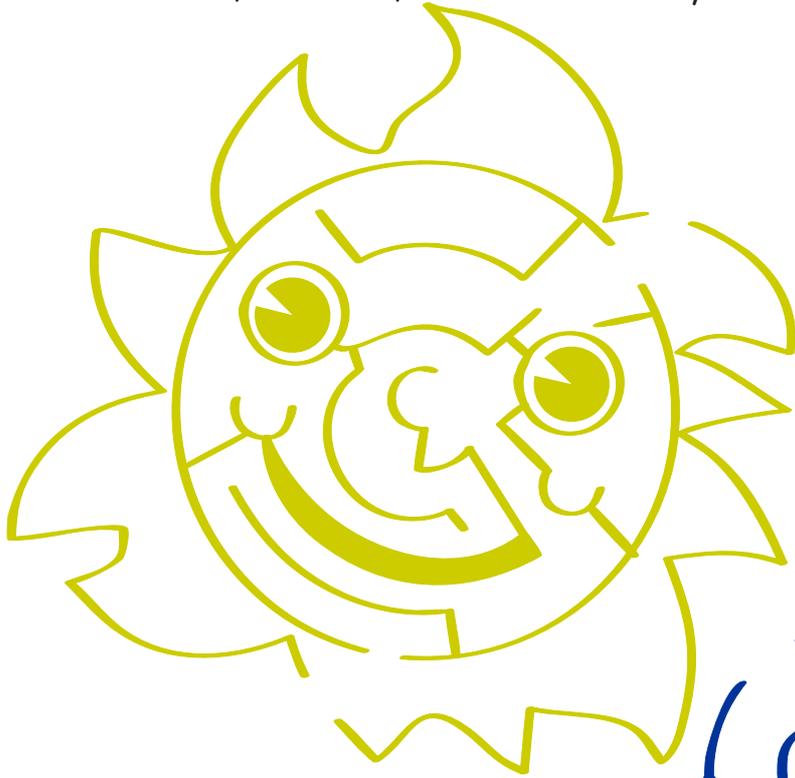


You probably know more things that match the adjectives left over. Write their names here and then ... Draw them!

Sure you can spell some words. Challenge your friends and use the help of your teacher. Who does it better?

