

A Study Guide for Workshops and small groups to accompany the DVD

Storytelling Know-How for Teachers, Preachers, and Speech-ifiers

By: Rick Sowash







Leader's Suggestions:

This study guide is designed to help you engage your group in becoming better storytellers and speakers. Here are a few suggestions to use with the guide.

- Before playing the DVD, consider asking questions 1 and 2 from Breakout Session 1.
 - 1) Everybody loves a good story! Think about stories you enjoyed as a child. What was your favorite and why? (Allow for a few responses.)
 - 2) Think of a good storyteller you know a family member, friend, or co-worker, whose stories often elicit cries of "tell us another!" What makes this person a good storyteller? (Encourage group members to come up with specific traits or techniques that have made stories more meaningful for them as listeners.)
- At the end of each session, after you have gone over the questions as a group, break into smaller groups of three or four and have everyone practice what they have learned.
- There is a two-page worksheet at the end of this study. Print copies for each person to use when in their smaller groups.



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Breakout Session 1: Introduction and Story Space.

- 1) Everybody loves a good story! Think about stories you enjoyed as a child. What was your favorite and why? (Allow for a few responses.)
- 2) Think of a good storyteller you know a family member, friend, or co-worker, whose stories often elicit cries of "tell us another!" What makes this person a good storyteller?
- 3) Look around the room we're in. If you were going to tell stories in this room, which wall would you want to be at your back?
- 4) Let's take a moment right now and re-arrange the chairs in concentric semi-circles facing the person who would be telling a story with that wall to their back.
- 5) Rick Sowash uses a red, white and blue chair and a story-stick to "frame" his story-time and story-space. What objects might YOU bring out when you're about to tell a story? What would work in a formal setting? How about in a casual family setting?

Get into small groups of three or four. In your smaller groups, pick a well-known story such as Moses and the Bulrushes, Jack and the Beanstalk, or George Washington and the Cherry Tree. Better yet, brainstorm as a group and select your own story. Once you select a story, you will use it to apply what you will learn in the following sessions.

Breakout Session 2: Tools of a Storyteller.

- 1) Are you a person who is comfortable on your feet in front of a crowd? (Show of hands.) If not, can you identify what it is that makes you uncomfortable in this situation?
- 2) They say there is strength in numbers. Let's get four of you up here in front. Now, you four, look at your audience's eyes, shifting quickly from one audience member to the next. Was that so bad?
- 3) Everybody practice rolling your eyes in one direction while rolling your head in the opposite direction.
- 4) Using what Rick Sowash calls "the telephone voice," everybody, all together, state your name, address, city and zip code. Do this loud; do this soft; do this fast; do this slow; do this high-pitched; do this low-pitched. Now start loud and get softer as you go. Start fast and get slower. Start high and get lower.
- 5) Let's practice using silence before an important word. Everybody ask yourself an obvious history question and then answer it, putting a silent pause right before the crucial word, like this: "And who was that young rail-splitter from Kentucky? His name was (silence) Abraham Lincoln."
- 6) Everybody wake up your voice. Slap your cheeks, pucker up like you've just sucked a lemon, open your mouth as wide as it will go! Eyebrows up in surprise, eyebrows down in a frown. How did you feel just now when you were doing that? Could you feel an effect on your mood or level of interest and excitement?
- 7) Look worried, sad, tired, serene, proud, surprised, and happy. What other facial expressions can you make?
- 8) Everyone think of an action you can pantomime with your hands and a 'sound effect' to go along with it. Now stand up and demonstrate it for us, one by one and we will guess what it is you are doing (like 'Charades' but with a sound effect).

Get into your smaller groups and discuss how you can apply what you learned to the story you selected earlier.

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Breakout Session 3: Gimmicks and Tricks.

- 1) Who can make a funny noise? Share it with us, don't be shy.
- 2) What sounds might you ask your audience to make during certain parts of a story?
- 3) Who can play a musical instrument? (Show of hands.) What instrument do you play and how might you use it in telling a story?
- 4) All of us who cannot play an instrument, let's imitate the sound of a kettledrum being struck, a gong, a bugle call, a sad violin, a slide trombone.
- 5) What props might you use in a story?
- 6) How would you use a "plant" in the audience for a particular story? What would be your cue for them and how are they to respond?

Get into your smaller groups and identify a specific gimmick or trick you can apply to your story.

Breakout Session 4:

- 1) Think of a well-known historical moment. Now think of a single concrete image at the center of that moment. Now "pull back the camera" and think about the other images surrounding that central image. Several of you, please share with us what you just came up with.
- 2) How might these scenes be made even more compelling through the use of words for the senses? What colors or sounds could be added? Any smells, tastes or experiences of touch?

Get into your smaller groups and discuss a few options for grabbing your audience's attention. Come up with at least four of the five senses you can use in your story.

Any Volunteers ???

Come together as a large group again and have someone from each of the smaller groups tell their story applying what they have learned.



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Storytelling Working Group

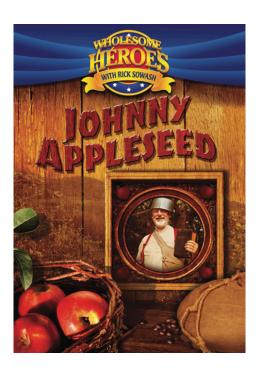
Group Members:
Story we will work with:
Session 1 – Arranging our space and framing our story:
Session 2 - Tools we will use and how we will use them:

Session 4: Words and Images that will bring this story to life:

Introducing

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