

# THE GREAT ALPHABET ROBBERY A Creative Dramatics Workshop

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Teachers Summer Workshop  
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(This workshop was developed to support USD #497's in school tour of  
The Lawrence Arts Center's Theatre at the Center production of *The Great Alphabet Robbery*.)

**Introduction:** In this workshop, teachers will explore how they can use simple creative dramatics exercises to assist their students with comprehension and exploration of the production of *The Great Alphabet Robbery*

- \*What is the Alphabet?
- \*What is the nature of 'alphabetizing' or arranging in order?
- \*Discover Groupings.
- \*What happens when letters are missing?

## I. Warm up exercises . . .

- A. Sing the Alphabet Song
- B. Averill's Alphabet Song 'with animals in it.'
- C. 'Alphabetizing'
  - 1. Arrange selves in a line from tall to small
  - 2. Arrange selves in a line by birthday
  - 3. Arrange selves in a line by color of eyes.
  - 4. Arrange selves in a line alphabetically by first letter of first name
  - 5. Arrange selves in a line alphabetically by first letter of last name
- D. Alphabet 'stoop tag.' Name a new letter each 'round.' A player is 'safe' if they stoop and yell out a word that begins with the letter for that round. For example, on a B round, a player could stoop and yell "Basketball" and be 'safe.' No repeated words. Change letters with each change of who is 'it.'

## II. Groupings

Four big 'circles' or areas are established in room. Have students arrange themselves as follows:

- A. Anyone with an A in their name to first circle, anyone with an R in their name to second circle, anyone with both an A and an R in their name to the third, neither to the fourth.
- B. Anyone with an S in their name to first circle, anyone with an M in their name to second circle, anyone with both an S and an M in their name to the third, neither to the fourth.
- C. Anyone with an N in their name to first circle, anyone with an O in their name to second circle, anyone with both an N and an O in their name to the third, neither to the fourth
- D. Anyone who can spell the word YES from the letters in their name to the first circle, anyone who has none of the letters in YES to the second and anyone who has some of the letters but not all to the third.

### Groupings (CONT'D)

- E. Anyone who can spell the word UP from the letters in their name to the first circle, anyone who has none of the letters in UP to the second and anyone who has some of the letters but not all to the third.
- F. Anyone who can spell the word DOWN from the letters in their name to the first circle, anyone who has none of the letters to the second some but not all to the third.
- G. Try some other combinations.
- H. What words can you spell from your name? Apply above.

### III. An Alphabet Robbery

- A. Individually say your name out loud all at the same time. Decide on a letter to 'steal' from your name and then pronounce it without that letter. Share these with the group.
- B. In pairs, choose an object, animal or game. Steal a letter from it, pronounce it and see if the rest of the group can figure out what you're saying
- C. In small groups, make up a sentence that says something simple, like "I walked my dog to the park yesterday." Agree on three letters to 'steal' from the sentence and present it to the entire group – see if they can guess which letters you've 'stolen.' Play until all groups have shared.

### EXTENSION

Talk about the fantastic reality of a place called Alphabet Land. What would it look like? What would the rules be? Could the letter B only eat food that starts with a B? What foods would those be?

Can you think of another similar land? Numbers Land? Transportation Land?