Looking for Mouse Princess

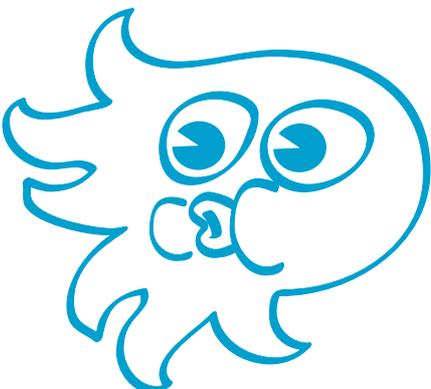
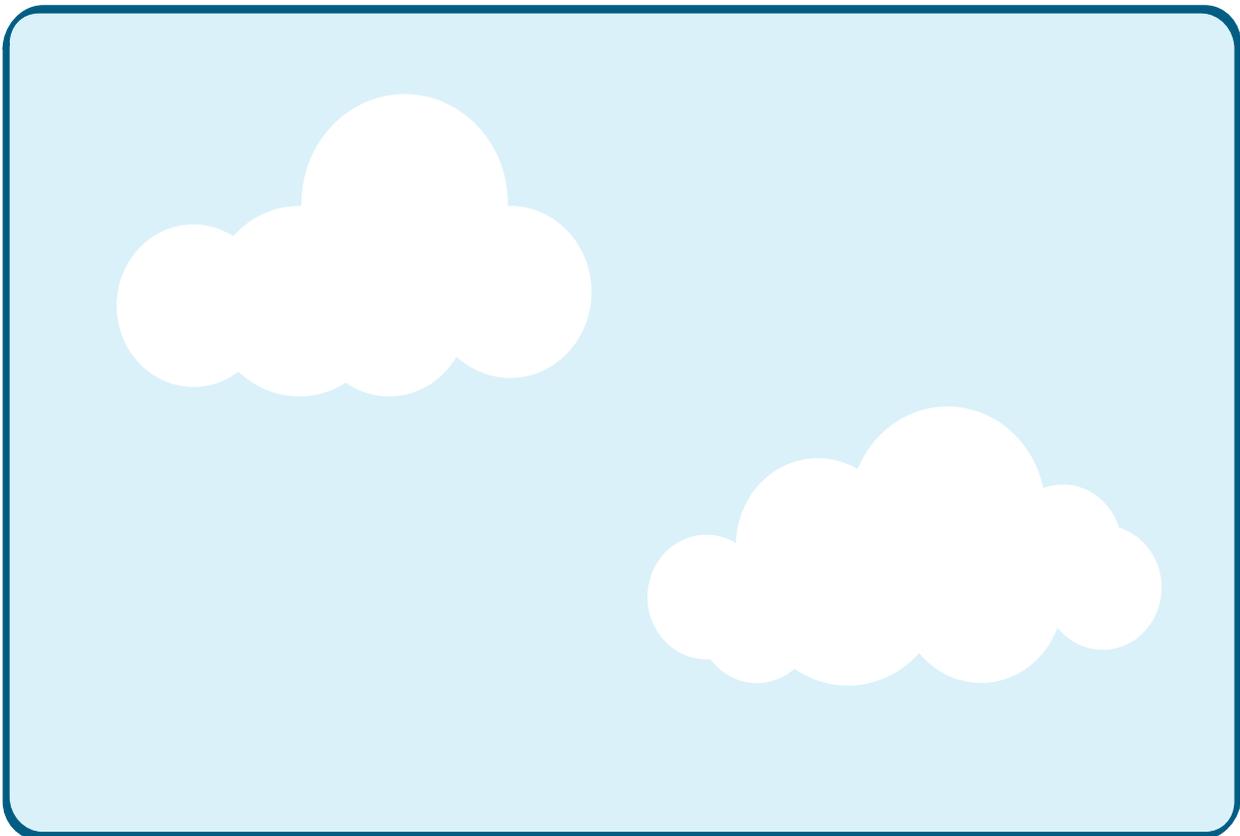
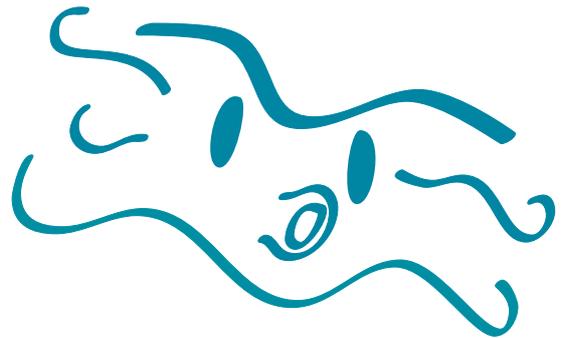
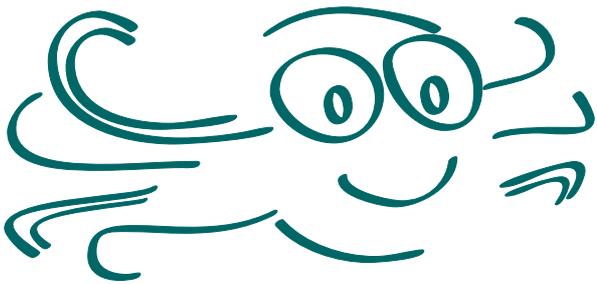
The Singer Mouse must reach the Princess but first he has to pass through the Sun, the Cloud, and the Wall. Will you help him?



A big maze! draw the labyrinth you like most on four cardboards stuck together and guide in English to your classmates saying "left" or "right" to take them to the exit!

Draw the Wind

We have left out one friend... The Wind! but we find very difficult to draw it because it is invisible, so why don't you imagine it and draw it? You can use our drawings as inspiration.



