IMAGINE YOUR STORY!

2020 Summer Library Program Workshop
Imagine your story
Imagine a story, imagine a tale
Imagine a magical wishing well
Imagine a castle, a rocket, a king
READ and imagine ANY ole’ thing!

Imagine!
Imagine!
Imagine!
Imagine!
Imagine!

YOUR STORY!
STORYTELLING 101
Storytelling is the Most Useful, Flexible, Cost-Effective Skill in Library Programming!
WHY STORYTELLING?

• Storytelling works for all audiences -- infant, toddler, preK, school-age, special needs, ESL, tweens and teens, adult and family

• Offers multiple options for interaction: Creative drama, puppets, singing, discussion, drawing...and develops curiosity, which leads to learning: Talk, read, write, play, sing...+ sensory

• Has multiple applications in public library children’s services
THERE’S ONLY ONE RULE: STORIES MUST BE ONES YOU LOVE!

FINDING A STORY TO TELL: This summer’s theme focuses on folktales, fairytales, legends, myths. The theme is divided into six sub-themes which we’ll refer to throughout the workshop:

- A New Twist on an Old Tale (mixed-up fairytales, retelling and interpretations)
- Hero’s Journey
- Magical Creatures
- Timeless Tales (genealogy, local legends)
- Common Threads (tales told in many countries, slight costume/weaving theme)
- Once Upon a Time (fairytales)

• But first....
DISCOVER YOUR STORIES!
SCAR-Y STORIES
ROLL-A-STORY

• 1 = a story about the best or worst thing you ever tasted
• 2 = a story about the best or worst thing you ever smelled
• 3 = a story about the best or worst thing you ever saw
• 4 = a story about the best or worst thing you ever heard
• 5 = a story about the best or worst thing you ever touched
• 6 = a story about water
How can these activities work in programming? How can they apply to the sub-themes?

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THE STORYTELLER’S TOOLBOX

• IMAGINATION
• VOICE
• SOUNDS
• BODY
GRANDMOTHER SPIDER

• Where does the story take place?
• What happens to the light?
• Who knows and tells the others?
• Who goes first / why does he/she fail?
• Who goes second / why does he/she fail?
• Who goes last / how does he/she get the sun back into the sky?
How can this exercise be used in programming?

How does it apply to the sub-themes?

REFLECTION
STORYTELLING IS FOR EVERYONE!

• Use puppets, props and sensory techniques for infants, toddlers, preschoolers and children with special needs.

• Provide participatory storytelling options for preschool and primary grades

• SOME EXAMPLES…
REPETITION OF
PHRASES &
ACTIONS

CHARACTER
VOICES

Baby Hawk Learns
to Fly
• GLOVE PUPPETS
• REPETITION; PREDICTABILITY
• CHARACTER VOICES

Baby Blackbirds
AMY AND THE CROSSNORE

• Participation options (singing, actions, sound effects)
• Character Voices
• Music
Tell a Story!

Perfect for individual classroom visits as well as full assembly presentations!

Reader’s Theatre!
Put teachers on-stage beside you and the kids’ attention will be rivetted!
SCHOOL VISITS

ONE-PERSON PUPPET SHOW
KICK-OFF EVENTS

Once Upon a Time Storytelling Festival
Fun for the Entire Community
- be the storyteller
- hire some storytellers (see Find a Storyteller https://storynet.org/find-a-storyteller/)
- train teens to tell stories
- invite your fellow librarians to tell stories
FAIRYTALE PARTY
Early Childhood kickoff event

Fairytale Puppet Station
Fairytale Treats
Fairytale Dress-Up Race
BEGIN THE HERO’S JOURNEY!

Tween/Teen Kickoff Event:
Party for a Cause
DECORATIONS

This giant storybook is customizable – expensive but spectacular! Other decorations from this website are more affordable.
This Fantasy Forest Hanging Tapestry is very reasonable and quite striking!
Display magic wands, dragon footprints, Harry Potter memorabilia, mythological labyrinth, magical creatures (unicorns, dragons, fairies, mermaids, etc.)...endless possibilities!
Young Adult Décor

**Fantasy Worlds**: several months before the SRP begins, sponsor a Fantasy World Map-Making program, then hold a contest for tweens and teens to create maps or posters of their favorite fantasy worlds found in books. Use them to decorate the YA room -- and to spread around town to advertise the SRP!
PROGRAMMING!
“WHAT WOULD A STORYTELLER DO?”

