

# PART 2: PUCK

## Home learning resources



If you have one, use your 'Dream Journal' notebook to record your work in this home learning resource. If you don't have one, you could make your own or use paper...

Watch our video to find out more about Puck, the mischievous hobgoblin servant to Oberon, king of the fairies.

### 'Home Learning Video 2: Puck' on our YouTube channel

*Make sure you ask permission before using YouTube!*

## TASK 1: THAT SHREWD AND KNAVISH SPRITE!

**You will need:** scissors, glue, two different coloured pens or pencils, your 'Dream Journal' or paper

In the video Sue introduces us to Puck. She explains that he is a character from folklore - much older stories that Shakespeare's audience would have known about. We see lots of different pictures of Puck. Some are paintings or drawings and others are photographs of actors playing Puck. Below are four of the pictures you saw in the video.

- A. Cut out the pictures and stick them onto a clean page of your Dream Journal
- B. Choose one colour and write some labels to show the things that are the same about the different 'Pucks'
- C. Now using the other colour, write some labels to show the things that are different about them



## **TASK 2: PUCK IMAGINED**

**You will need:** your 'Dream Journal' or paper and a *pen or pencil, colouring pencils (if you have them)*

We've looked at how Puck has been shown by different artists and theatre directors. Now let's think about what OUR Puck might look like:

- A. Have another look at the 4 images of Puck. What features will your Puck share with them? What will be different about yours? Now draw your own picture of Puck and colour him in (if you have any colouring pencils)
- B. *Next, label the most important features of your Puck. Think about: What does he need for flying? What helps him to hide among the leaves from Oberon? Does he have any other powers and how does he use them?*
- C. Can you write a kenning about Puck?

A kenning is a two word phrase that takes the place of a one word noun. So instead of 'Puck' we might say 'spell-caster' or 'mischief-maker'.

How many different Puck kennings can you think of?

## **TASK 3: SHAPESHIFTER**

**You will need:** your 'Dream Journal' or paper and a *pen or pencil*

In the video Matt tells us that Puck has many magical powers, and he's definitely not modest about them! He thinks his amazing power is his ability to shape-shift (change from one thing into another whenever he likes!). He can become anything, and he likes nothing more than to trick foolish humans (as he sees them!).

- A. In your Dream Journal, tell us what Puck might shape-shift into. Can you think of 10 different things that he might become, when he's going to play tricks on people?
- B. Now describe the trick he is going to play - how will he make sure he isn't seen before the trick is played? What will he do to make the person look foolish or get angry? Does he let the person know that it was he who tricked them? If so, how?

## **TASK 4: A VILLAGE HOME**

**You will need:** your 'Dream Journal' or paper and a *pen or pencil*

In the video Peter and Joe tell us about the mechanicals, a group of ordinary villagers who are rehearsing a play to be performed for Duke Theseus.

[For a written version of this see page 5]

Choose one of the mechanicals, who are mentioned in the video:

- *Peter Quince, the carpenter*
- *Nick Bottom, the weaver*
- *Francis Flute, the bellows mender*
- *Tom Snout, the tinker*
- *Robin Starvling, the tailor*
- *Snug, the joiner*

- A. Decide what your mechanical's house looks like, and any family members who might live with him.

Is he married? Are there any children or parents living with him? What are they like? Imagine that one day he tells his family that he needs to go to a rehearsal to begin practicing a play with his friends. He hopes that this play is going to be performed at Duke Theseus' wedding. What will his family say? Do they like the plays he performs in? Or do they think it's a waste of time? Do they think he should stay at home to work or are they pleased that he has a hobby?

- B. Write a short scene (10 lines) where we see the family talking together in their house, when your mechanical tells them about the rehearsal. What do they say?

\*For a script layout, remember to put the name of who is speaking on the left, and what they say on the right, like this:

Character:            "....."  
Wife:                "....."

- C. Now imagine that Puck is up to no good and looking for some villagers to trick. He spots the family talking in their house and has a brilliant idea for a trick... Add *another 10 lines to your script to show what happens*.

\*If you want to show what Puck DOES rather than what he says, put these actions in brackets. These are called stage directions. They might look like this:

*(Puck sneaks in and changes into a chair. Bottom sits on the chair and the chair collapses. Drink gets spilled everywhere. Everyone laughs.)*

How does everyone react to the trick? Is it funny or are some people upset? Do they ever find out who played the trick on them?

## **TASK 5: THE LAST LAUGH?**

**You will need:** Some clay or plastercine or salt dough (see recipe on page 5)

- A. Look again at the pictures of Puck.
- B. Mould your clay or dough into Puck's face, showing him enjoying a trick he has just played.  
[For instructions for making salt dough see page 5]
- C. Ask an adult if you can stick your model of his face up somewhere, looking over everyone and having a good laugh!

As Sue explains in the video, Puck is a mischief-maker, but we like him: he's a 'good fellow' just like his name suggests - always on the lookout for a game or a laugh.

At the end of the play, it's him who speaks to the audience, saying he hopes everyone has enjoyed the play and that no one is upset by the story.

In the video we hear Puck's final speech.

[For a written account of this see page 6]

You could even learn some of the lines, and say them along with us.

## RESOURCES FOR HOME LEARNING VIDEO 2: PUCK

### THE MECHANICALS

Puck is always playing tricks on the poor villagers who live close to the forest. The mechanicals are a group of ordinary villagers, who are meeting after work to rehearse a play. If he thinks it is good enough, Duke Theseus will choose it to be performed on his wedding day.

The mechanicals are Peter Quince the carpenter, Nick Bottom the weaver, Francis Flute the bellows mender, Tom Snout the tinker, Robin Starveling the tailor and Snug, the joiner.

We can be certain that Puck has played many a trick on them...

### INSTRUCTIONS FOR MAKING SALT DOUGH

#### Ingredients

*2 cups flour*

*½ cup table salt*

*¾ cups water*

#### Instructions

- 1. Mix the ingredients together in a large bowl using a wooden spoon*
- 2. When it becomes too stiff to stir, use clean hands to bring the dough together*
- 3. Knead a few times until the dough is soft, about 3-5 minutes*
- 4. Mould your Puck face*
- 5. Ask a grown up to preheat the oven to its lowest setting*
- 6. Bake for a 2-3 hours until firm to the touch*
- 7. Use oven gloves to take it out of the oven, and let it cool*
- 8. When it is cold, you can paint it if you like!*

## PUCK'S FINAL SPEECH

If we shadows have offended.  
Think but this and all is mended.  
That you have but slumbered here  
Whilst these visions did appear.  
And this weak and idle theme  
No more yielding but a dream.  
Gentles do not reprehend  
If you pardon we will mend.  
Else the Puck a liar call.  
So goodnight unto you all.  
Give us your hands if we be friends  
And Robin shall restore amends.

For more like this, visit [northwestdramaservices.co.uk/dreamathome](https://northwestdramaservices.co.uk/dreamathome)