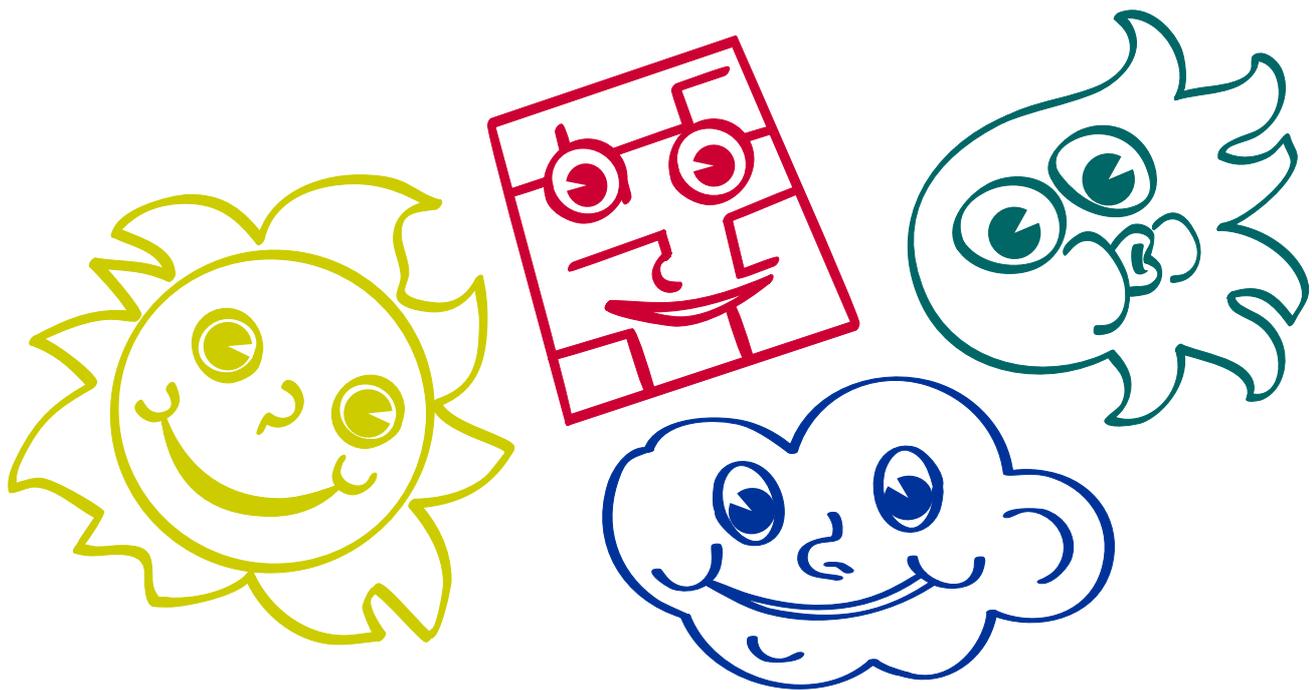
The Game of Four

The game is thought to play in a large space with as many people as possible. The goal is to make groups of four, by the coincidence of certain hidden features drawn in cards.

What we need: A deck of cards drawn by ourselves in large cardboards where we will paint a sun, a wall, the wind and a cloud (below there is a model) one for every card.

We give a card to each child and ask them not to tell anyone, then they run to every corner waiting for our command "Go" to start asking each other for their card and making groups of four settled by a sun, a wall, the wind and a cloud each.

It is better to play with more than a class at the playground. If the number of cards doesn't match exactly the number of children, and two or three of them are left over after all teams are made, the game stops and we start again.



It can be improved, if once children have made a group of four, they meet another and make a chain to dance, until all children are united in that chain. In this case, it is better not to forget any children even if they cannot finish a complete team. They can close a circle and make the dance of the elements.

Football at the Henhouse

The henhouse was all a riot because the two proud hens, Cocorita and Colorada, compete for the prize for being the largest egg layer. Both were always fighting for everything, and now was the time to see which one has laid more eggs.

The counting started: one, two, three, four, five, six, seven, eight, nine and ten! Colorada sang very happy for her ten small eggs. But it was Cocorita's turn: one, two, three, four, five, six, seven, eight, nine, ten... and eleven eggs! Cocorita won! While Colorada was very sad Cocorita was so happy that she began to show off her nest full of eggs and gossip with Mr. Cock, the head of the house.

In the middle of all the party, the wolf was hidden behind the house, and counted in the nests of both hens. He thought "So you Colorada only have ten eggs, huh?" and taking a huge egg placed it on the nest saying: "Now the soccer time of the henhouse is tied (empatado)". And he ran away. Exciting news came very soon! The eggs started to crack and the little chicks were born! All beautiful baby chicks, "one, two, three, four, five, six, seven, eight, nine and ten and eleven!", cried Cocorita. But when Colorada also counted hers, she found a big strange egg still unbroken.

"What is that? But it is not an egg! This is a wolf's trick!" Cried Cocorita alarmed. "Quick! Throw it away!" cried everybody. Come on children, let's cry loud! "Throw it away!"

The egg flew away just out of the henhouse." Here is another egg for my collection!" he said, "but, look, that's familiar to me, oh no! This is my own trick!" And a big boom was heard!

Now, the band of little chicks was free to play football. It doesn't matter that one team was on ten and the other on eleven because all together made the best of teams: The team of best friends.



