

Suggested activities for directing the play**1. Identify and practise key movements****Key movements in ‘The Three Billy Goats Gruff’**

- a. Pointing with head
- b. Looking in amazement
- c. Jumping up
- d. Going to sleep
- e. Walking across a bridge
- f. Stopping someone walking past you
- g. Charging at someone
- h. Falling off a bridge

Here is the story that incorporates all the key movements in the play.

‘Kai Ming Crossing the Bridge’

Kai Ming lived in a small village. This year, there was no rain and all the wells were dry. Therefore, he decided to go to the village across the bridge to get some water. When he reached the bridge, he saw a very big man guarding the bridge. The big man looked at Kai Ming and asked him to leave, pointing with his head (*key movement a*). Kai Ming looked at the man in amazement (*key movement b*) because he had never seen such a big man before. He tried jumping up (*key movement c*) to see if he could be as tall as the man, but the man was too tall. Kai Ming waited until the man went to sleep (*key movement d*). When he tried to cross the bridge (*key movement e*), the big man woke up and stopped Kai Ming walking past him (*key movement f*). He even charged at Kai Ming (*key movement g*). Kai Ming was prepared for that. When the man nearly hit him, he jumped to the other side of the bridge. The big man was charging so hard that he could not stop himself and he fell off the bridge (*key movement h*) into the river.

2. Identify and practise key dialogues

- a. Dialogues which convey the meaning of the play to the audience
e.g. **MBG:** Wow! The apples are redder and the grass is greener over there.

BBG: Yeah, we'll go over there. They're the reddest apples and greenest grass I've ever seen. But first, we must cross this old bridge.

MBG: Well, what are we waiting for? Let's go!

BBG: Not so fast. Mean Old Giant lives under the old bridge. We must be careful or he'll eat us.

This dialogue shows why the three Billy Goats Gruff have to cross the bridge although there is the danger of being eaten by Mean Old Giant.

- b. Dialogues which convey the nature of the characters
e.g. **MOG:** I'm Mean Old Giant and you are on my bridge. I'm going to eat you for my lunch.

LBG: ... Please don't eat me. I'm just a little goat ...

This dialogue shows that Mean Old Giant is very mean while Little Billy Goat Gruff is weak and very afraid of the Giant.

- c. Dialogues which include the language focus
e.g. **BBG:** Yeah, we'll go over there. They're the reddest apples and greenest grass I've ever seen. But first, we must cross this old bridge.

MBG: Well, what are we waiting for? Let's go!

BBG: Not so fast! Mean Old Giant lives under the old bridge. We must be careful or he'll eat us.

This dialogue helps pupils to practise using prepositions to indicate positions.

3. Prepare the sets, props and sound effects

All the three scenes of 'The Three Billy Goats Gruff' are set in a field near an old bridge. The most important set in this play is the old bridge. The simplest way of making this old bridge (for a performance in the classroom or school hall) is to line up two rows of four desks. Place a chair at both ends to enable the pupils playing the three goats to get up and down from the bridge. Mean Old Giant can squat behind the desks and jump up when one of the goats is crossing the bridge. For a more dramatic fight between Big Billy Goat Gruff and Mean Old Giant, Mean Old Giant can pull Big Billy Goat Gruff down to the floor and they can struggle there.

If the teachers and pupils have more time for preparation, they can draw an outline of a bridge on a piece of paper and stick it across the desks so that the desks look more like a bridge.

The sound effect of the goats crossing the bridge is very dramatic because it wakes up Mean Old Giant when he hears this sound. It can either be taped from the sound library in the 'Resources' Section in the CD-ROM, or made by clapping two coconut shells or two pieces of wood together.

Props are not important in this play. However, if there is time for preparation, the children might like to make masks for the goats and the giant. Suggestions on how to make simple masks can be found in the 'Resources' Section in the CD-ROM.