

“crann bethadh”

The Tree of Life

...is an original, breathtaking, one man theatrical performance by the Green Man.
The Green Man Project offers performances and workshops for audiences of all ages.

Study Guide - Discussion Activities and Curriculum Links

“crann bethadh” – “The Tree of Life” has thrilled 200,000 people at the Vancouver Celtic Festival and St. Paddy’s day parade.

Also seen at: Vancouver Island Music Festival 2010 & 2011; Surrey Children’s Festival; Vancouver Children’s Festival Outreach; Young Music Festival, Bella Coola BC; Coast Discovery Music Festival; 2 Western Canada Children’s Festival Tours: Canmore AB; Saskatoon SK; and the Regina Children’s Festival.

Also performed in Zutphen & Wagenigen in the Netherlands.

BIO: Artistic Director/Writer/Performer, John Conway:

John Conway’s Great Great Grandmother Meg immigrated from Ballymena, Ireland, north of Belfast, with the magic of the fairy and the gift of telling stories which got passed down generation after generation until it came to John’s mother Shelagh and then passed to him.

John studied his craft with the Second City Fire Hall, Toronto ON; University of Victoria, Victoria BC; UCLA Musical Theatre Program; graduating from the American Academy of Dramatic Arts in California.

A whirlwind of positive infectious Irish magic, John makes even the impossible seem possible and has been telling original ancestral “Earth Wilde Stories” professionally for the past 25 years.

“At the height of laughter, the universe is flung into a kaleidoscope of new possibilities.” - Jean Houston

“crann bethadh” – The Tree of Life

...is performed by John Conway – The “Green Man” – a mythical forest spirit who is the epitome of fun-filled and hilarious interactive storytelling theatre.

This 8-foot tall gentle giant is exceptional not only because of his visual presentation but also because of his depth of understanding into the worlds of myth, storytelling, improvisation and physical theatre.

“crann bethadh” – The Tree of Life is brought to life with the help of audience members who spontaneously participate while taking on the key roles! The rest of the supporting cast is the remaining audience who help to urge them on with songs, whooshes of wind, thunderstorms, caws of a million gazillion crows and other extraordinary, raucous outbursts!

The Green Man creates a captivating forest inhabited by whimsical and enchanting characters and weaves stories that reflect the heart of the human adventure.

It’s an enchanting, inimitable one man show that highlights the importance of overcoming obstacles and taking advantage of all life’s available learning opportunities.

“crann bethadh” – The Tree of Life has the fantastic potential to increase children’s interest in their own personal family stories, the magic of wildness within, and the mysterious wilderness beyond themselves.

A One Man Show: 60 min
Children 4 to 12 years

“One touch of nature makes the whole world kin.”
William Shakespeare

About the study guide:

Intended to be used for preparation and follow-up for the performance of *“crann bethadh” – The Tree of Life*

Includes:

- Discussion topics and questions for both pre- and post-show
- Classroom activities and discussions for Primary and Junior students
- Connections to the curriculum
- Background information for the teacher
- Bibliography and relevant websites for origins of tattooing
- Student activities to help reinforce understanding of the show

Content in the show:

- Encourages reading and writing about their own and other ancient aboriginal cultures
- Gives students a chance to be creative and perform their own individuality
- Explores geographical studies of all the world's aboriginal peoples
- Introduces historical studies and beliefs around tattooing, its role in language and ritual
- Reinforces a strong sense of self-worth to all individuals no matter how small
- Creates an inward knowing about nature and its importance to self and the world
- Helps to give students a road map into self discovery
- Allows an opportunity for discussion around teasing and bullying and their cause and effects

Content in the show:

The following topics can be used as ways of introducing the show, or as starting points for follow-up activities. They can be discussed in detail in the pre- and post-show discussions and activities.

Introduce the stories and themes:

Young audiences, who are prepared for an artistic performance by discussion and fun educational activities, are more focused and more open to the experience.

The following are the four stories in the performance of “*crann bethadh*” – *The Tree of Life*. The Teacher may pick any of the one of the four stories and create discussion and follow up.

Pre Show Discussion & Activities

Primary Questions

- The Green Man’s lines on his face were given to him by a tree. Why do you think he has them?
- When have they seen anyone so tall?
- What type of king is he?
- What kingdom does he rule?
- Why is he green?
- How old do you think he is?
- And why does he carry a big stick?
- What type of accent does he have?

