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## Ways into the Story

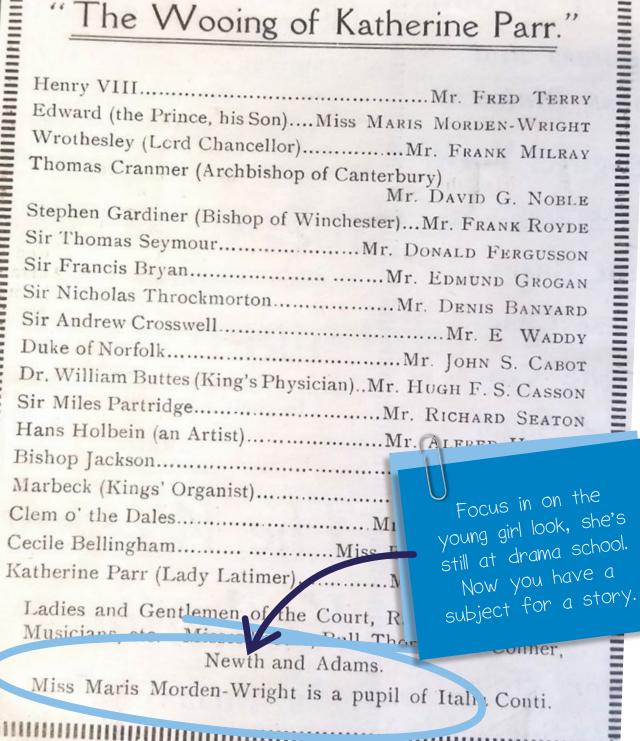
#### **Thinking Time**

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Look at the theatre programme.

Notice the different advertisements.

Notice the cast list for the play.



Theatre Royal, York Programme 1926, J W Knowles Collection KNO/8/3

# Asking Questions and Making Notes

# What is the girl's name?

How What old is does she she? look like?

### Has she ever been to York before?

...........

What does she think of it? Does she visit any of the shops in the advertisements?

### Add another character:

is she travelling alone or with her mother/aunt/older sister or a chaperone?

What does she think of the person she is travelling with?

Are they watchful and strict, or do they not care what she gets up to?

### Who else does she meet?

A story often benefits from a surprise meeting (think of the wolf in Red Riding Hood or the Good Witch in The Wizard of Oz). Perhaps it's someone her own age, but from a very different background. A friend or an enemy? Or an enemy who becomes a friend?

#### Build a sense of place: what is the theatre like? Are the streets busy? Where is she staying? What is the weather like? What time of year is it?

Build the story by asking what problem or barrier might she face. A danger? A refusal? A crisis?

Gateway to History

What if...? This is the biggest question of all and the one you can have fun with. What if something happened? What if someone arrived? This needs to be your own 'what if' thinking time.



