



THE LION, THE WITCH AND THE WARDROBE

FROM THE STORY BY C.S. LEWIS
DRAMATIZED BY LE CLANCHÉ DU RAND

Educator Guide

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TEACHING ACTIVITIES

We sincerely hope you will use what you can, and that your students will enjoy our production of *The Lion, The Witch and the Wardrobe* and explore the themes within the show including:

- Courage
- How can stories teach lessons?
- How do we determine the difference between good and evil?
- What does it mean to be truthful?
- Growth and Transformation

This programming is generously supported by:



OUR MISSION

Spark exists to celebrate the power of young people through professional theatre, igniting the desire for children to create their own stories both onstage and off.

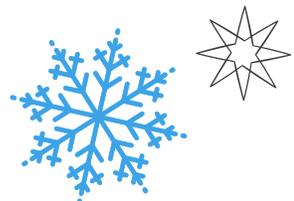


CONTACT US



SYNOPSIS

The story begins in 1940 during World War II, when four siblings--Peter, Susan, Edmund, and Lucy Pevensie--are evacuated from London to escape the Blitz. They are sent to live with Professor Digory Kirke, who lives in a country house in the English countryside. While the four children are exploring the house, Lucy looks into a wardrobe and discovers a portal to a magical world named Narnia. There she meets a faun named Tumnus. He invites her to tea in his home. There he confesses he planned to report her to the tyrannical White Witch but has thought better of it. Upon returning to our world, Lucy's siblings do not believe her story about Narnia. Her spiteful older brother Edmund enters the wardrobe and meets the White Witch, who befriends him and offers him magical Turkish delight that enchants him. She encourages him to bring his siblings to her in Narnia, with the promise that he shall rule over them. Edmund joins Lucy in Narnia and then returns with her to the Professor's house. But after returning he lies to Peter and Susan: he denies Lucy's claim that Narnia lies behind the wardrobe. Eventually all four of the children enter Narnia together while hiding in the wardrobe. They meet Mr. and Mrs. Beaver, who invite them to dinner. The beavers recount a prophecy that the witch's power will fail when two Sons of Adam and two Daughters of Eve fill the four thrones at Cair Paravel. The beavers tell of the true king of Narnia, a great lion named Aslan who has been absent for many years but is now "on the move again." Edmund sneaks away to the White Witch. Her castle is filled with stone statues--enemies she has petrified. The beavers realize where Edmund has gone and abandon their home, leading the children to Aslan. As they travel, they notice that the snow is melting, indicating that the White Witch's spell is breaking. A visit by Father Christmas confirms this. The children and the Beavers meet with Aslan and his army. Peter engages in his first battle, killing a wolf who threatens Susan. The Witch approaches to speak with Aslan, insisting that according to "deep magic from the dawn of time" she has the right to execute Edmund as a traitor. Aslan speaks with her privately and persuades her to renounce her claim on Edmund's life. That evening, Aslan secretly leaves the camp, but is followed by Lucy and Susan. Aslan has bargained to exchange his own life for Edmund's. The Witch ties Aslan to the Stone Table and then kills him with a knife. The following morning Aslan is restored to life. Unknown to the witch, "deeper magic from before the dawn of time" allows someone who willingly dies in the place of another to return to life. Aslan allows Lucy and Susan to ride on his back as he hurries to the Witch's castle. There he breathes upon the statues, restoring them to life. Peter and Edmund lead the Narnian army in a battle against the White Witch's army but are losing. Aslan arrives with the former statues as reinforcements. The Narnians rout the evil army, and Aslan kills the Witch. The Pevensie children are named kings and queens of Narnia. Several years later, now adults and mounted on horseback, the siblings go hunting for a White Stag. Just beyond the lamppost, branches become coats. The siblings are back in the wardrobe and are children again. They reenter the Professor's house.



Meet the Cast!



