

# Writing folktales for the Stage.

**GLUCK CORD**

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# THE BASICS

## Setting & Characters

- Where are we? Who lives here? What is like?
  - The three bears before going for a walk.
  - The gods are bored on Mt. Olympus.
  - The hobbit before he is called to adventure.

# THE BASICS

## The Problem.

- Then SOMETHING HAPPENS  
(Some ACTION that causes the characters to ACT)
- The soup is too hot to eat. The bears go for a walk.
- The gods create a woman by giving her gifts, they name her Pandora
- The hobbit is happy but bored.

# THE BASICS

## Rising Action

- Another thing happens (or 2 or 3 more things)
  - Goldie Locks breaks into the Bears home and eats everything, eats everything and falls asleep.
  - She is given a final gift of a beautiful box and warned not to open it.
  - The hobbit is visited by a wizard and given a mission.

# THE BASICS

## Climax

- This is where things that have been getting set up all happen. Characters make a decision and act on it with some consequence that will help close the story.
- The bears find Goldie Locks in Baby Bears Bed and they confront her.
- She opens the box after being warned not to and all the evil in the world pops out.
- The hobbit goes on the adventure.

# THE BASICS

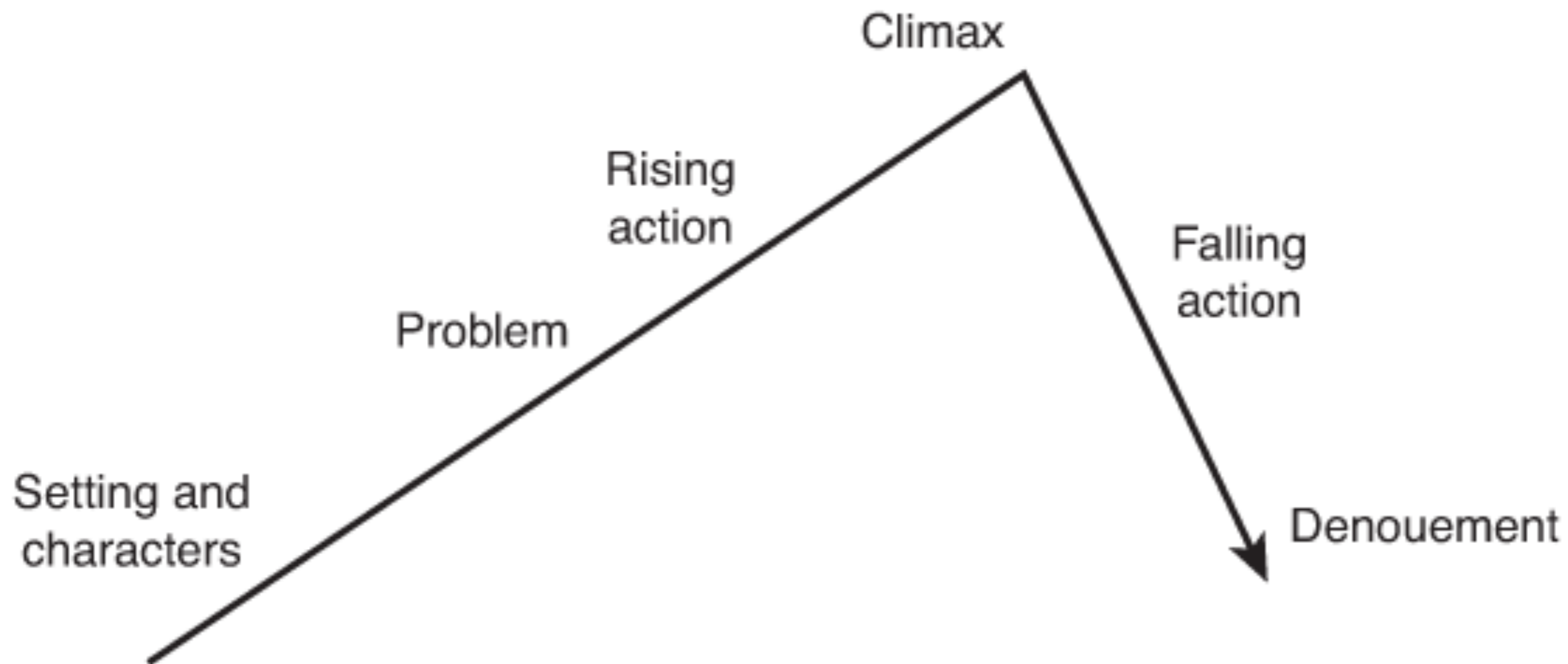
## Falling Action

- What happens as a result of the choices the characters made that led to a climax.
- Goldie Locks wakes up and runs away/gets eaten.
- She tries to put the evil back into the box but it does not go back in.
- The hobbit completes his mission for the wizard.

# THE BASICS

## Denouement

- The final outcome of the story, it's where all the secrets are revealed and the lessons are learned.
- Goldie Locks escapes and learns not to go into peoples houses. The bears learn to lock the doors.
- Pandora learns to listen to the gods.
- The hobbit learns the value and danger of adventure and friendship.





# The Who?

- A strong story is only worth telling if we care about the characters experiencing it.
- Building strong characters is just as important to a strong play as having a strong plot.
- Usually, stories are centered on an exchange between a **protagonist** and **antagonist**

# Protagonist

- The “good” one (sometimes)
- The one that something happens TO
- The one decides to take action.
- The MAIN person.

# Antagonist

- The “bad” one (sometimes)
- The one that usually does something TO the protagonist.
- They usually operate in opposition to the protagonist.
- They are here to tell the story of the MAIN person and they are important but this is NOT their story.

