



Book In Homes Duffy Theatre 2019 - Teachers' Notes *Duffy - Stuck in the Game!*

Introduction to Teachers' Notes

Kia ora koutou nga kaiako,

The Duffy Theatre show for 2019 is *"Duffy - Stuck in the Game!"*. We're bringing it to your school to promote the Books In Homes message: "It's cool to read and it's cool to achieve".

Last year we spent a day at one of our Duffy schools, workshopping ideas for this year's Duffy play. We always explore the power of reading and combine this with different themes each year. For 2019 we felt we had to take a look at gaming. "Fortnite" is on everyone's lips so we wanted to know more. While some children spoke of having a real passion for gaming, many children (more than we expected) were not regular gamers. So we hope this play speaks to both groups. While Duffy does fall into a comical gaming world, this play is really about whanau connection; the power of reading to solve problems; and the hidden talents of our elders!

This year's play is set in the school holidays. Duffy is dropped off with his Aunty Grace and cousin Sam for a week while Mum and Dad work. Duffy is excited. He's been missing Sam, since she and Aunty Grace moved away to a new city. Sam and Duffy have been keeping in touch through their favourite computer game: Magic Bricks. Duffy enjoys the game but is surprised to find that Sam has become a bit addicted to it. He finds it hard to talk to her, and it's not long before Duffy is hankering to do fun things IRL (in real life!). Duffy's boredom grows, because Sam can't be prised off the game. So he starts to clown around with their Nana Whetu's glasses. Nana Whetu has passed away, and Duffy really misses her. He pops her glasses on, pretending to be her for a brief moment. There is a strange noise and... Duffy is sucked into the game!

Sam is shocked and can only coach Duffy remotely, as she watches him on the screen. Duffy meets the Dismantler, who can't help but tear down Duffy's Magic Brick creations; and the Puzzler, who delights in scrambling up any word clue that might point the way to Duffy's freedom. To make matters worse, it's only a matter of time before Duffy becomes permanently pixellated!

Aunty Grace is horrified when she discovers what has happened. She saw Nana do this once and can't believe it when Sam pops Nana Whetu's glasses on and goes flying into the game too. Now what? And why can't Aunty Grace jump in after them? Through a series of word clues and puzzles, Duffy and Sam work out that Nana Whetu created Magic Bricks herself! The key to their escape is hidden in her old notebook! Time is ticking, and reading is their only hope.

Jeff Szusterman and the two talented casts have rehearsed all summer to create another joyful Duffy show that wraps its message in a whole lot of fun. John Parker has outdone himself creating a hall of mirrors and split screen magic, while Vicki Slow has crafted gorgeously silly game monsters! Production manager David Rumney is keeping this show on the road, and is very happy to bring it to you and your tamariki in 2019. We always love to hear what you and your students think of the show, so feel free to send us your feedback by emailing David: david.rumney@booksinhomes.org.nz

Nga mihi mahana

Lauren Jackson

(Playwright)

Proudly supported by



MAZDA
FOUNDATION
a little goes a long way



Teachers' Notes

During the show the performers will interact with the children to encourage them to engage with the message: "It's cool to read. It's cool to succeed." We appreciate your understanding in allowing your students to express themselves during the performance.

These Teachers' Notes offer some suggestions about how you might prepare your tamariki to participate in this year's show and provide some ideas for discussions and activities before or after the show.

Pre- or Post-Show Activities

1. Word Scramble

The Puzzler loves to scramble up the words Duffy builds. You can recreate this game in class by choosing two children to play Duffy and Sam. They mustn't see as the other children write a letter each on a piece of paper (or you can do this for them) and stand in front of the class to spell a word. Then another student (the Puzzler) scrambles the children up by shifting them into new positions. Duffy and Sam must move them around until they discover the original word.

Variation for younger children - write the word on the whiteboard, scramble the children up, and let Duffy and Sam move them back around until the word matches.

2. Design your own Computer Game

Grandma Whetu was a whizz at designing whacky computer games! Invite your students to come up with their own original computer game idea. On paper they can draw and label the most important elements of it. For example: the main characters; the goal of the players; the world they explore; any other characters or creatures they meet. Feel free to ban weapons and violence. This will help the kids be more creative and original in their thinking.

Extension for older children - adapt this concept into a board game. Could be done in groups.

3. Who is Brian?

Ask your students to write a story or draw a comic strip that reveals how Brian came to be living as a pixelated character in the Magic Bricks game. Who was Brian before he turned up in the game? Where did he live? Did he have a family, a job, or pets? How did he fall into the game? How does he spend his days in the game?

Discussion Points

For Duffy, the best part of Magic Bricks is spending time with his cousin Sam. Discuss with your students how they like to spend time outside of school with their friends and whanau.

At the start of the play Sam spends a lot of her time on screens. Discuss with your students why Sam no longer wants to read or hang out with Duffy? Do they think this has changed by the end of the play? If so, why?

Reading really helps Sam and Duffy escape from the game. How? And how does reading help you when you play games? Think about board games, computer games, and outside games.