Mike Frye (Peter and Others) is an actor from Oberlin, OH and has performed at theaters all over Lorain county and Cleveland, including Workshop Players, Olde Town Hall, Blank Canvas, convergence-continuum, Talespinner, Dobama, and the Oberlin Summer Theater Festival. When he's not busy elsewhere, he can be seen monthly in *Hot Goss: the Improvised Musical* at Imposters Theater. He is delighted and honored to have been performing with Spark since 2019.

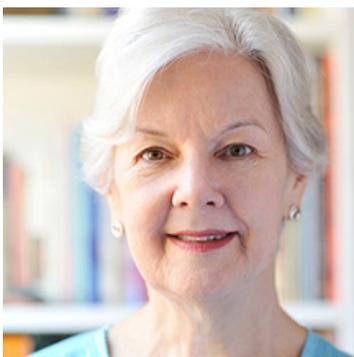


Lorna Jane Patterson (Lucy and Others) is so excited to be doing her second show with Spark Theatre! Last season, you may have seen her as Sonny Glamour and others in show, *Cinderella Confidential!* When she's not performing with Spark, she's teaching with Dobama Theatre, and performing with World Crafters, an immersive traveling theatre company. Lorna has been performing since 8 years old, and some of her favorite fairytale roles have been Little Red in *Into the Woods*, and Cinderella's Stepmother in *Cinderella*. Enjoy the show!

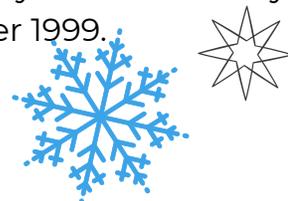


Trũth Alice Taylor (Director) is a proud citizen of Lorain, Ohio who has been performing since she could speak. She's a singer, poet, musician, actress and dancer. Truth has previously stage managed *Ms. Courageous* and *The Girl Who Forgot to Sing Badly* for Spark, and has played "Anansi" in *Anansi and the Middle Passage*, and roles in *Cinderella Confidential*, *My Robot*, *The Emperor's New Clothes*, *Why Won't Zee Quack*, and *James & the Giant Peach*. She wants everyone to enjoy the show and feel inspired by this experience.

About the Playwright



le Clanché du Rand (Playwright) She has three plays for young people published by Dramatic Publishing Company which have been produced at more than 20 theaters, and four plays produced and toured by Lincoln Center Institute. Her published adaptation of *The Lion, the Witch and the Wardrobe* was the only children's play selected to perform at the Sundance Festival in 1999. She is the author and performer of her highly acclaimed one-person show *Hysterics* which has been performed locally, and in regional theaters and at conferences. Her latest play, *Transcendental Wild Oats*, which is about Louisa May Alcott's family, premiered at the Aurora Theatre in Berkeley in November 1999.



LANGUAGE ARTS ACTIVITIES



Read the synopsis of the story, OR complete the following activities
AFTER the play with the class.

DISCUSSION PROMPTS:

- What is your first impression of each child's personality?
- What do you think about Lucy's decision to enter the wood alone—was it safe, brave, foolish? Why you feel as you do?

Vocabulary Words

- **Inquisitive:** Curious; eager to know more.
- **Melancholy:** A sad or gloomy mood.
- **Sulking:** Pouting or being in a bad mood.
- **Hoax:** A trick or deception.
- **Spiteful:** Mean and hateful.
- **Jollification:** A joyful celebration.
- **Treacherous:** Dishonest and disloyal.

Fantastical and mythological words

- **Faun:** A mythical creature that is part human and part goat.
- **Dryad:** A nymph or spirit that lives inside a tree.
- **Nymph:** A beautiful, female mythological figure associated with nature.
- **Silenus:** A figure from Greek mythology who was a male companion of Bacchus, the god of wine.
- **Jinn:** A supernatural creature, often considered a type of genie.



DRAMATIC ARTS ACTIVITIES

MAKE A TABLEAU (FROZEN PICTURES)

1. **Brainstorm:** Write key events from the show on the board, such as "Lucy meets Mr. Tumnus," "The Beavers talk to the children," or "The battle at the Stone Table".
2. **Discuss:** Talk about what a tableau is and how it's like a "statue" or "frozen picture".
3. **Group work:** Divide the class into small groups and have each group choose one or two of the events to recreate.
4. **Create:** Instruct students to work together to use their bodies to create a still, silent image of their chosen scene. They can be characters or even objects in the scene.
5. **Perform:** Have each group present their tableau to the class.