# Questions and Character Building

- Using questions can help build strong characters because it helps us see the choices they have to make.
- What are they choose to do every day? What do they **HAVE TO** do?
- How do they choose to dress? Eat? Talk to their peers?

# Questions

Where does your character live? How does he feel about it?

Where is your character from? Where did your character's life begin?

How old is your character?

What does they look like?

What does they do for a living?

How do they deal with conflict and change?

Who else is in your character's life?

**Can we think of more?**

# Writing the Play

- Dialogue (What People Say)
- Action (What people or the theater does.)
- Parenthetical (Usually for pauses, to communicate a change in tone or motivation and action or to give new information DURING dialogue)
- What does it look like?

- CHARACTER NAMES  
(bold ALL CAPS and center)
- DIALOGUE  
Starts Left
- ACTION  
(Start center -stay center  
moves right)

SCENE ONE.

The kitchen in the house of the THREE BEARS. MAMA brings in three hot bowls of food on a tray and sets them on the table.

MAMA

Come and eat!

PAPA enters

PAPA

Mmmmmm... smells good Mama. I'm starving.

MAMA

Me too. (beat) Where is this child of yours, I'm ready to eat.

BABY enters.

BABY

Smells good, Mama, let's eat!

MAMA and PAPA devour their food like wild animals. Baby tries one bite and starts to cry.

BABY

It's too hot! I can't eat it. I'll burn my face off.

BABY is inconsolable. Mama and Papa look at each other for a solution.

PAPA

Let's all go for a walk while the food cools.

MAMA

Good idea.

The THREE BEARS exit. Goldilocks enters.

GOLDIELOCKS

What's that smell? Looks like my neighbors are cooking up something amazing. I'm gonna investigate.

Goldilocks enters the house and sees the food.

# Folk tale structure

- The main character had a character flaw at the beginning, and learns a lesson to rid himself of the flaw at the end of the story.
- The main character gets into trouble twice and gets out of trouble each time by some kind of “problem solving device”
- "Problem-solving device" -The "devices" can be magical, supernatural, or realistic. It can stem from a character's inner resources (cleverness, perseverance, etc.), or come as magic artifacts (ring, lamp, carpet,) given or found, as help from an individual with a **special ability** (friend, wise person, fairy, etc.), or help from a group of **people with special skills**. The help may be provided through social relationships such as friendship, repayment for a kind deed in the past, or competition.
- Always has a moral. “Stay indoors at night” “Always tell the truth” etc