Junior Questions

- Where does the Green Man come from?
- Why does the Green Man have lines on his face?
- Why does the Green Man wear a crown and where is his kingdom?
- What type of tree is his walking stick from?
- Why is his drum called a talking drum play?
- What type of accent does the Green Man speak and where is he from?

Primary/Junior - What to Watch for during the Show

- His costume and symbols on his legs and lines on his face
- What types of animals does he use as main characters in his stories?
- When does he seem funny, scary, sad and why
- What is he trying to tell you in each story

Post Show: Discussion & Activities

Primary

- Where can you find “*crann bethadh*” – *The Tree of Life* in your body?
- Where did the Red, White, Black, Brown and Yellow people come from?
- Why was the blue pony left behind?
- What did the crows say to the little girl?
- What did the little seed come to learn?
- Who was the funniest animal?
- Who was the scariest animal?

Junior

- “Without wildness inside there will be no wilderness outside”
- What is the Green Man trying to say?
- Which story did you like the best?
- What did the story tell you?
- What did the animals learn about themselves?
- Did the story help you learn about yourself?
- Did any of the animals remind you of people you know?
- What specific cultures can you name that use lines on their face?

Relevant Stories From The Performance:

The Giant and The Wee Mouse by John Conway

At the Centre of the Grove Of All Worlds is an ancient oak tree. Her massive trunk is the heart of us all, in an ancient forest surrounded by all life everywhere: in the land of the imagination, in the land of magic, in a place of limitless possibilities. Her immense limbs are widespread, stretching into distant sky and starry space. In the beginning of all things She stood waiting for the first magic to come forth and The Green Man did, now as he did then. There was a huge rumble and a great cracking thunder from the sky....

...as The Green Man, a huge giant, stepped out of the “The Tree of Life” looking in all directions: North, South, East, West. He was about to step in one direction but as soon as he would the big picture confused his sight. After standing there for almost an eternity, finally the tiny Jumping Mouse came to his feet.

Jumping Mouse put his hand to his brow as he gazed to the top of the giant’s head. It took the mouse nearly 10 minutes to see from toe to nose. He then tapped the Green Man’s

baby toe, which looked the size of a small mountain to him, and the Green Man looked way, way, down to tiny Jumping Mouse.

"What are you doing standing here?" asked the tiny Jumping Mouse.

"I see the Big Picture so I don't know which way to turn, to move. It makes the whole thing very confusing. Could you help me with my problem?" The Green Man's enormous green eyes blinked from the strain of looking at tiny Jumping Mouse.

Confused, Jumping Mouse responded, "Well, no I'm sorry. No. I only see what's in front of me and I move to it." Jumping Mouse moved and spoke at the same time. He was very animated while he talked: "You see, I only see what I see before me and I move towards it. And believe me, as a Jumping Mouse that isn't a lot on the best of times."

The giant Green Man laughed a laugh which echoed to the heavens. Then the ground rumbled. It shook. And before Jumping Mouse's eyes a Red Giant stepped from the Green Man's heart, thanked the little mouse, and headed west to Turtle Island.

Then the ground rumbled again. It shook. Again! And before Jumping Mouse's eyes a White Giant stepped from the Green Man's heart. The White Giant peered way, way down and bowed to Jumping Mouse before heading north to his great northern home.

There was another rumbling, the ground shook again, and out from the Green Man's heart stepped the Yellow Giant and the Brown Giant. Both together, at once, and both looked at each other, each smiled a very wise smile and winked at Jumping Mouse. Then they quickly disappeared, heading east for the great lands of water and air.

There was more rumbling, and more ground shaking, and out from the The giant Green Man's heart came the Black Giant. The thank yous were said as well as the good-byes as the big black feet made their way to the south.

Then, with no warning, the giant Green Man lay down under the Great Oak Tree and promptly went to sleep. Jumping Mouse leapt up, up, up into the sky, landing on the giant Green Man's nose. Jumping Mouse tapped on his nose with his new stick. The giant Green Man's eyes opened wide, wide, wide showing the whole universe to little Jumping Mouse. And then he said to the little mouse, "One day all the Red Giant's children, all the White Giant's children, the Brown Giant's children, the Yellow Giant's children, and the Black Giant's children will mix together. And they will all come to the centre of all things, confused without knowing why, frustrated and upset with each other, searching for something they know not what. In this special moment little mouse you have to tell all those children: "You all came from the same heart."

