

The Story Theatre Company is proud to present **Rumpelstiltskin and Other Tales**. The show presents three stories, *Rumpelstiltskin*, *The Wind and the Sun* and *Drip, Drip, Drip*. Using few props or set pieces, the stories are told to stimulate the imagination of the child. “The ability to imagine, to conceive of alternative ways of life, to entertain new ideas, to create strange new worlds, to dream dreams are all skills vital to the survival of humankind.” (Huck, Charlotte S., Children’s Literature in the Elementary School, Holt, Reinhart and Winston, 1979, p. 248, 249)

## **Rumplestiltskin**

Folktales are stories that have been handed down through the ages and were the stories of the people, told to young and old alike. Their appeal springs from the imaginative characters, their focus on action, the simple sense of justice, wisdom and happy endings. The themes of magical powers, magical transformations, magical objects, wishes and trickery can be found throughout.

*Rumpelstiltskin* is a classic folktale, thought to have its origins 4,000 years ago. It was published by the Brothers Grimm in their 1812 collection of “Kinder-und Hausmarch” (Household Tales). The Brothers Grimm were careful to preserve the form and content of the tales as they were told. In the originally collected oral version, *Rumpelstiltskin* flies out the window on a cooking ladle. The ending of *Rumpelstiltskin* did undergo some changes over time. Our version appears in a revised edition in 1857.

Our story has woven the two tales of *Rumpelstiltskin* and *The Three Spinners*. Just another example of how folktales evolve and change with each retelling.

## **Classroom Activities**

- When the class returns to their room, give the children time to draw their version of what Rumpelstiltskin looks like. See “17 Best images about Rumpelstiltskin (Brothers Grimm) on Pinterest” for interpretation by various illustrators.

- Reread the story of *Rumpelstiltskin* and find examples of the themes that recur in folktales.

Good vs Evil

Rich vs Poor

Castles vs Woodlands/Villages

Events that happen in threes

Magical powers

Magical transformations

Magical objects

Magic words

Wishes

Trickery

- Explore the use of rhythm by listening to the names guessed by the girl. Clap the syllables of the names. Here is a list of some of the names used in versions of *Rumpelstiltskin*.

One Syllable

David          Frank          Fred          Tom

Two Syllables

Harry          Stuart          Conrad          Caspar  
Lacelegs      Beastrib      Shortribs      Sheepshank  
Hunchback    Legstring

Three Syllables

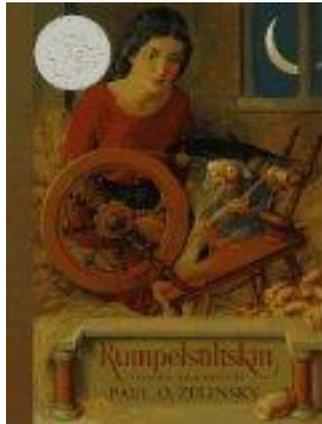
Timothy      Benjamin      Ichabod      Muttoncalf  
Gargamel    Balthazar    Bandylegs    Melchior

Four Syllables

Jeremiah      Rumpelstiltskin

- Make a chart sorting the class names into one, two, three or four syllable names. Spend some time enjoying the rhythms of the names. Add some movement to the clapping.
- Play a version of Duck, Duck, Goose using Miller, Miller, Rumpelstiltskin

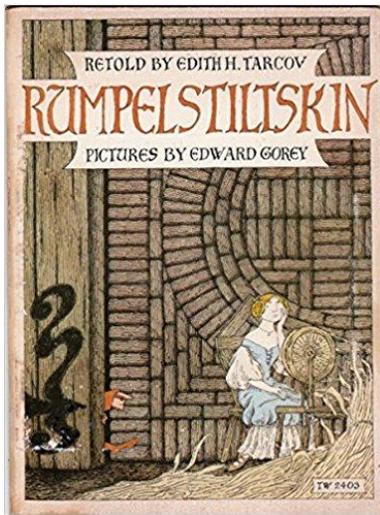
Recommended picture books of Rumpelstiltskin



Rumpelstiltskin by Paul O. Zelinski



Rumpelstiltskin by Bernadette Watts



Rumpelstiltskin by Edith Tarcov

### **Online Resources for *Rumpelstiltskin***

[www.dltk-teach.com](http://www.dltk-teach.com)

[www.PrintActivities.com](http://www.PrintActivities.com)

### **The Wind and the Sun**

*The Wind and the Sun* is another form of folktale called a fable. Fables are short stories that illustrate a moral or lesson to be learned. They often involve animals, or in this case, elements that speak as human beings. Fables seldom have more than three characters and the plots usually contain a single incident.

In our story the wind and the sun compete to see who is the stronger by inducing a man to remove his coat. The lesson is..."more can be accomplished with kindly persuasion than brute force."

## **Classroom Activities**

- As with *Rumpelstiltskin*, allow the children to draw pictures when they return to classroom and before you present any other illustrations. Give them time to draw what they “saw” in their imagination.
- Another drawing activity could involve their drawing of the Wind, Sun and Man on three circles. Mount each circle on a straw and encourage the children to retell the story using their puppets.
- In the gym have the children be the man walking (quickly, slowly, happily, sadly, etc.) and reacting as you call out “Wind” or “Sun”.
- As a group or individually have the children complete sentences such as:

The wind blew \_\_\_\_\_.  
The sun shone \_\_\_\_\_.

The wind blew as cold as \_\_\_\_\_.  
The sun shone as warm as \_\_\_\_\_.

- Start a spelling activity that can go on all year called “The Weird and Wonderful World of Spelling”.

Investigate the words that can be made by changing the pronunciation and/or spelling. For example, to rhyme with “wind”, the spelling has to be changed - *finned, sinned, tinned, pinned*. Or change the pronunciation of /wind/ as in “wind up the toy” and the list of rhyming words is longer - *kind, hind, bind, rind*, etc. Change the spelling again and you can make *lined, dined, pined, signed*.

*Sun* and *son* are homonyms -words that sound the same but are spelled differently. Start a list of rhyming words and see which spelling pattern they follow. *Sun, fun, run, bun. Son, ton, won, (one, done)*.

## **Online Resources for *The Wind and the Sun***

There are several short animated films on YouTube of *The Wind and the Sun*

Speakaboos and [BookBox.com](http://BookBox.com) are two that were viewed and recommended

## **Drip, Drip, Drip**

*Drip, Drip, Drip* is a modern folktale written by Jim Leard to teach a way to conserve water in your home. It is a story of a little girl, MaryAnne, who invents a story about space aliens from the planet Venus 7.

### **Classroom Activities**

- Following the presentation, review with your class how MaryAnne was able to help her family save water by turning off the taps in her house. Discuss other ways to save/reuse water. Some ideas:
  - Don't leave the water running while you brush your teeth.
  - Put the plug in the sink and fill the sink as you wash your hands, rinse dishes, etc. Turn the tap off when you have enough water.
  - Experiment with the above tips - place a pot under the running tap and see how much water you use with the running tap method vs the filled sink method.
  - Water outdoor plants with a hose rather than a sprinkler. If you do use a sprinkler, make sure all the water is going into the garden, not down the sidewalk or driveway.
- Set a tap to drip slowly. Leave a pan under the tap for an hour. Measure the amount of water in the pan. Do the math to see how much water would drip in 2 hours, 10 hours, 24 hours.
- Combine the weather events of wind, sun and rain from the two stories. Keep a weather chart for a month and record the weather in the morning (and afternoon if you like). At the end of the month graph the weather to see how many days were sunny, windy or rainy.
- Draw pictures to show the clothing needed for each kind of weather.