**Final Project: Engineering a Play**

**Objective**

To develop skills in adapting literature for dramatic performance and creating hands-on teaching tools for elementary classrooms.

**Instructions**

**Part 1: Multi-Scene Play Development**

1. **Choose a Children's Book**: Select a short, age-appropriate children's that has clear characters and a simple narrative suitable for young learners (K-6).
2. **Adapt the Story into a Play**:
   * Divide the story into 3–5 distinct scenes. Each scene should represent a key moment or change in the story (e.g., beginning, middle, climax, end).
   * Write a simple script for each scene, including:
     + **Character Descriptions:** Provide a brief description of the characters and use multiple colors to highlight each character’s lines or dialogue.
     + **Dialogue**: Use simple, clear language appropriate for young children. Incorporate repetitive phrases or rhymes to engage the audience.
     + **Stage Directions**: Describe basic actions, movements, or expressions for characters to guide performers.
     + **Setting Description**: Briefly describe the scene’s setting (e.g., “A colorful forest” or “A cozy kitchen”).
   * Ensure the play is short (5–10 minutes when performed) and suitable for elementary students to perform or watch.

**Bonus Elements:**

* + Include 1–2 teaching points related to the story (e.g., counting skills for *The Very Hungry Caterpillar* or emotions for *Where the Wild Things Are*).
  + Add a brief audience interaction (e.g., asking the audience to make animal sounds or repeat a key phrase).

**Part 2: Marionette Puppet Design**

1. **Select a Character**: Choose one main character from your play to create as a marionette puppet.
2. **Design and Build the Puppet**:
   * Use simple materials (e.g., paper, cardboard, string, wooden spoons, or fabric scraps).
   * Ensure the puppet has at least three movable parts (e.g., arms, legs, or head) controlled by strings.
   * Decorate the puppet to reflect the character’s appearance in the book.
3. **Test the Puppet**: Practice moving the puppet to ensure it can perform basic actions needed in the play (e.g., walking, waving, or eating).

**Part 1: Multi-Scene Play Development (30 points)**

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| **Criteria** | **Exemplary** | **Proficient** | **Developing** | **Needs Improvement** |
| **Book Selection (5 points)** | Book is highly appropriate for K-5, with clear characters and narrative ideal for adaptation. | Book is appropriate for K-5 with clear characters and narrative. | Book is somewhat appropriate but lacks clear characters or narrative. | Book is inappropriate or unsuitable for adaptation. |
| **Scene Structure (5 points)** | 3–5 scenes are distinct, well-organized, and capture key story moments effectively. | 3–5 scenes are clear and capture most key story moments. | Scenes are present but lack distinction or miss key story moments. | Fewer than 3 scenes or scenes are disorganized/unclear. |
| **Script Elements (20 points)** | Dialogue is engaging, age-appropriate, with repetitive phrases/rhymes; stage directions and setting descriptions are vivid; character descriptions are clear with colored dialogue. | Dialogue is clear and age-appropriate; stage directions and settings are adequate; character descriptions use colors. | Dialogue, stage directions, or settings are simplistic or unclear; character descriptions or colors partially missing. | Dialogue, stage directions, settings, or character descriptions are missing or inappropriate. |
| **Educational & Engagement Elements**  **(Bonus)** | Includes 1–2 clear teaching points and creative audience interaction that enhance learning and engagement. | Includes 1–2 teaching points and audience interaction that support learning. | Teaching points or audience interaction are vague or minimally effective. | Teaching points or audience interaction are missing or ineffective. |

**Part 2: Marionette Puppet Design (70 points)**

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| **Criteria** | **Exemplary** | **Proficient** | **Developing** | **Needs Improvement** |
| **Character Selection**  **(5 points)** | Chosen character is central to the play and ideal for puppet representation. | Chosen character is relevant to the play. | Chosen character is minor or less relevant to the play. | Character is unrelated or inappropriate for the play. |
| **Puppet Design & Materials**  **(40 points)** | Puppet is creatively designed with simple, durable materials, accurately reflecting the character’s appearance. | Puppet is well-designed with appropriate materials, mostly reflecting the character. | Puppet design is basic or materials are less durable, with partial character resemblance. | Puppet is poorly designed, uses inappropriate materials, or does not resemble the character. |
| **Functionality**  **(15 points)** | Puppet has 3+ movable parts, smoothly performs all required actions, and is easy to manipulate. | Puppet has 3 movable parts and performs most required actions adequately. | Puppet has fewer than 3 movable parts or struggles with required actions. | Puppet is non-functional or cannot perform actions. |
| **Testing & Practicality**  **(10 points)** | Puppet has been thoroughly tested, with clear evidence of functionality for classroom use. | Puppet has been tested and is functional for classroom use. | Puppet shows limited testing or questionable classroom functionality. | Puppet has not been tested or is impractical for classroom use. |