THEATRICAL TERMS:

PROP: This term is short for properties, and means anything actors hold or use on stage. This can include cups, brooms, boxes and tons more!

COSTUME: Costumes are anything an actor wears on stage including clothes, jewelry, and shoes!

SET: The set is how the stage is decorated to create the environment of the play. This can include backdrops, walls, Doors, and all kinds of furniture- like a wardrobe!

CHARACTER: A character is the part the actor plays to tell the story. Usually these are people, but in the case of this show- it can also include fauns, lions, and beavers!

STAGE: The stage is the physical place where the play is happening. The Legacy has a stage that is raised up from the audience, but you can make a stage anywhere- even if your living room or backyard just by putting on a play there.

DISCUSSION PROMPTS:

- **Edmund's betrayal:** Edmund is tempted by the White Witch's Turkish Delight, which represents sin and temptation. Why is this particular weakness so effective against him? What does it say about the nature of temptation?
- **Aslan's sacrifice:** Aslan allows the White Witch to kill him in place of Edmund. How does his sacrifice demonstrate the concept of redemption? Why is this a powerful message about forgiveness?
- **The White Witch:** What makes the White Witch an effective villain? Why does she keep Narnia in a state of "always winter but never Christmas"?

WRITE A REVIEW!



AUTHOR NAME:

MY FAVORITE PART OF THE PLAY WAS:

I THOUGHT IT WAS FUNNY WHEN:

ONE THING I LEARNED WAS:

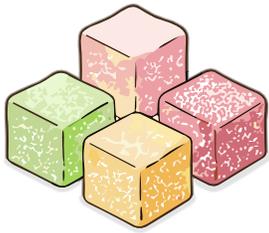
I ALSO THOUGHT:



Magic and Spells

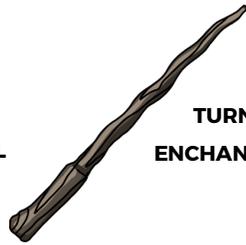
Magic is at the very heart of Narnia. Both good and evil creatures wield its power. Can you match these “tools of the trade” with the characters who use or feel their magic? (Hint: Some have more than one correct answer.)