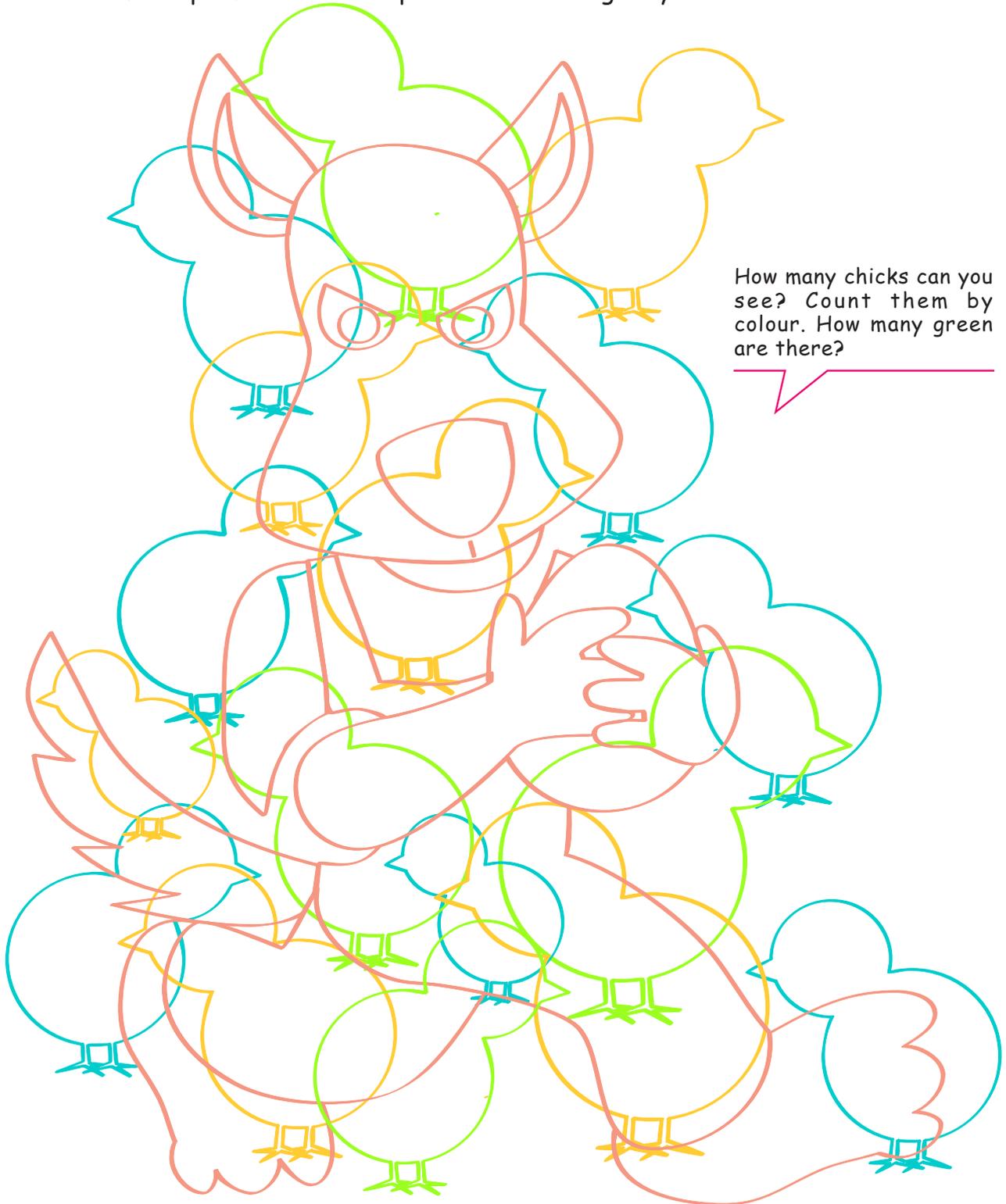
Drawing by Points

Cocorita is so clueless that has not realized that she hasn't finished drawing yet. Will you help her?



