**Off the Shelf: Bringing Books to Life**

*Elective 1*

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| **AUTHOR(S):** | Asya Gribov |
| **SUMMARY:** | Gain tools for turning books and stories into interactive experiences.  Use stories and books to enhance and inspire creative programming. *Submitted by* *Asya Gribov* |
| **TOPIC(S):** | Storytelling  Young Campers |
| **LEARNING OBJECTIVE:** | Participants will gain ideas about how to use stories to create different types of programs in camp. |
| **AUDIENCE:** | Small group, bunk, any ages |
| **TIMING:** | 90 minutes |
| **APPENDICES:** | Handout 1 – Literary Quotes Matching  Handout 2 – It Could Be Worse  Handout 3- The Treasure |
| **MATERIALS NEEDED:** | Masking tape, name tags or index cards, handouts, transparency sheets or print outs of photographs of landscapes at camp, Sharpies, Book *Flotsam* |
| **SET-UP DETAILS:** | Pages from a selected story (Handout 3) need to be hung along a walking or hiking path. |

**Session Timeline & Outline:**

**Ice Breaker: (10-15 minutes)**

Match the quote with the book. Participants receive either an author and book or a quote. They must walk around the room to find a match. (Handout 1)

**Discussion Questions:**

* What are the benefits of incorporating books and stories into programs?
* What are some of the challenges of incorporating books or stories into programs?

**Impromptu Theater (20 minutes)**

“It Could Always Be Worse” A Yiddish Folktale

Without telling participants what they are about to do, use masking tape to draw a square shape on the floor. The square should be enough to fit 8 people. Give select participants pieces of paper with their character. (This can be large and taped to their body once their role is revealed.) Assign, or let participants choose, the roles of the old man, his wife, the children, the rabbi, a child, two grandparents, a chicken, a goat, and a sheep. If the group has more participants, cast multiple chickens, goats, and sheep, and other animals. The roles should be written on a piece of paper and not revealed to others. The narrator reads the story (Handout 2). As each character is mentioned, the role is acted out by the participants who received that role.

**The Fantastical Life of Camp (30 minutes)**

Prior to the activity, take pictures of various locations in camp. Print them out the full-page size.

Participants look at *Flotsam* by David Wiesner. Inspired by *Flotsam*, and discussing its unique storytelling elements, participants will tell their own “invisible” story of what happens at camp.

Using markers or colored pencils, participants can draw in creatures, decorations, etc. onto the camp pictures. Collect all the images and bind them together into a secret look book about camp. Title it.

Using transparency sheets, participants can draw creatures, objects, faces, etc. onto to things in the environment and take a picture on the phone or Polaroid Camera. Laugh. Instagram. No Photoshop needed. Inspirations: <http://mymodernmet.com/ben-rubin-subway-doodle/>, and <https://www.instagram.com/hombre_mcsteez/>

**The Treasure Story Walk (30 minutes)**

Photocopy a page of a book on separate pieces of paper (*The Treasure*, Handout 3). Hang each paper along a path in the woods or around camp prior to the start of the program. As participants walk along the hike, they are able to read the story. This can be done with various stories as an introduction to a program, or as the entirety of a hike.

**Bringing it Back to Camp**

* Why are stories great teaching tools?
* When can you use these activities?
* What are the modalities that were modeled?
* How can these modalities be adapted to other books?

**Additional Notes for Bringing it Back to Camp:**

Other Activities:

**Out of Order (15 minutes)**

Every individual receives a paragraph from a story (*Mixed Up Story* - Handout 1). Participants must arrange themselves in order to make a cohesive story. (To add excitement, participants can be split into groups to see which group can complete the task first. Each group can receive the same or different stories.) Alternative: Every participant receives a picture from a story that does not have words. Participants must arrange the images from the story to tell a story.

**Create Your Own Program (20 minutes)**

Participants divide into smaller groups and are handed out a parable with a moral. Each group must develop a 45-minute program inspired by the story that emphasizes the moral.

**Build a Bookshelf (20 minutes)**

Using recycled cardboard boxes, participants will paint and decorate boxes and combine into a bookshelf that can be left in the bunk and shared by all.

**Create a Tableau Vivant (15 minutes)**

Participants select a scene from a book and arrange themselves in a silent motionless scene (with costumes and props). Audience can yell out “Action” and the still scene can come to life.