Primary Discussion

- Where can you find "*crann bethadh*" – *The Tree of Life*?
- Why could the Green Man not move?
- How did tiny Jumping Mouse help the Green Man?
- Have you ever helped someone bigger than you are?
- What did the Green Man mean when he said "We all come from the same heart?"

Junior Discussion

- Read the story of the Giant and The Little Mouse and discuss the main themes

The Blue Pony by John Conway

A pony. A little blue pony was born on a cold brisk Montana morning...He stood up almost immediately and began to run, a very unusual thing for someone so young, you say? Oh yes, this was a very special pony, besides being blue. The blue pony took off past the herd, running at a full gallop. Past the mares and all the other stallions. This did not make them happy. Some became angry and jealous. They ran harder to beat him into the ground, but the little blue pony just whinnied and took off faster, leaving most of them far behind. The blue pony came up to the maverick, the leader of the herd of horses of the Great Plains. And he smiled at him. "Look at me father, look how fast I can run! I am quick, and fast. Maybe even faster than you!!!! Shall we have a race?!" Well, the maverick was upset because the whole herd was watching him and he was mad about the cockiness of such a young foal.

Without so much as a moment's hesitation, the maverick kicked the blue pony in the ribs. The Little pony fell bitterly into the ground. Ooooooph!!!! The rest of the herd trampled over him, not so much as giving him a second glance. The little blue pony's mother was the only one to look back in the cloud of dust but was nipped brutally on the neck by the leader for doing so. Everyone had disappeared over the horizon and the little blue pony lay hurt but unharmed on the ground with tears in his eyes. You see, they had misunderstood. He was young and just wanted to play, nothing more, nothing less.

Darkness came, and with it came its friends yelping at the smell of fresh blue meat. The little pony shivered. It could be the voice of the coyote. "Blue pony, blue pony come closer, come closer. I'll tell you a story that will make you stronger, wiser, and faster!!!" "Oh no!!!" yelled the little blue pony, "I know you as the storyteller. I know you as the Trickster. I know you as the coyote and all you want to do is to get me closer so you can eat me up!!!!" "Who me?" frowned the coyote, pretending to be hurt, "Oh no, I just want you to come closer to tell you a story to make you stronger, wiser, and faster. Blue pony, blue pony, come closer, come closer." The coyote voice sang a sing-songy trance-like beckon that appealed to the little blue pony in such a way that he just couldn't help himself. The coyote, seeing this, got very excited and started to speed things up. "Blue pony, blue pony, come closer, come closer.

I'll tell you a story that will make you stronger & wiser & faster." The little pony got closer and closer, to within ten feet of that coyote. Just at that moment there was a clap of thunder in a clear night sky. The coyote changed shape into a cougar and leapt to devour the blue pony. Fear pumped adrenaline into the pony. Terror resounded throughout its body and it ran faster than it ever ran before. The blue pony could feel the cougar climbing onto his back trying to bring him down and then it heard a familiar voice: "Blue pony, blue pony, come closer, come closer. I'll tell you a story that will make you stronger, wiser, and faster!!!" The pony turns to see the cougar's jaws. "Oh no, oh no! I know you as the cougar, as the coyote, as the storyteller, the Trickster, and I know that all you want to do is just eat me up!!!!!"

Storm clouds smacked together and within the thunderous sound, the cougar changed into a cheetah (the fastest animal on the earth) smiling smugly at his little blue dinner. "Wahhhhhh!!!" said the blue pony who couldn't believe his very bad luck and within that word bolted to the open plain. The cheetah lessened the gap. The blue pony swerved right. The cheetah gained. The pony dodged left. The cheetah's jaw closed within inches of his neck, and then the little blue pony heard: "Blue pony, blue pony, come closer, come closer. I'll tell you a story that will make you stronger, wiser, and faster!!!!"

