

Rumple-Stilt-Who?



Supplemental Activity Packet

This packet contains classroom activity suggestions and worksheets to reinforce concepts from the Playbook® story and to go beyond the story into the content areas of Language Arts, Math, Science, Social Studies, Art, Health, etc., as well as Character Development.

Activities range in age appropriateness and skill level so that teachers can choose activities that best suit their particular students. An Answer Key is provided on the last page.

Name _____



Vocabulary King

Directions: Use the word bank to match the definition with the correct word.

1. _____ to cry out in a high-pitched voice
2. _____ a sudden violent expression of strong feeling
3. _____ a spoon with a long handle and a deep bowl used for dipping
4. _____ an act of making oneself responsible for doing something
5. _____ having the necessary ability or qualities
6. _____ a bad mistake
7. _____ an irritated or worried state
8. _____ a man
9. _____ a loud continuous noise
10. _____ having or showing an impatient or enthusiastic desire or interest
11. _____ a room or set of rooms below the surface of the ground
12. _____ a particular variety of a color
13. _____ to lay or spread over or across
14. _____ to cover with or as if with a coating of gold
15. _____ going beyond what is right and proper

bloke	ladle	cellar	obligation	gild
outburst	blunder	shriek	overlay	competence
presumptuous	fret	hue	eager	clamoring

Name _____

People of the Castle



Directions: What do you want to be when you grow up? Using the word bank below, find the words within the word search that are all related to occupations.



king

kingdom

prince

maid

castle

royal chef

princess

dungeon

Name _____

Make A Deal



In the story, ordinary hay is turned into gold. If you had a troll that could turn something you owned into anything you wanted, what would you have the troll change and why? Would you be willing to return the favor of whatever the troll wanted? Write your response in the space below. Use complete sentences and correct punctuation.

[illegible]

Name _____

Vivid Pictures



A descriptive paragraph creates a vivid image or picture for the reader. By choosing just the right adjectives, you can reveal how something looks, sounds, smells, tastes, and feels. Compare the sentences from two different paragraphs. Which one creates a more vivid picture?

The man put the chain around his neck.

The troll inspected the fine emerald cut, sparkling jewel and placed the shiny thick chain around his gaunt neck.

A large empty rectangular box for pasting a picture.

Cut out a picture of something interesting and paste it in the box. Then brainstorm a list of adjectives and descriptive phrases to tell about it.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Now, write a paragraph about the picture. Begin your paragraph with a topic sentence that will grab the reader. Add supportive sentences that include the adjectives and descriptive phrases listed to create a vivid picture.

8 + 8 = 16

6 + 9 = 15

0 + 8 + 5 = 13

2 = 4

9 ÷ 1 = 9

8 x 0 = 0

2 x 5 = 10

4 - 4 = 0

7 + 1 = 8

9 + 7 = 16

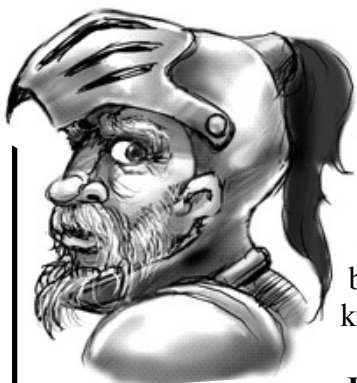


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A black and white illustration of a rustic hut with a thatched roof and a large tree. A man on a horse stands outside, and a small figure stands near the entrance. A signpost is visible on the right.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