Tools of the Trade



TURKISH DELIGHT

WHOEVER EATS IT FALLS UNDER THE WITCH'S SPELL



WAND

URNS ENEMIES TO STONE, MAKES ENCHANTED TURKISH DELIGHT AND DOES OTHER TERRIBLE THINGS



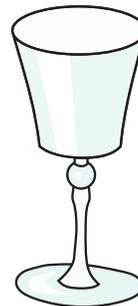
THE WARDROBE

A DOORWAY BETWEEN NARNIA AND EARTH



HORN

BRINGS HELP FROM NEAR AND FAR



CORDIAL

A LIQUID THAT HEALS THE SICK OR INJURED

Characters

WHITE WITCH

EDMUND

SUSAN

GIANT RUMBLEBUFFIN

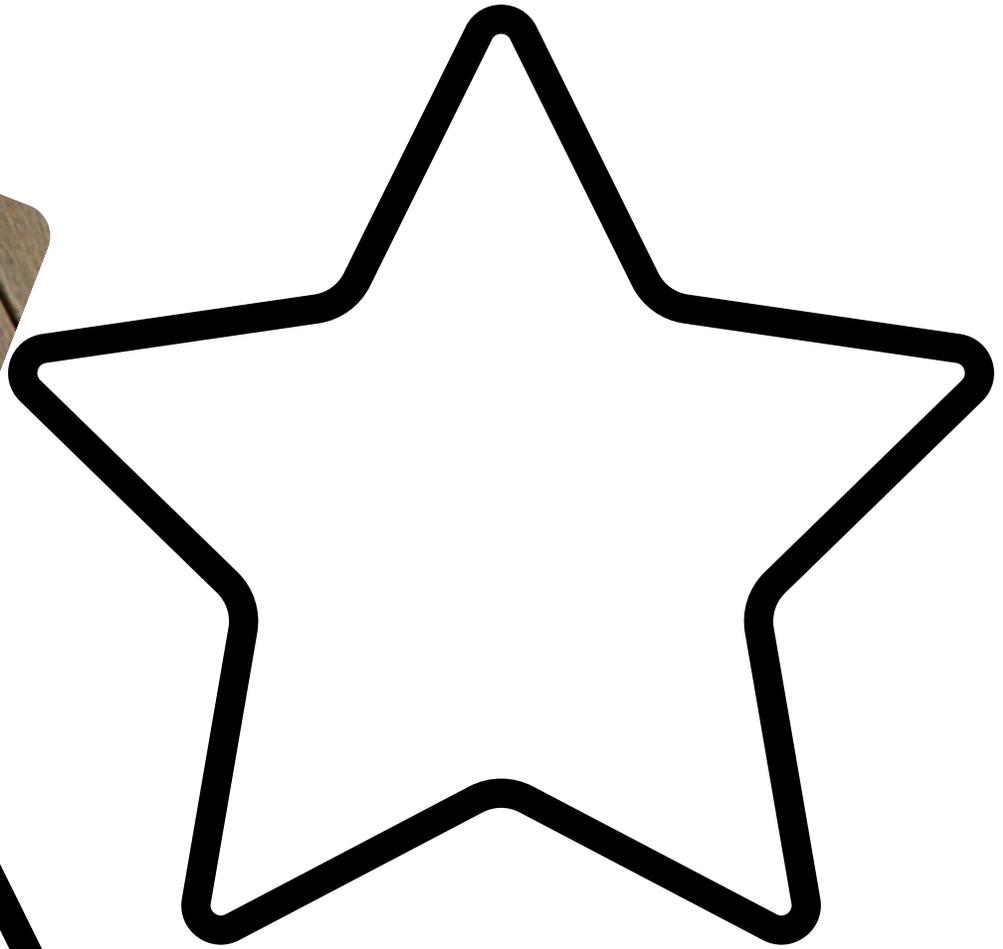
PETER

LUCY

MR. TUMNUS

Make a Magic Wand!

Decorate both sides of the star below, then cut them out and attach them to a straw, pencil, or dowel rod to make a magic wand of your own!



Word Search

M S P I T E Q E L L X T H L O
O M I B W N I D U H M F P L D
J Q Z J G L M M C G A N L E Y
X I T W J C S U Y N N Z P A D
T Q N Y M N J N V L Q S X S W
U R M Q Q E S D V A N U H L B
T I E U U W L F Y X F L Q A P
D R C A I I U A T E V K W N V
X S I P C C S V N U K K M B U
P C I W W H Q I O C J X L G M
G W J V A S E I T I H G R J K
Z I H F A J U R M I B O V B J
A T O I A F T S Y P V O L A R
X C A K V U A V A N O E R Y M
B H X H Z Z N E M N P E T E R