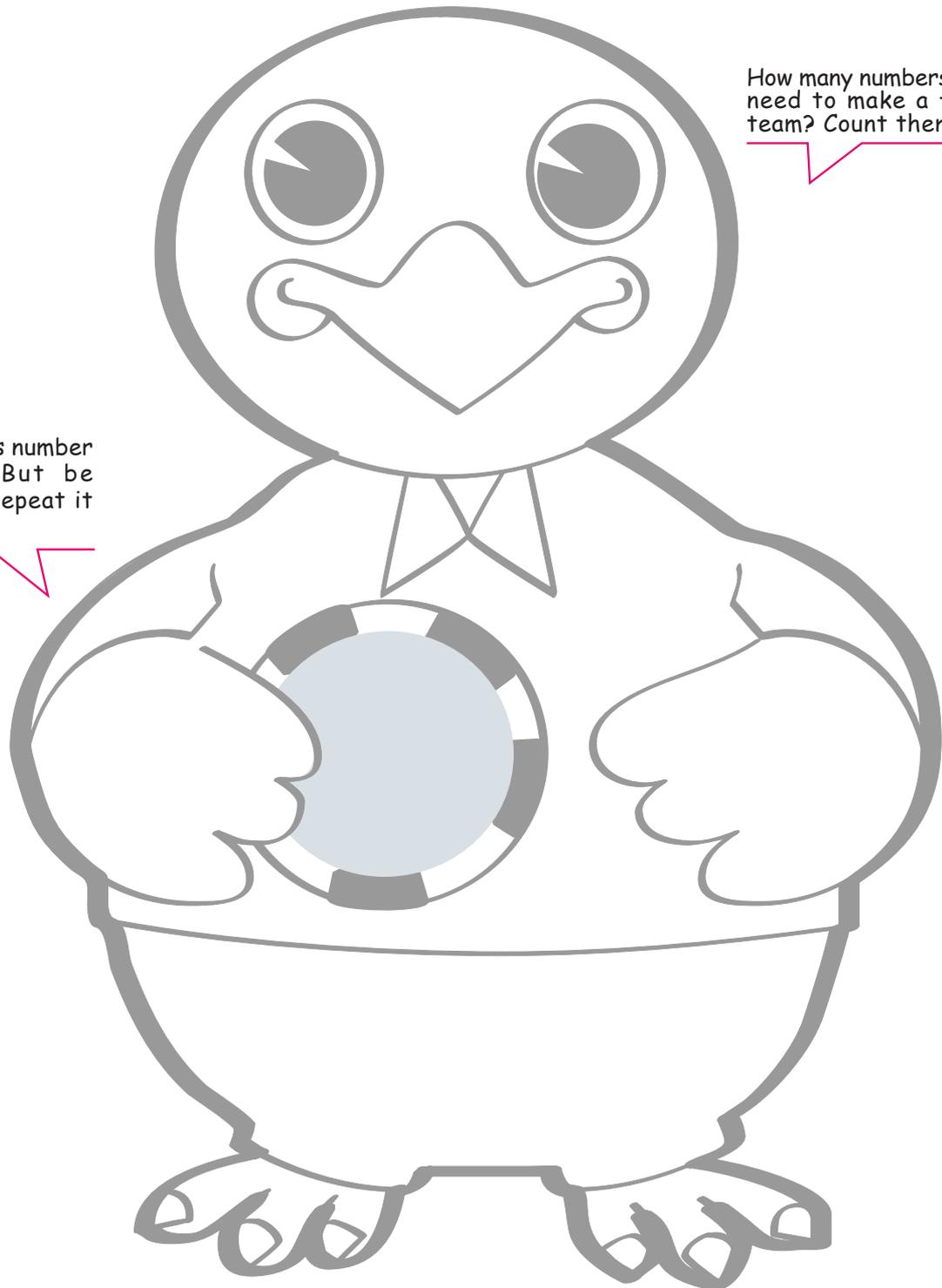
Find the Wolf

The Wolf is hidden behind a lot of lines with his egg trap. Find him marking the line of his profile and then paint the drawing as you like.



The Henhouse Team

Do you want to make our own football team of chicks? Paint and cut the player here. You can put them all together with your friends and make a whole team! Choose your game and play!



How many numbers do you need to make a football team? Count them loud!

Put your player's number on the ball. But be careful not to repeat it with a pal!

Dancing couples

Needed: lively music (recommended), large circular space.

This activity is designed to be done in a big classroom and we can learn to count, exercise and make friends too.

We are going to dance together! As the music starts we encourage children to dance on a very pronounced beat (as in a waltz, for example). An adult, as a master of ceremonies, will clap the pace of the music and will encourage all children to dance in a funny way, The classroom becomes ballroom.

Suddenly, the master of ceremonies will say "In Couples of..." followed by a number and they will make groups on the number quoted, always dancing. The leader can order bigger numbers or smaller, or quit the game saying "now all alone" to start again.



If music is not available, you can use any theme, for example, children can pretend to be bees flying and "make honeycombs", so they are turning or make them walk around and form "trains" with "wagons".