Name _____

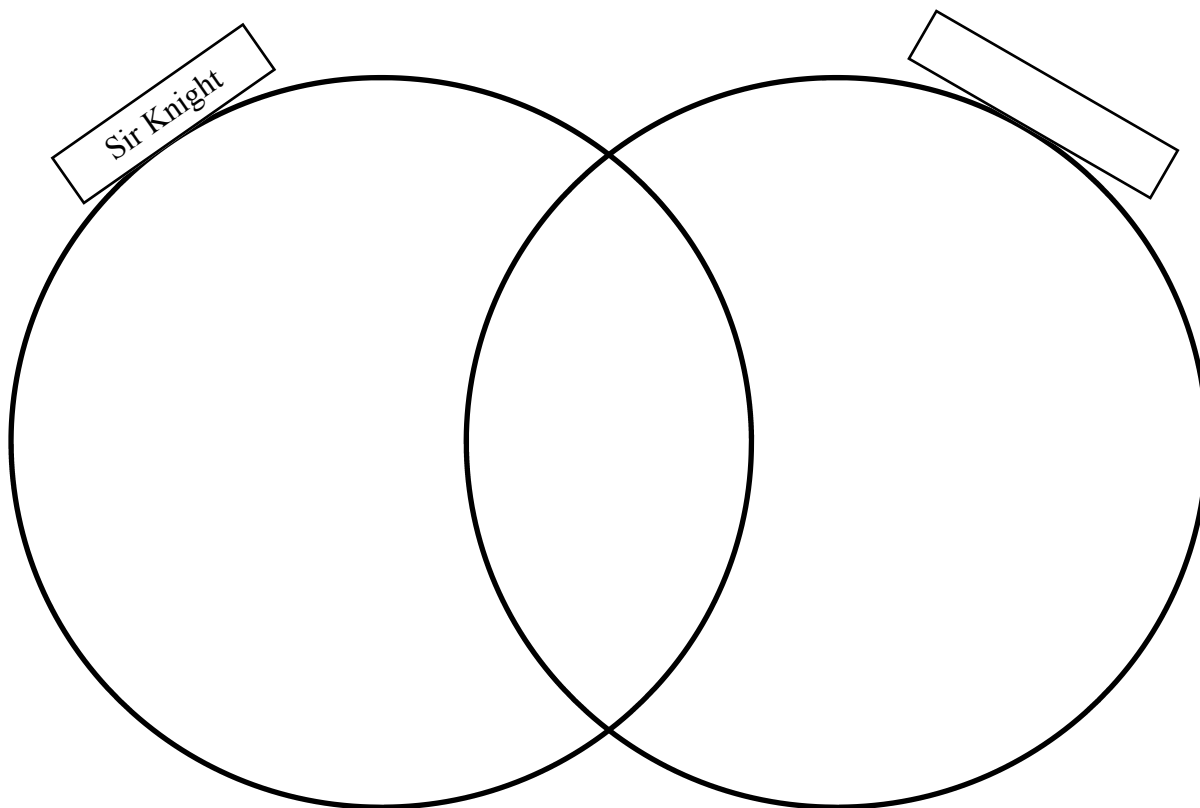


Sir Who?

In the book Rumple-Stilt-Who?, Sir Knight was a bold character in the kingdom. However, Sir Knight was not the brightest person in the kingdom. There have been many real knights in history with interesting characteristics.

Directions: Do some research and read about real knights. Use books or the Internet to learn as much as you can. Choose a real knight that you find interesting and on a separate piece of paper, write a paragraph summary about them. Describe what makes this particular knight interesting to you.

Then in the circles below, write down the similarities and differences between Sir Knight and the real knight. One circle is information about Sir Knight and the other circle is information about the real knight of your choice. Where the circles join, you write down the similarities between the two knights.



For useful information about knights, visit www.knightsandarmor.com.

Name _____

Secrets

Gwendolyn kept the secret about Rumplestiltskin from King Neal, but everyone else in the castle seemed to know about him. Do you think that King Neal would stop loving her if he found out about the secret? Recall a situation when you kept a secret from someone close to you. Did you ever tell this person the truth? Do you think it makes a difference if someone confesses the truth to a friend or the friend finds out the truth in some other way?

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Discussion Prompt

for Teacher Use Only



Let's get the students acting with a game of charades!

Split the class up into three equal groups, and assign one team captain for each group. Ahead of time, cut up small pieces of paper with each having a different character from the medieval times written on it. Put these papers in a bag, hat, or anything they can draw the word from. Have each team captain choose a piece of paper. The team captain will then choose a student in their group to act out the character on the paper, and the rest of their team guesses. It will be conducted like a typical charades game: no talking, only gestures and acting. Each team will go one at a time until all of the papers are used. The team with the most points wins.

If there is a tie, come up with extra characters and have one student from each team act out the word at the same time. The first team to guess the right word, wins!

After the game is over, have a discussion about the characters they have just acted out. Ask them what it would be like to be these people of the medieval times, and if they would like doing it. You can even have the different teams discuss each these questions, instead of the entire class.

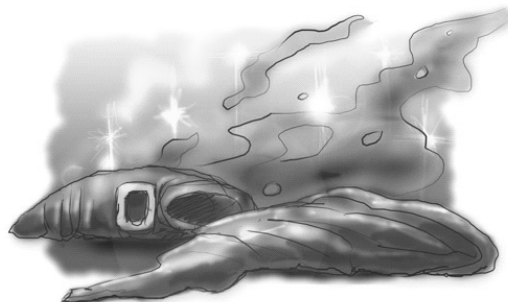
king	troll	jester	monk
knight	servant	horseman	blacksmith
queen	slave	witch	princess
prince	bishop	philosopher	royal chef

Rumple-Stilt-Who?

Answer Key for Teacher Use Only

Vocabulary King

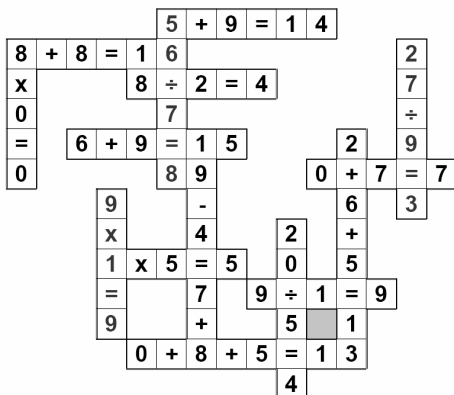
1. shriek
2. outburst
3. ladle
4. obligation
5. competence
6. blunder
7. fret
8. bloke
9. clamoring
10. eager
11. cellar
12. hue
13. overlay
14. gild
15. presumptuous



People of the Castle



Royal Mathematics





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