"Oh no!!!" answered the pony, "I know you as the cheetah, I know you as the cougar, I know you as the coyote, as the storyteller, as the Trickster and I know that all you want to do is eat me UP!!!!" Again the darkened heavens yelled with thunder and with that the cheetah changed into a great eagle. The blue pony leapt into the skies at such a speed that he began to fly. Higher and higher the pony flew into the air, with the eagle right on him at every turn, every twist, with every dip, with every dive. All the time the eagle was dodging at him "Blue pony blue pony, come closer, come closer. I'll tell you a story that will make you stronger, wiser, and faster!!!!" "No, no, no!!!" said the pony, "I know you as the Eagle, I know you as the Cheetah, I know you as the coyote, as the storyteller, shape changer, trickster and I know that all you want to do is eat me up!!!!!" And with that the Blue Pony soared beyond itself, so high that the eagle could not follow. And then the Eagle stopped in mid air and remembered it was a cheetah and the cheetah remembered it was a cougar and the cougar remembered it was a coyote and the coyote knew it was a storyteller, a shape changer, a trickster and said "Whoops!" and fell down, down, down, to the ground.

So when you hear a storm and there is a great rumbling, remember it as the Little Blue Pony playing around. And if you hear a clap of thunder, you will soon see the streak of the coyote crashing into the earth..... And the next day, he woke up with wicked back pain.

The Little Seed by John Conway

A little seed lay quietly inside the warmth of an ancient Douglas fir. It was such a small, little seed who knew nothing of the world, so when the fire took its roots, the poor little seed fell towards the earth, shaken from its mother. Then something magical happened: the wind picked it out of the jaws of fire and hurtled the little seed, once, twice, three times around the world. When the little seed finally dropped down towards earth, it thought it was going to be in the same land it had left. But the little seed had been at the mercy of the "whim of the wind," and came misplaced into the Congo.

A monkey plucked the little seed out of the air. "Oh, little Seed," the monkey said. "Look at you! You are at the whim of the wind, but me little seed, me I'm free and I can go anywhere I want. I am powerful, strong and have free will, but you little seed are nothing. Nothing without the whim of the wind." With that the monkey cackled loudly, let go of the little seed and took off madly going from limb to limb, without so much as a blink. Oh, the little seed was very upset and mustered all its strength to give that monkey a

piece of its mind! Just as the little seed was about to do this, the whim of the wind picked that little seed up and blew it up beyond the laughter of the monkey.

The little seed came from the heavens, gently floating into the edge of the Serengeti onto the nose of a sleeping lion! The lion awoke. "Oh little seed, you dare to wake the King of the Jungle! Look at you little seed, you are nothing and rely on the whim of the wind to take you to where your end will lie. But me little seed, I am so powerful I even choose to sleep instead of hunting. How dare you wake me, the most powerful, most feared beast of all of Africa!!!!" As the lion went on, as they have a tendency to do, that little seed grew more and more upset and when it was just about to say something, the whim of the wind picked it up, taking it deeper into the heart of the Serengeti.

A huge grey limb plucked the little seed from the sky. It trumpeted with excitement. Each time the little seed lifted back into the sky on a soft pocket of air. The huge, big-eared beast stomped its foot, placed the little seed in its print, sucked back the watering hole, then showered it with nourishment. Kneeling before the little seed, the Elephant bowed with honor before its tiny host. "Why?" squeaked the first words of the tiny little seed. "Oh little seed," said the grandmother "with a little love and care you will grow and grow and grow. One day I will come to take shade under you. I will be very old and tired. I will close my eyes and dwindle into the ground. And you will grow and grow and grow, then one day my children will come lie down under you and dwindle into the ground. And you little seed, you will grow and grow and grow and my children's children will come to you and lie at your feet and dwindle into the ground. And you, little seed, will grow and grow and grow, for a thousand years and my children's children's children and their children will come to you, to lie at your feet and dwindle into the ground. So now little seed, I bow before you because little seed you, you are truly the most powerful."

“The least movement is of importance to all nature.
The entire ocean is affected by a pebble.” — Blaise Pascal

Amazing Art Activities!

Hand Prints – Family Tree



Why

Make your own handprint paper or "I'm Growing Up" keepsake! Crayola® Color Wonder™ won't color on skin, walls, carpet, or clothing.

Steps

1. Color the palm side of your hand with Crayola Color Wonder Markers. Quickly color each finger and all of your palm. Crayola Color Wonder Markers are clear ink, no color will appear on your hand.
2. Immediately press your hand flat on a piece of Crayola Color Wonder Paper. Carefully lift your hand, using the other hand to hold down the paper. Watch your handprint appear!
3. Wash your hands each time you change Color Wonder colors. Make handprints all over the paper. Wash your hands well with soap and water after you complete your project.

