

Creative Task

Rumpelstiltskin –Build your own set design



SET DESIGN



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What you will need:

- A cardboard box (shoe box size)
- Card
- Pens, pencils, paint or anything else that will help you add colour to your design
- Chosen fabrics and other materials, useful materials may include lolly pop sticks (to help make you're designs 3D), thread, wool, cotton wool (for sheep), shredded paper (for hay), get creative!
- Scissors, glue, tape

Steps:

- Cut the top and the side of the cardboard box off so that you have your own miniature stage



Have a look at the photos and read through the story of Rumpelstiltskin (below) and begin to collect colours and materials for your set, think about:

- When is your version of Rumpelstiltskin set?
- What are the main themes of the show? Is it in the present, past or future? Think about how this would affect what objects would be in the space and the style of the set.

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- What is the mood, is it happy, sad, magical? How can the colours/materials reflect this?
- What kind of show are you making the set for? Is it dance, theatre, puppetry, or something else?
- Where is your Rumpelstiltskin show set? How can the set design/back drop set the scene and help tell the story?
- Before beginning to make your set, it might be useful to sketch out some ideas on paper first.
- You are now ready to start designing your set. Use your cardboard box stage to create a miniature version of your design. You can paint a backdrop, create props and pieces of set and you can even create your own characters to create a fuller picture.

SYNOPSIS

A King and Queen live in a splendid castle with gorgeous gardens. They had a son, but the Queen died and left the King grief-stricken. The King was heartbroken at his loss and resented his son, calling him an ugly little *Rumpelstiltskin*, and so the son grew up on his own playing in the fields and taking shelter with the sheep, with other children who liked him.

To distract the King from his loss people entertained him with tricks, but the King remained frozen in grief. A shepherd shouted that his daughter could spin gold from straw. Impressed, the King took the shepherd's daughter and demands that she spin the straw into gold by day break or else her father's flock will die. The frightened girl has no idea what to do until a man, *Rumpelstiltskin* offers to spin the gold in return for a ring necklace.

Delighted with the new gold, the King demands that the girl spin more and more gold, and again *Rumpelstiltskin* helps the girl in return for gifts until she has no more gifts to give. *Rumpelstiltskin* demands her first born child once she becomes Queen and dutifully spins gold.

Pleased with the gold, the King marries the girl and she becomes Queen and soon gives birth to her first child. *Rumpelstiltskin* returns to take the child, but the Queen pleads for him not to. He says that the Queen may keep the child, if she can guess his name in three days. He comes back three times to ask her what his name is.

In the mean-time a messenger inadvertently discovers the man dancing round his fire in the woods singing his name. The messenger rushes home to tell the Queen, who was beyond joy. On revealing that she knows *Rumpelstiltskin*'s name, the man fills the room with gold and reveals his true identity as the Prince.

The King, who's grief is healed, dies peacefully, and the Queen and *Rumpelstiltskin* marry with great ceremony and celebration.

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