



Step by Step Manual

Welcome to PlayAloud! This Facilitator's Guide is intended for use by any at home or in-classroom facilitator in conjunction with our [PlayAloud Interactive Play Scripts](#). This guide will take you through our recommended steps for facilitating an entire PlayAloud session. Of course, we encourage experimentation and for you to discover how best to use PlayAloud to suit your unique classroom or home environments.

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STEP 1

- Review the Story Summary and its Characters with your group. (*Hint: Each PlayAloud has an “Guide & Supplements” section*).

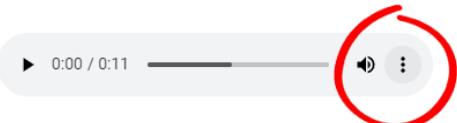
STEP 2

- Assign each member of your group a character role! (*Multiple roles may be assigned to one person depending on the size of your group*). (*Hint: use our unique Random Character Role Generator*).

STEP 3

- Begin with ACT 1 of your script.
- Listen to the full scene audio located at the bottom of the page. (*Hint: Have your group follow along with you on the web page or in their own PDF copy of the script*).
- There are PlayAlong buttons next to each character's lines.
 - **You can change the speed that dialogue is delivered by clicking the 3 dots located next to each play button for all PlayAloud audio.**

NARRATOR: This is the tale of Cinderella, a young woman who lived with her cruel stepmother and two stepsisters. Life was not easy for Cinderella. You don't believe me? Let's take a look.



STEP 4

- Discuss the scene and replay individual script lines as needed.

STEP 5

- Click “**Next Scene**” located at the bottom of the PlayAloud Script web page.
(Hint: you may feel free to move back and forth between scenes as you see fit).
- Repeat steps 4 & 5 for each Act/Scene of the PlayAloud Script.

STEP 6

- Once you have completed your PlayAloud Script and see the text “**The End**” at the bottom of the web page, it is time to select your [**Games & Activities!**](#)
- Each Game or Activity works for all of our PlayAloud Scripts and has specific instructions listed on their respective web pages on how to facilitate/play them.

Games & Activities

High, Low, You Know!

Activity for Inflection & Fluency

We recommend following along on the [web page for this activity](#) as it has audio based examples!

Recommended for 3+ Players

How to Play

1. Assign three speaking roles by counting from the first player on the left: "One, two, three." If you have more than three players, in the next Act of the play restart counting from the 4th player.
2. Start at the top of the script.
3. The first speaker reads in a very HIGH pitched voice
4. The next speaker reads in a very LOW pitched voice.
5. The next speaker reads in a normal pitched voice but adds "you know?" to the end of each sentence!
6. Repeat in sections of three until the script is finished.

Hint: There are examples directly from one of our PlayAloud scripts located on the [web page for this activity](#) to serve as a guide.

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Melodrama-FLAT!

Activity for Inflection & Fluency

We recommend following along on the [web page for this activity](#) as it has audio based examples!

Recommended for 2+ Players

Definitions

Melodrama is a type of acting that is very embellished, exaggerated, and enthusiastic – lots of big voices and vivid gestures. It's a little silly, too!

Flat is a way of speaking with no emotion at all, read in the most boring way possible.

How to Play

1. Start at the top of the script.
2. Assign two speaking roles.
3. Start with the first player on the left: "One, two." If you have more than two players, in the next Act of the play restart the counting at the 3rd player.
4. The first speaker reads in a very MELODRAMATIC voice.
5. The next speaker reads in a very FLAT voice.
6. Repeat until the script is finished.

Hint: There are examples directly from one of our PlayAloud scripts located on the [web page for this activity](#) to serve as a guide.

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Mystery Scene

Activity for Writing, Creativity, and Language Application

Recommended for 2+ Players

Recommended Materials: Paper/Notebook

How to Play

1. In secret, Facilitator gives each Player one scene from the PlayAloud script.
2. Each Player gets a different scene from the script.
3. Players picture they are in that scene right now, and that they are invisible.
 - a. *Suggestions on what to imagine:*
 - i. *Are they indoors or outdoors?*
 - ii. *What do they see when they look around?*
 - iii. *What do they hear when they look around?*
 - iv. *What can they smell, if anything? touch?*

- v. *Who else is there? What are they doing?*
4. Players write a description of the scene – as detailed as they can.
 5. Players give descriptions to the Facilitator.
 6. The Facilitator reads aloud each description.
 7. Other Players guess the scene that's being described.
 - a. *How quickly can they guess? Are they right?*

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Hidden Scene

Activity for Writing, Creativity, and Language Application

Recommended for 2+ Players

Recommended Materials: Paper/Notebook

How to Play

1. Facilitator describes a Hidden Scene that's missing in the play (examples are provided on the [web page for this activity](#)).
 - a. *Get creative!*
2. Players, by themselves or with partners, write dialogue for the scene that has been "omitted".
3. They can read it aloud, or with others. Or even act it out!

Hint: There is an example directly from one of our PlayAloud scripts located on the [web page for this activity](#) to serve as a guide.

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Guess The Character

Activity for Comprehension and Descriptive Language

Recommended for 2+ Players

Recommended Materials: Paper/Notebook

How to Play

1. Facilitator selects one scene from a PlayAloud script.
 - a. *Hint: There should be as many characters in the scene as there are Players. For example:*
 - i. *If there are four Players, the scene should have at least four characters.*
 - ii. *If there are six Players, the scene should have at least six characters.*
 - iii. *If there are more Players than there are characters, assign the extra characters.*
2. In secret, the Facilitator gives each Player a different character from the scene.
3. Players imagine they are that character in the scene. Encourage Players to “look around”:
 - a. *Suggestion - players can imagine:*
 - i. *Are they indoors or outdoors?*
 - ii. *What do they see when they look around?*
 - iii. *What do they hear when they look around?*
 - iv. *What can they smell, if anything? touch?*
 - v. *What are they thinking about? Are they worried about anything?*
 - vi. *Who else is there? What are they doing?*
4. Players write about their experience as the character as specifically as they can.
5. Players give their descriptions to the Facilitator.
6. The Facilitator reads aloud each description.
7. Other Players guess which character is being described.
 - a. *How quickly can they guess? Are they right?*

Word Games

Fun Twists on Word Searches!