Safety Guidelines

Adult supervision is required for any arts & crafts project. Observe children closely and intervene as necessary to prevent potential safety problems and ensure appropriate use of arts and crafts materials. Some craft items, particularly beads and buttons, are potential choking hazards for young children. Avoid use of such small parts with children younger than 3 years. Craft items such as scissors, push pins and chenille sticks may have sharp points or edges. Avoid use of materials with sharp points by children younger than 4 years. Read all manufacturers' safety warnings before using arts and craft supplies.

Color Wonder™—Wash hands well with soap and water after use.

Talking With the Animals – Cave Drawings



Why:

Get a pet's point of view as you imagine what animals might tell you if they could share their feelings.

Steps

1. What is your favorite pet or animal? Imagine what one of these animals would say to you, if it could speak. Would it be happy to see you? Would it ask you a question or tell you a story? What might it be thinking?
2. Cover a table with recycled newspaper. On white paper, use Crayola® Washable Markers to draw your animal. Blend the marker with a wet Crayola Paint Brush for a watercolor effect. Dry.
3. Use markers and Crayola Crayons on top of the dry watercolor effect to draw strands of fur or to represent skin.
4. Use a marker to draw a thought bubble above your animal's head. In the bubble, write the words the animal would say to you, if it could. Ask an adult for assistance if you are beginning to learn how to write and spell.

Safety Guidelines

Adult supervision is required for any arts & crafts project. Observe children closely and intervene as necessary to prevent potential safety problems and ensure appropriate use of arts and crafts materials. Some craft items, particularly beads and buttons, are potential choking hazards for young children. Avoid use of such small parts with children younger than 3 years. Craft items such as scissors, push pins and chenille sticks may have sharp points or edges. Avoid use of materials with sharp points by children younger than 4 years. Read all manufacturers' safety warnings before using arts and craft supplies.

Adaptations

- Use this method to predict how people might talk about new ideas or current events. Draw a picture of them, then write what you think they might say.
- Write a new ending to a favorite story by drawing the characters and creating thought bubbles that describe the action.
- Imagine what inanimate objects might say if they could talk? What might your furniture say? What about the clouds, a bus, or your lunch box? Draw and write your ideas.

Thumbprint Sillies Card



Why

Cute critters are hiding on your thumb! These whimsical homemade cards are crawling with good wishes from The Crayola® Factory™.

Steps

1. Who would enjoy getting a fun card that's covered with crawling bugs? Would silly creatures be perfect for April Fool's Day? Halloween? Who could you surprise? Create your own silly cards to make someone laugh!
2. Fold a piece of colorful construction paper in half.
3. Cover your workspace with newspaper. Paint your thumb with Crayola Washable Kid's Paint and a Paint Brush. Press your thumb on the front (and back) of the card, wherever you want to make silly creatures. Dry. If you wish, make more creatures trailing into the inside of the card. Dry.
4. Using Crayola Twistables, add whimsical features to your Thumbprint Sillies such as eyes, noses, mouths, ears, hair, legs, and antennae. Draw lines to show how your sillies run, jump, kick, or do other wacky actions.
5. Inside your card, write a friendly message. Ask an adult to help with the words.

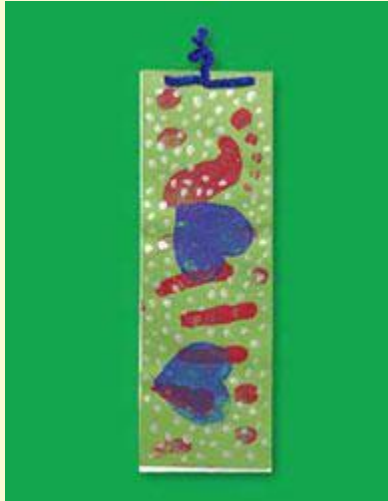
Safety Guidelines

Adult supervision is required for any arts & crafts project. Observe children closely and intervene as necessary to prevent potential safety problems and ensure appropriate use of arts and crafts materials. Some craft items, particularly beads and buttons, are potential choking hazards for young children. Avoid use of such small parts with children younger than 3 years. Craft items such as scissors, push pins and chenille sticks may have sharp points or edges. Avoid use of materials with sharp points by children younger than 4 years. Read all manufacturers' safety warnings before using arts and craft supplies.

Adult Assistance is required for this arts & crafts project.

Crayola Washable Paints—Not for use as body/face paint.

Tall Tales, Long Lore



Why

How tall can you make a tale? Create a handmade book that fits your imaginary story!

