**An Interactive Drama Toolkit**

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**The Scenes**

**Scene One**

You’re a Wizard’s Apprentice now

**Scene Two**

Wizards and Wandlore

**Scene Three**

Looking into the magic mirror

**Scene Four**

Potion Perfection

**Scene Five**

Spellbinding

**Scene Six**

Beating the dreaded slime

**The Warm-Up**

To be completed at the start of every new session or scene.

Music: ‘Anywhere Is’ Enya

Picture: Slide 2 Tullibole Castle

* In a circle pass around items that you from home to Wildhood.  
  This can be whatever you have to hand (e.g. a cushion – spoon – soap – leaf – branch – Wizard’s hat)
* Once all the items have been passed around, finish by saying the lines;

‘By Merlin’s hand,

We’ll travel to the land,

Where all is fair and good,

Off to the wild wood of Wildhood.’

**The Cool Down**

To be completed at the end of every session.

Music: ‘Homeward Bound’ Simon and Garfunkel or a favourite song.

Picture: Slide 3 – Any photograph taken of the home.

* Relax and listen to the song whilst looking at the image.

**SCENE ONE: The Wizard’s Apprentice**

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| **The Story** | You have journeyed from your home into the kingdom of Wildhood. You approach the famous Tullibole Castle, speak the password at the door, and enter your chamber.  In your chamber you discover a letter left for you by the great Wizard Merlin explaining that you are now a Wizard’s Apprentice and it is time to choose your name and make the Wizard’s Promise. |
| **Multi-Sensory Experiences** | Sound – music chosen for the activities, crunch of leaves/stones  Sight – Slide 4 & 5, torch light  Touch – crunching (could use a spade or shoe to do this), leaves/stones, wooden hammer (something that can knock), Merlin’s letter  Smell – Pine (suggested)  Proprioception – Wizard’s hat and cloak |
| **Multi-media** | Music Suggestions:  ‘Tales of Vienna Woods’ Johann Strauss II  ‘Spring 1’ Recomposed by Max Richter: Vivaldi, The Four Seasons  ‘Lady Labyrinth’ Ludovico Einaudi |
| **Resources** | PC or laptop, leaves or stones, a tray or container to put stones and leaves on, Merlin’s letter, pine essential oil, torch, Wizard’s hat and cloak |

1. **Approaching Tullibole Castle**

In a circle, pass around the container with the leaves and stones and make the crunching sound, and pass around the pine to smell. This could be accompanied by movement across the room.

The person who is to be the WIZARD’S APPRENTICE to knock 3 times on the door.

GUARD: Who goes there!

The WIZARD’S APPRENTICE knocks 3 times again.

GUARD: Speak the password. Here is a clue, it is your favourite food.

The Apprentice says the password and the door opens.

1. **In the chamber**

Make it as dark as possible. Using a torch shine a light onto Merlin’s letter. The Apprentice open’s the letter and hears the voice of MERLIN.

MERLIN: Welcome Apprentice. You have found your chamber and my letter. Your first task is simple. You MUST discover your Wizard’s name.

The WIZARD’S APPRENTICE can either choose their own name or can use this chart to help them.

**INITIAL OF FIRST NAME**

**A** Magic

**B** Whimsical

**C** Fantastic

**D** Super

**E** Cosmic

**F** Starshine

**G** Wise

**H** Mystic

**I** Rainbow

**J** Sparkly

**K** Clever

**L** Powerful

**M** Kind

**N** Dark

**O** Cheeky

**P** Old

**Q** Secretive

**R** The Great

**S** Silver

**T** Grey Beard

**U** Flash

**V** Gentle

**W** Strong

**X** Imaginative

**Y** Flame

**Z** Mischievous

**INITIAL OF LAST NAME**

**A** Broomhandle

**B** Cauldron

**C** Potion

**D** Owl Whisperer

**E** Cloak

**F** Frog

**G** Potter

**H** Gandalf

**I** Greenfingers

**J** Jellyfish

**K** Wand Maker

**L** Transformer

**M** Storyteller

**N** Truthteller

**O** Phoenix Feather

**P** Unicorn Tail

**Q** Fairywing

**R** Windblower

**S** Warrior

**T** Healer

**U** Forager

**V** Dream Walker

**W** Snow Caller

**X** Goblet Filler

**Y** Nature Lover

**Z** Secret Keeper

MERLIN: Speak your name!

WIZARD’S APPRENTICE: My name is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Everyone applauds.

MERLIN: Now you must agree to the Wizard’s Promise. Repeat the following words 3 times each.

**PROMISE**

**MAGIC**

**ALWAYS**

WIZARD’S APPRENTICE says the words.

Place the Wizard’s hat and cloak on the WIZARD’S APPRENTICE (Optional).

Everyone Cheers.



