

# Birthday Quest

Activities for children ages 5–8  
by WonderSpark Puppets

## Pre-Show Discussion

### CASTLES

In medieval times, Kings and Queens lived in giant castles. What would your castle look like, and why? Who would want to live in your castle, and what type of animals would be there?

### MAGIC SPELLS

In the show, Merlin the wizard uses magic spells to do all kinds of fantastic things. What kinds of magic spells would you use at home?

### PUPPET SHOWS

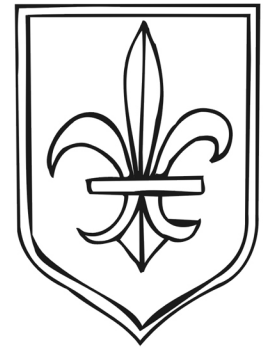
Have you seen a puppet show before? What happens during a performance? What should the audience do and not do?



## Pre-Show Activity

### DESIGN-A-KNIGHT

*Activity Requirements: paper, crayons or markers*  
*15-20 minutes*



In the medieval kingdom of Lockheart where our story takes place, there once was held a tournament of skill. Knights from all over the world came to compete in jousting, archery, axe-throwing and more! They all wore different armor and had different skills. There were girl knights and boy knights, big knights and small knights, and even a few monsters pretending to be knights.

Try and think of your own special knight. What do they look like? Are they wearing armor, and what color is it? What is their special skill - what do they like to do? Draw your own unique knight, then give them a name, like “Sir \_\_\_\_\_ of \_\_\_\_\_” or “Lady \_\_\_\_\_ of \_\_\_\_\_” (name / place).

## Tying it all Together

You have thought up your own knight, castle and magic spells. Now let’s put them all together into a story! You have the setting of WHERE the story takes place, and WHO will be your characters. Now think of a story that has a beginning, middle, and ending. WHY does the story happen? WHAT will happen next?

Write your story down or make a picture that you can describe to someone.

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## Post-Show Discussion

### POP QUIZ!

- Who are the main character's parents?
- Where do the Spirits tell the main character to travel to?
- What is special about the dragon?
- Why is Ifrit so sad?

### THE VILLAIN

Sir Bors is very mean to the main character. He scared them, laughed at them, and he even tried to stop their efforts on the sun.

Why do you think he acted this way?

### THE SPIRITS

With the audience's help, Merlin summoned 'The Spirits' and asked them how to fix the sun. Who are these spirits, and where did they come from? What questions would you ask them?

## Post-Show Activities

### HERE BE DRAGONS

*Activity Requirements: paper, crayons or markers.*

*15-20 minutes*

Throughout human history, there have been many different types of dragons reported all over the world. Vikings in Scandinavia saw sea dragons, ancient Egyptians wrote about snake-like dragons, and a Chinese emperor reported seeing a flying dragon with fish scales and deer horns.

In our story, the main character meets a giant dragon that breathes cupcakes - a Cupcake Dragon! Try and think of your own special dragon. What does it look like? Does it have a special power? Draw your unique dragon on a sheet of paper or make a puppet out of socks or a paper bag. Afterward, share your creation and talk about it.

### CRAFTING A STORY

*15-20 minutes*

Now that you have a dragon, it's time to make a story! Write down (or discuss) WHERE the story will take place, WHO are the characters, and WHAT is at stake (what is the problem that drives the story?). Your tale needs a beginning, middle and end. How can your dragon solve the problem and save the day?

If you are in a group, choose volunteers to act out each part. Maybe everyone's dragons could play a part.