Steps

1. Storytelling was everyone's entertainment before TV was invented. People created larger-than-life legendary heroes such as Paul Bunyan and John Henry. Stories about them came to be called tall tales. Story details and characters' traits were usually exaggerated. Often the hero(ine) solved problems in an amusing way. Who is your favorite tall tale hero or heroine?
2. Why not write your own folklore about characters you've heard about or imagined? Here's one way to make a taller-than-life book to help you record your stories.
3. With Crayola® Scissors, cut two long, wide strips of colorful construction paper for book covers. Next cut book pages from white paper so they fit between the covers without sticking out.
4. Cover your craft area with newspaper. Put dabs of Crayola Finger Paints into a foam produce tray. Mix and blend colors. Decorate the covers of your book with finger paints. Air-dry the covers.
5. Add more design ideas, titles, and your name to the cover with Crayola Twistables. Assemble pages inside covers.
6. Punch three holes in the top of the book. Thread a chenille stem through the holes to hold the book together.
7. You're ready to write the most unbelievable story you can think of!

Safety Guidelines

Adult supervision is required for any arts & crafts project. Observe children closely and intervene as necessary to prevent potential safety problems and ensure appropriate use of arts and crafts materials. Some craft items, particularly beads and buttons, are potential choking hazards for young children. Avoid use of such small parts with children younger than 3 years. Craft items such as scissors, push pins and chenille sticks may have sharp points or edges. Avoid use of materials with sharp points by children younger than 4 years. Read all manufacturers' safety warnings before using arts and craft supplies.

Crayola Washable Paints—Not for use as body/face paint.

Recycled Foam Produce Trays—Wash in hot, soapy water. No meat or poultry trays should be used.

Scissors—ATTENTION: The cutting edges of scissors are sharp and care should be taken whenever cutting or handling. Blunt-tip scissors should be used only by children 4 years and older. Pointed-tip scissors should be used only by children 6 years and older.

Storytelling Tree - Making a “*crann bethadh*” – *The Tree of Life*



Why

For cultures around the world, trees symbolize a creative source of magical stories. Under their branches, stories unfold and are told to young and old.

Steps

1. The stories associated with trees often are told not only for entertainment but also as part of an oral education, passing down to future generations what is valuable and important to a culture.
2. The native people of the Pacific Northwest call their totem poles storytelling trees. These trees primarily tell the stories of the families who carved them. The Baobab tree, found on the savannas across the continent of Africa, offers shade and many byproducts. For generations, it has long served as a gathering place to tell stories. Grown in tropical Asia, the Banyan tree is considered to be sacred. Its canopy can span up to 1000 feet (304 m) in diameter. Here is one way to create a dramatic storytelling tree while working in small groups.
3. Create the trunk. Decorate several Crayola Neon Color Explosion® Papers with stripes and shapes using Neon Color Explosion Markers to give texture to your tree's trunk. Use different marker tips for various effects. Embed faces and other storytelling elements in the bark. Interweave traditional design elements through your work.
4. Turn over the pages and slightly overlap them. Tape pages together. Roll taped together pages into cylinder and tape. Cut snips along the bottom edge and fold up tabs to create a sturdy base for your tree.
5. Represent a story. Festoon the tree with your tales as well as your cutouts representing characters and action in the story. Cut out vivid branches, flowers, and leaves from Neon Color Explosion Paper. Cut very thin strips and curl them around a cylinder for a cascading design. Fold a leaf and snip a short cut through the fold. Unfold and bend the cut shape through the hole so that color from the other side of the paper shows. Crease shapes to lend dimension. Make fringe, flaps, and other detailed 3-D elements. Your storytelling tree can be as intricate as your imagination!
6. With your group, figure out a process for memorizing and sharing stories from other cultures using your tree as a prop to communicate to other students.

Safety Guidelines

Adult supervision is required for any arts & crafts project. Observe children closely and intervene as necessary to prevent potential safety problems and ensure appropriate use of arts and crafts materials. Some craft items, particularly beads and buttons, are potential choking hazards for young children. Avoid use of such small parts with children younger than 3 years. Craft items such as scissors, push pins and chenille sticks may have sharp points or edges. Avoid use of materials with sharp points by children younger than 4 years. Read all manufacturers' safety warnings before using arts and craft supplies.

