

Objective

To build a puppet that represents the character created in the card game and prepare it for a performance.

Resources

Head, hair, nose and ear templates
Split pins
Felt tip pens
Glue

Head

(Ensure that the white card is on the inside).

1. Slot together the tab at the back of the

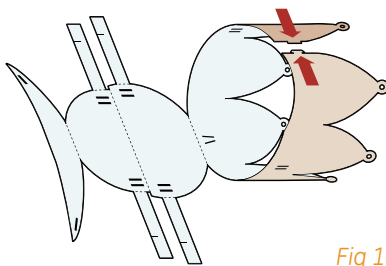


Fig 1

head with the white side on the inside.

2. Fasten with a split pin at the top of the

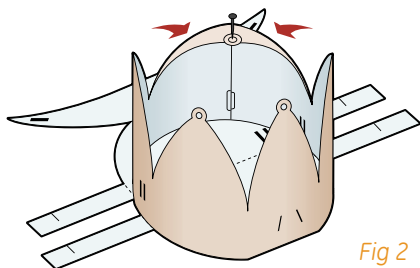


Fig 2

head.

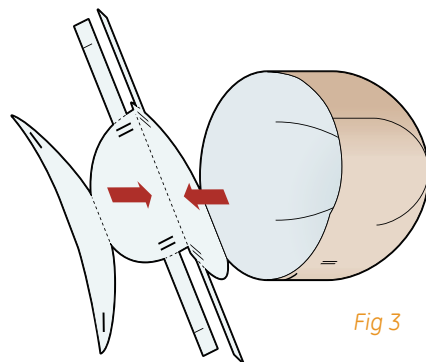


Fig 3

3. Fold up the jaw along the scored lines.

Fold each of the four long tabs along the scored lines.

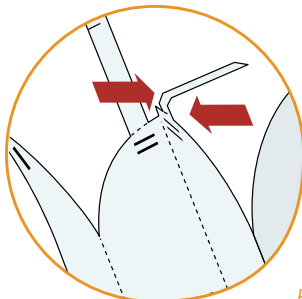


Fig.3B

4. Thread the long tabs following the arrows in the picture.

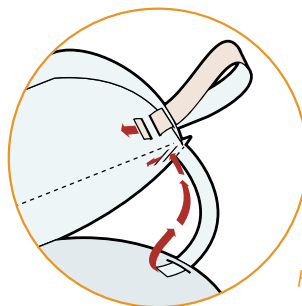


Fig 4

First thread the two tabs that go into the head then the two other tabs that go into the jaw.

Thread these tabs tightly so the scored lines lock the long tab tightly into place.

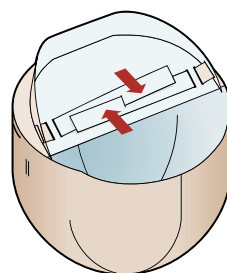


Fig 5

5. Lock one long tab into its partner tab using the slits cut into them.

Body

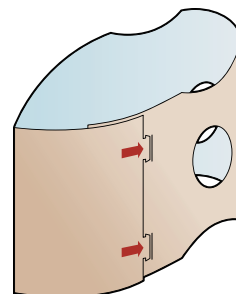


Fig 6

6. Fold the scored lines and slot tabs inside.

Nose

There is a choice of three noses. Lock the round tabs to the inside of the nose.

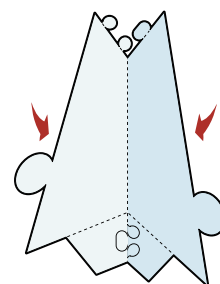


Fig 7

Ears

Choose large or small ears. Tabs allow the angle of the ears to be adjusted.

Hair

Lay out flat on a sheet of scrap paper to style. Options to trim, colour, curl or add more layers. Fix with split pin.

Features

Sketch possible ideas on the Puppet Character sheet and agree with the team. Eyes drawn on this sheet can be cut out and stuck on the puppet.

Body Design

Open out and lay flat to style (optionally use the white side for this).

Dressing

Add clothing or accessories to personalise the character.

Arms

If you are not using clothing you can make the puppet's arms appear to be more realistic.

You will need

- 2 pieces of card for upper arms
- 2 lengths of stretchy cloth tubing
- Scissors
- Stapler



Instructions

- Staple each length of the cloth tubing to the inside of the shoulders of the puppet body.
- Roll card to form tubes.
- Work out where the elbows are and cut a hole large enough for an arm to enter the sleeve from the elbow.
- Slot the card tube inside the hole at the elbow to form the upper arm so that it can swing off the shoulder.
- Slide a real forearm through the hole at the elbow.
- Clothing with the arms rolled up or short sleeves can be used.

Manipulating the puppet

Person 1 - Thread an arm through the two holes in the body to create the neck. Locate the hand in the handles on the back of the head.

Person 2 - Operates the arm or arms.

The voice can be a third person. It doesn't have to be one of those operating the puppet.

Sit with puppet at a table or with a platform between the puppet operators.

There are other ways of doing this - experiment!

Operation

Think about the character and decide how it will speak and the mannerisms that match its personality.

- The puppet needs to look around the room at the audience, not in the air.
- Rehearse hand gestures so they are timed with the action of the mouth.
- Avoid squashing the body while performing.
- Effective puppets move their jaw to speak rather than bounce their head up and down.

