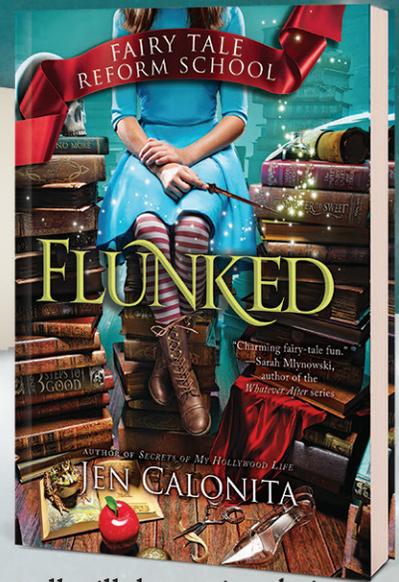




ACTIVITY KIT

CREATE A FAIRY TALE



We've provided a table with six main characters, villains, settings, and problems to serve as elements in the story. Have each student roll a die four times. Their first roll will determine their main character, their second roll will determine their villain, and so on. The basic elements need to appear in the story, but students should feel free to add additional characters or settings—or even find a way to reform the villain!

An example prompt could be: A giant kidnaps a princess's friends, and she must rescue them from a solitary tower with no door!

ROLL	1ST ROLL: MAIN CHARACTER	2ND ROLL: VILLAIN	3RD ROLL: SETTING	4TH ROLL: PROBLEM
1	A knight	A wolf	A cottage in the woods	The main character gets lost and is being chased by the villain
2	A witch	A giant	The town surrounding the royal palace	The main character needs to get to a royal ball
3	A princess	A fairy	A dark forest	The main character falls into an endless sleep
4	A wizard	An ogre	A huge ice palace	The main character must get rid of eternal winter
5	A maid	A queen	A solitary tower with no door	The main character needs to escape their setting
6	A prince	A pirate	On a ship in a magical sea	The main character needs to rescue friends from the villain



FLUNKED ACTIVITY KIT

WHICH FAIRY TALE VILLAIN AM I?

This is a twist on the “Who Am I” Post-it note game, requiring players to instead guess which fairy tale villain they are!

Cut out the cards and distribute one to each player. Have the players tape their card to their forehead with the name of the villain facing outward—but make sure they don't look at the name on their own card!

Have everyone sit in a circle and pick a player to start. Have that player ask a “yes/no” question to the group to begin trying to guess which villain they are. If the player isn't able to correctly guess their villain after their question, the next person gets to ask one.

Continue going around the circle until everyone successfully guesses their villain. Award the first person to get it right with a prize! We suggest a copy of *Fairy Tale Reform School: Flunked* or a classic fairy tale movie.



THE WOLF
(LITTLE RED RIDING HOOD)



EVIL STEPMOTHER
(CINDERELLA)



CAPTAIN HOOK
(PETER PAN)



THE EVIL QUEEN
(SNOW WHITE)



FLUNKED ACTIVITY KIT



THE SEA WITCH (THE LITTLE MERMAID)



THE GIANT (JACK AND THE BEANSTALK)



THE WITCH (HANSEL AND GRETEL)



MOTHER GOTHEL (RAPUNZEL)











FLUNKED ACTIVITY KIT

WANTED

BY FAIRY TALE REFORM SCHOOL

Customize this WANTED poster with your picture and information!



If seen, contact the Dwarf Police Squad IMMEDIATELY.

WANTED FOR:

HOW FAIRY TALE REFORM SCHOOL CAN HELP:



FLUNKED ACTIVITY KIT

WHICH FAIRY TALE REFORM SCHOOL PROFESSOR SHOULD BE YOUR MENTOR?

Take the quiz!

What would you most like to have?

- Riches and society status
- A personal chef
- A beautiful singing voice
- Great beauty

Your perfect vacation would be:

- A stay in a 16th-century European castle
- A camping trip
- A tropical island cruise
- A fall orchard tour

Which school subject would you most enjoy?

- Business administration
- History
- Dance
- Psychology

People who make you mad tend to:

- End up locked away somewhere
- Mysteriously disappear
- Lose their ability to speak
- Fall into an enchanted sleep

Which appeals to you the most?

- A pair of dazzling slippers
- A beautiful red cape
- A trident
- A shiny red apple

Your favorite hobbies include:

- Dreaming of ways to advance your family members in society
- Hanging out in the woods
- Practicing your vocal scales
- Lovingly staring at your reflection in the mirror

MOSTLY AS: **Flora (formerly known as Princess Ella's evil stepmother)** is the only mentor for you! As the founder and headmistress of FTRS, she can share all of her tips and tricks to reform you into an upstanding member of society (but please try to avoid wearing flashy footwear in her presence).

MOSTLY BS: **Professor Wolfington (formerly known as The Wolf)** is the professor of history and a student favorite at Fairy Tale Reform School. He's more than happy to help you reform, but DON'T mention Granny.

MOSTLY CS: **Madame Cleo (formerly known as The Sea Witch)** used to spend her time trying to destroy the Little Mermaid's chance at love, but now teaches students dance and etiquette! She'll have you acting like a royal member of Enchantasia in no time.

MOSTLY DS: **Professor Harlow (formerly known as The Evil Queen)** teaches psychology and runs school therapy sessions. As the coach of the school's first-place fencing team, Harlow can show you how to work through your problems with harmless blades instead of wicked ways.