Inquisitive

Melancholy

Treachery

Sulk

Spite

Aslan

Witch

Faun

Peter

Edmund

Susan

Lucy

Hoax

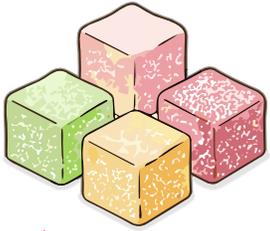
COLORING PAGE



Magic and Spells

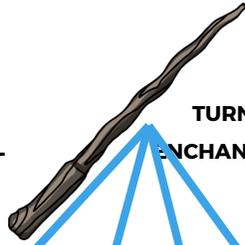
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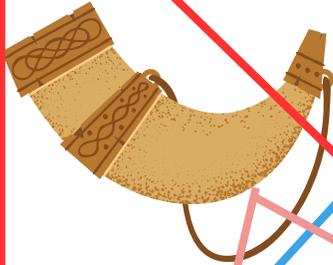
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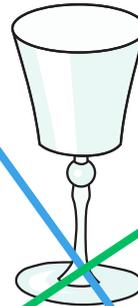
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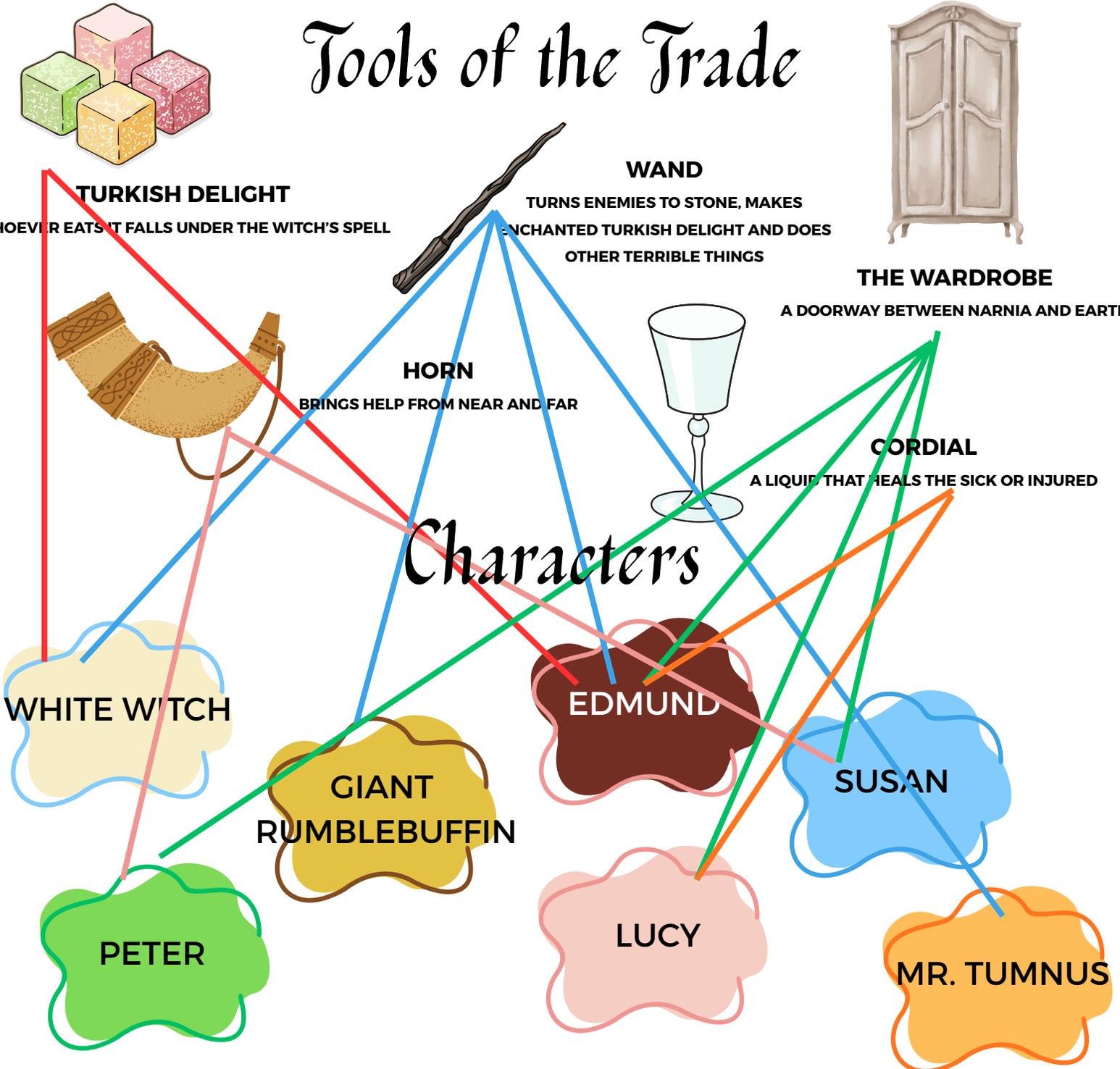
SUSAN

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