Family Activity: Emily Brown and the Thing

In <u>Emily Brown and the Thing</u>, Emily is having a hard time falling asleep because the Thing is making a huge racket! To explore this show further, create your own bedtime story adventure, act out emotions and create an adventure for Emily and her gray toy rabbit Stanley to go on.



<u>Emily Brown and the Thing</u> is a play based on a book about a young girl overcoming a lot of obstacles to finally get a good night's sleep. In this activity, work with your family to create your very own bedtime adventure book.

Materials: Cell phone with a camera, an electronic device and internet access, all of your bedtime needs

Step One: List your bedtime routine, making sure to include each and every step to slumber. Write a short sentence describing each step.

· Bath
 - Get clean!
 · Books
 - Thead # snuggle • Teeth Brushed
·Teeth Brushed
 - Brusha Brushal
 · Story/song in Bed
 -Get sleeply
· Stuffies * Kisses
- Love up # lights out
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Step Two: Take one photo for each step of your bedtime routine.

Step Three: Title your bedtime routine. It could be, *My Bedtime Journey!* or, *Brushing, Yawning and Singing!*

Step Four: Keep your story simple or use your imagination (like Emily Brown) and add fantastical adventures.

Example: After we finished the "Stuffies and Kisses" step, we flew into the night to rescue our cat Rooney from the cat snatcher!

Gil & Mac's Epiz Bedtime!
· Bath
- Get clean!
· Books
- Read # Snuggle
· Teeth Brushed
-Brusha Brushal
· Story/song in Bed
-Get sleepy
· Stoffies & Kisses
- Love up # lights out
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· Fly no the night
· ·
· hescue our cat framey from a cat snatcher!
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Step Five: Make your bedtime routine into a storybook. Did you know that there are fun sites like <u>My</u> <u>Storybook</u> to help you build a book that you can read again and again? Save your story and read it every night, print out your story or even email to it family members! Find detailed directions <u>here</u>.

Take a look at ours, <u>Gil & Mac's Epic Bedtime</u>!



<u>Emily Brown and the Thing</u> is all about facing your fears! In this activity, get in touch with your emotions by acting out common feelings that everyone has experienced.

Step One: Decide who will be the first guesser.

Step Two: The first guesser opens up <u>this video</u> on a mobile device.



Step Three: The guesser must hold the mobile device so that they cannot see the images but that the other players can see the images. The best locations are on their forehead or somewhere at the center of their chest.



Step Four: As the video plays, the other players put the emotion they see into their face to help the guesser figure out what emotion is on screen before their time is up. Start with words describing the emotion, but to level up, try to use no words at all!

Step Five: The next emotion will appear on screen after 10 seconds. After three emotions, it's the next guesser's turn!

AFTER THE SHOW

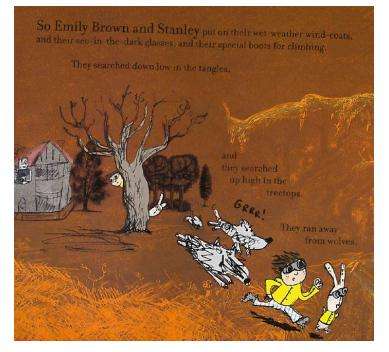
Chat about the show!

- If you have read the book before, what was on stage but not in the book? What parts of the book were not in the show?
- If you have not read the book, what are some ways you would tell the story differently? What would your version of *Emily Brown and the Thing* look like?
- Are there things you worry about when you are trying to fall asleep?
- Do you think the Thing will continue to have the same sleeping problems in the future?
- What were some of your favorite adventures that Stanley and Emily went on?

Emily Brown and Stanley had quite the adventure helping the Thing fall asleep and get over his fears. What are some other fun adventures that you think they could go on? Create your very own page in the style of the original book!

Materials: Paper, drawing tools, <u>questions</u>

Step One: Get inspired by this page from the book!



Step Two: Answer these <u>questions</u> to create your own story.

Emily and Stanley need to get ready for their adventure eave home? What should they wear? Examples: A wand	
They need to get to their destination. How should they Examples: A magic carpet, a flock golden geese or a magir	
They arrive at their destination. How do they feel about hey are there? Examples: Have a dance party, eat a snacl	
	EMILY BROW

Step Three: Write out your story and add illustration. Do you have more ideas? Make as many adventure pages as you like.

Here is our own adventure page.



AND BEYOND

Check out a few other activities that remind us of *Emily Brown and the Thing*!

- There are so many adventures that you could do own. Bring a cuddly friend along and have some fun at one of these <u>New York City experiences</u>.
- Check out some of these <u>libraries</u> for fun reading journeys.
- Turn the drawings of your imagination into a <u>stuffed animal</u> that you can hug and hold.