NOTE: Storytelling can be a FACET of the program -- introducing a program, guest, craft or activity! Suggested intro stories will be provided for each theme.
A NEW TWIST ON AN OLD TALE
(MIXED-UP FAIRYTALES, RETELLING AND INTERPRETATIONS)

Intro story: Three Little Fish and the Big Bad Shark
THREE LITTLE WHATZITS
CRAFT AND STORYTELLING
FRACTURING A FAIRYTALE

• Girl / boy named (size word)_____________________ (color word)_____________________
• (action word) _____________________________ (clothing word)________________________
• Who did s/he live with ____________________? Who did s/he visit?_____________________
• Why? _____________________________ What’s in the basket? __________________________
• Why did s/he go off the path?____________________________________________________
• Who is the Big Bad _________________?
• Where did the Big Bad _____________ hide the person who lived on the other side of the woods?
____________________________________________________
CONVERSATION:

(Kid’s initials)_____________ said, “Why ___________________, what _____________________________ you have!”

“The better to ______________________________,” said ________________ (Big Bad’s initials).

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(Kid’s initials)_____________ said, “Why ___________________, what _____________________________ you have!”

“The better to ______________________________,” said ________________ (Big Bad’s initials).

Who rescued them? _______________________________________ ________________

How? ________________________________________________________________ and they lived Happily Ever After!
DIGITAL STORYTELLING FOR TWEENS & TEENS
SPOKEN WORD & POETRY

Tweens & Teens write &/or perform
THE THREE BEARS RAP
HERO'S JOURNEY

Intro story
I Can’t Pay the Rent
GAME-WRITING TWEENS & TEENS

Check out open-source tools for telling interactive, nonlinear stories.
CREATE-A-(SUPER)HERO COSTUME CONTEST

Teams create costumes with found materials; end with a parade. Don’t forget to name the heroes!
ANANSI THE SPIDER
THE 12 LABORS OF HERCULES GAMES
A-MINUTE-TO-WIN-IT GAMES
HERO/VILLAIN/HELPER PAPERCUP PUPPETS
STORY HEROES CAMP

Tweens and teens learn to tell stories and/or put on puppet plays for the younger children
MAGICAL CREATURES

Intro story
Three Billy Goats Gruff
G.H.O.S.T. CAMP FOR
TWEENS & TEENS

GHOST, HORROR OR SCARY TALES
Sody Sallyraytus
by Teri Sloat
Paper plate dragons
Fairy wands
CosPlay Corner
TIMELESS TALES
(GENEALOGY, LOCAL LEGENDS)

Intro story
“Special Sausage”
“DOORS”
Creating stories with kids of all ages
COMMON THREADS
TALES TOLD IN MANY COUNTRIES, SLIGHT
COSTUME/WEAVING THEME

Intro story
Grandmother Spider
Or
It Could Always Be Worse
TRICKSTER TALES

Br’er Rabbit, Kantchil the Mouse Deer, Anansi the Spider...all brothers under the skin!
ONCE UPON A TIME
FAIRYTALES & FANTASY

Intro story
Anything from Margaret Read MacDonald’s Three Minute Tales or Five Minute Tales
ONE-PERSON PUPPET SHOWS

AESOP FABLES
Creative drama:
“The Little Rooster and the Turkish Sultan”
Tall Tale Telling
Contest/Liars
Contest
Tweens, teens
and adults!

Tall Tale
a folk-tale with
unbelievable
exaggerations told as
if it were true and
meant to be humorous

Examples: Pecos Bill, Paul Bunyan, Johnny Appleseed
WHERE THE WILD THINGS ARE

Paper bag
WILD THING
full-body puppets
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YOUR STORY!
YOUR STORY!
SNIP, SNAP, SNOUT!
THIS TALE’S OUT!