Scissors—ATTENTION: The cutting edges of scissors are sharp and care should be taken whenever cutting or handling. Blunt-tip scissors should be used only by children 4 years and older. Pointed-tip scissors should be used only by children 6 years and older.

Adaptations

- Many proverbs and sayings from around the world use tree imagery. Start a collection of these. Here's one from China: "Keep a green tree in your heart and perhaps a singing bird will come."
- Research the meaning and roles that trees have played in the development of world religions, cultures, and history.
- Institute a regular public speaking component in the curriculum. Include joke telling, debates, and poetry slams as well as story time.
- Assessment: Did students utilize the unique qualities of the paper and markers when creating their tree? Was care and attention given to the oral presentations? How well did the students work together to create a cohesive project?

Creating a Story Shadow Box – One Of The Stories From Your Imagination



Why

What's swimming in front of your eyes? Are those swaying anemones plants or animals? Fill an imaginary aquarium with underwater acrobats!

Steps

1. Visit a large aquarium and explore the exhibits, or study smaller ones in a pet shop. Find out which underwater creatures can live together, and which must be kept separate. Find out how live plants contribute to aquarium life. How are salt-water and fresh-water creatures cared for?
2. Choose a recycled box, such as a shoe box, to make your realistic aquarium scene. Cut away any extra cardboard with Crayola® Scissors so it is easy to see inside the aquarium.
3. Cut two matching holes in the top middle sides of the box. Insert a dowel stick into the holes. You will hang your Aquarium Acrobats from this stick.
4. On the inside and back of your aquarium, use Crayola Crayons to draw ocean creatures and plant life. Press hard to make a heavy layer of wax.
5. Cover your art area with newspaper. Paint the outside of your aquarium with Crayola Washable Kid's Paint and Crayola Paint Brushes. Inside, finish painting the underwater scene with fish, coral reefs, plants, and water. When you paint over the crayon, it will resist the paint. Your fish and plants will look like they are in water. Dry.
6. Use crayons and Crayola Washable Markers to design more fish and sea creatures on white paper. Cut them out. Design the backs of the cutouts so that when they do their acrobat tricks they will be colorful. Punch a hole in the top of each one. Tie string through holes and to the dowel stick so your Aquarium Acrobats can swim.
7. Spread Crayola School Glue on the bottom of the box. Cover with aquarium gravel or sandpaper while the glue is wet. If you like, glue on real seashells or other craft items to complete your aquarium.
8. Glue blue plastic wrap across the open areas to look like glass in an aquarium. Wiggle and twist the dowel stick to see your Aquarium Acrobats in motion.

Safety Guidelines

Adult supervision is required for any arts & crafts project. Observe children closely and intervene as necessary to prevent potential safety problems and ensure appropriate use of arts and crafts materials. Some craft items, particularly beads and buttons, are potential choking hazards for young children. Avoid use of such small parts with children younger than 3 years. Craft items such as scissors, push pins and chenille sticks may have sharp points or edges. Avoid use of materials with sharp points by children younger than 4 years. Read all manufacturers' safety warnings before using arts and craft supplies.

Crayola Washable Paints—Not for use as body/face paint.

Scissors—ATTENTION: The cutting edges of scissors are sharp and care should be taken whenever cutting or handling. Blunt-tip scissors should be used only by children 4 years and older. Pointed-tip scissors should be used only by children 6 years and older.

String-Like Materials—Includes string, raffia, lacing, yarn, ribbon, and other similar material. Children 3 years and younger should not be given any string-like material that is longer than 12 inches. Close adult supervision is essential whenever children use string-like material. When crafts are to be worn around the necks of children 8 years and younger, attach the ends of the "string-like material" with clear adhesive tape, which allows easy release of the bond if the craft becomes entangled or caught on equipment. For children older than 8 years, the ends of the "string-like material" may be tied and knotted.

Wood—By its nature, wood is rough and may contain splinters or sharp points

Adaptations

- Students research how marine life differs from and is similar to land life. What kinds of species live in each environment? How do animals adapt to different living conditions? What characteristics do marine animals have for them to survive?
- Children create imaginary sea creatures. Then write about their creature—where will it live, how does it survive, what adaptations does it make for its environment?
- Select a specific ocean depth, lake, or river habitat. Find out what life is found in this watery environment. Create a room-size aquarium with replicas of creatures that hang from the ceiling and plants that grow from the walls and floor. Design all life to scale.