

Resource 1

Stop and Go - prompts

These are suggested prompts for session leaders. As you play the game include some of the characters and settings children came up with in your opening discussion.

Images from a range of fairy and folk tales

- Show me a witch - so we want a still image, like a statue, using your body and facial expressions to show me the character.
- Show me a wolf.
- In groups of five, show me a cottage made out of sweets in the middle of the woods.
- Show me a child lost in the forest.

Things that transform from one thing into another - count down 5 to 0

- A frog transforms into a prince.
- A princess transforms into an ogre.
- A pumpkin transforms into a golden carriage.
- A child transforms into a swan.
- A kind old lady transforms into a witch.

More fully managed moments

- Show me someone lost in a forest. You hear a twig snap behind you...you slowly turn round and see something disappearing into the trees...you can't quite make it out...it doesn't look like something you've ever seen before. What colour is it? Does it have fur or feathers or scales? What do you think it was? *(Ask some children to describe what they glimpsed and what they thought it might have been).*
- Show me somebody who's found a really still, deep pond. What do they see when they look into the pond? *(Ask some children to describe what they see in the pond. Next ask what they are thinking as they look into the water. Thought track some of the children: hearing what it is they are thinking at this moment).*

Characters and moments from the story *Rumplestiltskin*

- Show me a King... (as they are creating this) ...who loves gold.
- Show me a poor miller who is nervous because he's been summoned to the King.
- Show me an imp - like a fairy but mischievous. He's in the middle of the forest, next to the little house where he lives, dancing around a fire.
- Show me a young woman who has been locked in a tower and told she must spin straw into gold. If she doesn't she will never be free again. But how can she do that?
- In pairs, show me the King and the very nervous miller.
- In threes, show me a heavy door being closed and locked by the King with a key.
- In fives, show me the King and the Queen showing their courtiers their new baby.