**SCENE TWO: Wizards and Wandlore**

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| --- | --- |
| **The Story** | A Wizard name has been chosen and you have made the Wizard’s Promise. Now you must learn what it takes to become a wizard by learning how to use your wand.  You find a space in the grounds of the castle and begin to test spells on the castle servants. |
| **Multi-Sensory Experiences** | Sound – music chosen for the activities  Sight – Slide 6-8, wand, flash of light from the match.  Touch – wand  Smell – a blown out match  Proprioception – Wizard’s hat and cloak |
| **Multi-media** | Music Suggestions:  ‘Ice Dance’ Edward Scissorhands soundtrack  ‘Le Carnaval des Animaux – Aquarium’  ‘Hedwig’s Theme’ John Williams |
| **Resources** | PC or laptop, matches, wand (this could be anything to hand or a trip into the garden to find a stick), chairs, string |



1. **Getting to know your wand**

Move the chairs into the shape of a circle with the backs into the circle. Create an entrance in the circle large enough to get through.

MERLIN: Apprentice, come into the circle and receive your wand.

Tie the wand to the string and someone dangles the wand down from above the APPRENTICE’s head. As it gets lower, the APPRENTICE can take it.

MERLIN: There is a special bond between a Wizard and their wand (Wizard’s name). I see that there is a spark between you and this wand.

Someone strikes a match and blows it out.

1. **Practicing spells**

Go through slides 6 – 8 one at a time following the instructions in the spell book.

APPRENTICE moves out of the circle and is replaced by a SERVANT who has to do the action indicated on the page of the spell book.

Every time a spell has been cast a match can be lit and blown out.

**SCENE THREE: Magic Mirror**

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| **The Story** | The Wizard’s Apprentice returns to his chambers and decides to take a look in the magic mirror. Suddenly, the Apprentice is transported through the mirror and to a running river in the middle of a deep, dark forest. Whilst by the river, the Apprentice meets a frightened woodland elf who explains that a terrible curse has been put on the river and it now has the Dreaded Slime. |
| **Multi-Sensory Experiences** | Sound – music chosen for the activities, birdsong  Sight – Reflection in the mirror, slide 9&10  Touch – Mirror, water, slime  Proprioception – Wizard’s hat and cloak, patting  Vestibular – Rocking from side to side |
| **Multi-media** | Music Suggestions:  Bird song - <https://www.youtube.com/watch?v=t6_LYn4_JA4>  ‘Mysterious Adventure’ John Cage  ‘Loved by the Sun – Legend Soundtrack’ Tangerine Dream  ‘Rian & Mira Dreamfast’ – Daniel Pemberton |
| **Resources** | PC or laptop, mirror, 2 x containers (1 water & 1 slime) |

**Things you can use as slime**

*There are also recipes on YouTube if you want to get creative.*

* Shaving Foam
* PVA Glue
* Washing up liquid
* Moisturiser
* Olive Oil

\* You could add your favourite colour food colour to change the colour of the slime.

1. **Looking into the magic mirror**

NARRATOR: Magic mirror in my hand, show me the people in this land.

Use the mirror to identify everyone in the group. Take the time to look and see as much of their body as possible.

NARRATOR: Looking into the mirror can make you feel like you are moving as you feel the magic all around.

Gently rock from side to side four times.

Pat from the shoulders, along the arms, down the front, onto the legs and feet.

1. **The Dreaded Slime**

Listen to the birdsong as you arrive in the forest. Slide 9. Take it in turns to pass around the container with the water. This is the running river. You can splash with hands or feet or both (on a sunny day you could do this in the garden and use a hosepipe).

ELF: You’ve arrived just in time! Can’t you see, the river is turning to slime!

Turn off the birdsong. Make it as dark as you can. Slide 10. Whilst one of the pieces of music is playing, pass around and play with the slime.

Repeat the rocking and patting from the last exercise.

ELF: It looks like you’re leaving now. Please come back soon and help to save the forest.



**SCENE FOUR: Potion Perfection**

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| **The Story** | The Wizard’s Apprentice returns to their chamber and promises that they will do everything in their power to help get rid of the Dreaded Slime.  The Apprentice already has their wand, and three spells, now is the time to brew a potion. |
| **Multi-Sensory Experiences** | Sound – music chosen for the activities, bell  Sight –Slide 11  Touch – ingredients in the potion  Proprioception – Wizard’s hat and cloak, cauldron on lap  Vestibular – Movement through the house  Taste – Potion  Smell - Potion |
| **Multi-media** | Music Suggestions:  ‘A Kind of Magic’ Queen  ‘Magic’ Pilot  ‘Magic Dance – Labrynth’ David Bowie |
| **Resources** | PC or laptop, mixing bowl, favourite ingredients (to eat), spoon to mix potion (or fingers), bell |



**Example Potion Recipe:**

2 x scoops of ice from the frozen lake of Eistown (favourite ice cream or yoghurt)

1 tbsp Giant’s snot (mashed banana)

A sprinkle of lively lice (crushed biscuit)

A drop of phoenix tears (syrup)

1. **Mixing a perfect potion**

MERLIN: I’m sorry I can’t be with you for this quest, but I know you will do your best.

Move to a kitchen area or a space with a table that has all the ingredients needed for the potion.

One at a time, passing them around the circle first, add the ingredients to the mixing bowl. Take it in turns to mash, bash, and mix the potion.

