

Suggested activities for directing the play

1. Identify and practise key movements

Key movements in 'The Boat Trip'

- a. Pointing excitedly at a picture
- b. Fishing
- c. Paddling a boat
- d. Beating a drum
- e. Losing balance and falling into the water
- f. Waving arms and calling for help
- g. Cheering someone on

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

'Fishing'

Ah Ming's father promised to take him fishing on Sunday. He showed Ah Ming a book on the best fishing places in Hong Kong. Ah Ming pointed at a picture excitedly (*key movement a*): it was a small pier in Sha Lo Wan. 'Let's go fishing there on Sunday.' On Sunday they hired a boat at the pier. Ah Ming's father taught him how to paddle a boat (*key movement c*). Then he taught him how to fish (*key movement b*) with a rod. Ah Ming's father told him to be careful and not to lean too far forward. However, when Ah Ming heard the sound of someone beating a drum (*key movement d*), he leaned forward to see who it was. Unfortunately he lost balance and fell into the water (*key movement e*). He waved his arms and called for help (*key movement f*). Luckily there was a boat nearby with some young men in it. Two men jumped in and saved Ah Ming while Ah Ming's father cheered them on (*key movement g*).

2. Identify and practise key dialogues

- a. Dialogues which convey the meaning of the play to the audience
e.g. **Nick, Pat and Alice:** Yes, thank you for saving our friend.

Dragon Boat Team Leader: Not at all. Remember to be more careful next time.

John: I will.

This dialogue conveys the most important lesson in the play: children can have fun but they must be very careful especially when they are playing in the water.

- b. Dialogues which convey the nature of the characters
 e.g. **John:** *(Standing on the guardrail of the boat pretending to beat a drum)* Yeah! Look at me beating the drum. I'm so good at this.

Pat and Alice: John! Be careful! Come down from there. You'll fall!

This dialogue shows that John gets excited very easily and that he is not careful.

- c. Dialogues which include the language focus
 e.g. **Nick, Pat and Alice:** John! Hurry up! You're late!

John: OK, OK! Just a minute! I think I've got a big one!

Nick: John! Just hurry up! You've never caught a big one! We've got to plan our boat trip immediately. Come over here now!

This dialogue helps pupils to practise using adverbs to describe manner.

3. Prepare the sets, props and sound effects

This play is best performed in the covered playground of the school. Scene 1 is set in the school covered playground. The children can use any of the tables and chairs available. Scene 2 is set at the boat pier. John can be seated on a stool or chair at the side, holding a rod (or pretending to hold one if a fishing rod is not available) as if he is fishing. Scene 3 is set on the deck of a boat. If there are long benches in the covered playground, put two or three benches together to form the deck of a boat. The children can stand on the benches and pretend that they are standing on the deck of the boat. John can stand on the edge so that he can fall to the ground as though he has fallen into the sea. The pupils playing the dragon boat team can pretend to row the boat and move in small steps. Scene 4 is set at the pier again. This can be the same place as where the children meet in Scene 2.

The most important props are the fishing rod for John and the paddles for the dragon boat team, but if they cannot be found, fishing and rowing can be mimed. The fishing rod can be made by tying a line and hook to a slim bamboo about three feet long.

The most important sound effect is the beating of the drums. Use a real drum or turn over a plastic bucket and use it as a drum.