Ring the bell to show that the potion is finished.

MERLIN: Now you must say the magic word and take a taste of the potion. The magic word is ‘YUMMY’

Everyone says ‘YUMMY’ and tastes the potion.

**SCENE FIVE: SPELLBINDING**

|  |  |
| --- | --- |
| **The Story** | The Wizard’s Apprentice now has their wand, their potion, and some spells but Merlin appears to say that more spells are needed in case the Gooey Louis start to appear in the dreaded slime. The Gooey Louis are beaten by music and sound and this could be another great weapon for the Apprentice on their quest. |
| **Multi-Sensory Experiences** | Sound – music chosen for the activities, claps, vocalisations, instruments  Sight –Slide 12, face paint, wand  Touch – Clapping hands, instruments, face paint, wand |
| **Multi-media** | Music Suggestions:  <https://www.youtube.com/watch?v=einl3CzAp1E> |
| **Resources** | PC or laptop, instruments (this could be anything that can make a sound or using a free app such as Music Instruments: Kids, face paint/make-up, mirror, wand |



1. **Bringing together the tools**

MERLIN: I see your journey to become a true wizard is almost completed. Now there is just the Dreaded Slime to beat. Take this time to get ready before you prepare your most powerful spell.

The Wizard’s Apprentice can choose a symbol from below and have this painted on their body. (Optional) The Apprentice can paint the rest of the team with the same symbol.

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Pass around the mirror to look at the face paint.

1. **Creating the Gooey Louis spell**

MERLIN: You must be careful. In the slime there lives the Gooey Louis. To beat them you need a powerful and musical spell.

One at a time pass the wand around tapping it four times to a slow beat of 1 – 2 – 3- 4.

Whilst the WIZARD’S APPRENTICE continues to tap the wand to the beat, the rest of the group clap to the beat.

One person then uses an instrument, and so on, until everyone is making a different sound to the beat. This can be accompanied by singing or any vocalisations.

Play the backing track and add the sounds each time there is a loud beat in the music.

(Optional) Dance moves can be added to the sounds.

MERLIN: A most powerful spell, the Gooey Louis it will repel!

**SCENE SIX: Fighting the Dreaded Slime**

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| --- | --- |
| **The Story** | The Wizard’s Apprentice has prepared well and is an Apprentice no longer. Using the powers they have prepared, the Wizard and team travel back through the magic mirror to fight the Dreaded Slime and the Gooey Louis that live within.  The Wizard is of course successful and returns home to await their next adventure. |
| **Multi-Sensory Experiences** | Sound – music chosen for the activities, claps, vocalisations, instruments, thunder  Sight –Slide 13 & 14, face paint, wand  Touch – Clapping hands, instruments, face paint, wand, slime, water  Vestibular – rocking  Smell - Pine  Proprioceptive – Wizard’s hat and cloak |
| **Multi-media** | Music Suggestions:  ‘You’re the Best Around’ – Joe Esposito  ‘Eye of the Tiger’ Survivor  ‘Danger Zone’ Kenny Loggins |
| **Resources** | PC or laptop, instruments (this could be anything that can make a sound or using a free app such as Music Instruments: Kids, face paint/make-up, mirror, wand, container x 2 (1 water & 1 slime), potion |

Take the time to get ready for this final scene. The Wizard can wear the cloak and hat, paint their face, and have their wand ready.

When repeating the scenes a different person could play the Wizard and parts can change.

1. **Journey back through the magic mirror**

MERLIN: Good luck [WIZARD NAME]!

NARRATOR: Magic mirror in my hand, show me the people in this land.

Use the mirror to identify everyone in the group. Take the time to look and see as much of their body as possible.

NARRATOR: Looking into the mirror can make you feel like you are moving as you feel the magic all around.

Gently rock from side to side four times.

Pat from the shoulders, along the arms, down the front, onto the legs and feet.

1. **Fighting the Gooey Louis**

Make it as dark as possible in the room with a light shining on the slime if possible.

ELF: Thank goodness you’re back! The slime has got worse.

Pass around the container with the slime.

GOOEY LOUIS 1: Ooga Booga HA HA HA!

Now is the time to share the spell you created in the last scene. Re-create the song. Add dance movement too.

ELF: It’s working!

GOOEY LOUIS 2: Never! HA HA HA!

The WIZARD takes a spoonful of the potion made and passes it to the GOOEY LOUIS who swallows it thinking it must be something tasty.

GOOEY LOUIS 1&2: Argh!!!

Turn the lights back on and pass around the container with the water.

All hug or high five to celebrate.

Gently rock from side to side four times.

Pat from the shoulders, along the arms, down the front, onto the legs and feet. To return to the chamber in Tullibole Castle.

MERLIN: A wizard you are now, and you are so good. You can return anytime to the kingdom of Wildhood.

**The End.**

For further information and additional activities to accompany this pack, or if you have any queries, you can contact Heather Kate Molloy at [heatherkmolloy@outlook.com](mailto:heatherkmolloy@outlook.com) or visit her Facebook Page @HeatherKateMolloy

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