



PUPPET KIT

and

READER'S THEATER SCRIPT

One Part of a
Seven-Way Story Adventure



NOTE TO GROWN-UPS

This kit comes with a full script of FLY ON THE WALL INVESTIGATION: THE CASE OF THE MISSING EMPANADA as well as printable puppets so you can use it whichever ways work best with your kid(s).

Puppetry is a fun way to improve reading aloud skills, reading fluency, listening skills, teamwork, cooperation, and more. Reader's theater is also a great way to improve these skills, and works particularly for older children.

This kit is one part of FLY ON THE WALL INVESTIGATION: THE CASE OF THE MISSING EMPANADA Seven-Way Story. A Video Story, an E-Book, and an Audiobook are included with this Adventure. A physical book can be purchased [here](#).

Here are a few ways to use this kit:

- Kids can use the puppets to retell the story in their own words.
- Put on a reader's theater performance, a puppet show, or an actual play with the enclosed script.
- Play the audiobook as a soundtrack as kids act out the story with puppets.
- Encourage kids to write their own original scripts.

Simple printable puppets are included in the kit. Kids can cut these out or design their own.



Hi, kids! Let's get on with the show!

The first thing you'll need for your puppet show is...puppets! On the following pages you'll find puppet characters from FLY ON THE WALL INVESTIGATIONS. You can also draw some of the characters yourself.

WHAT YOU'LL NEED TO MAKE THE PUPPETS:

A printer (No printer? Just draw your own puppets.)

Scissors

Cardstock or Old File Folders

(No cardstock or file folders? Junk mail postcards work well.)

Popsicle Sticks

(No Popsicle Sticks? Try chopsticks, straws, or pencils instead.)

Glue Stick

Tape

DIRECTIONS TO MAKE THE PUPPETS:

1. Ask a grownup to print out TWO sets of the characters. These can be printed on regular paper or directly onto cardstock.

(If you print the characters onto cardstock, then skip step 2).

2. Use the glue stick to attach the characters to the cardstock (or file folder). Do this for two copies of each character.

3. Cut out the two sets of characters.

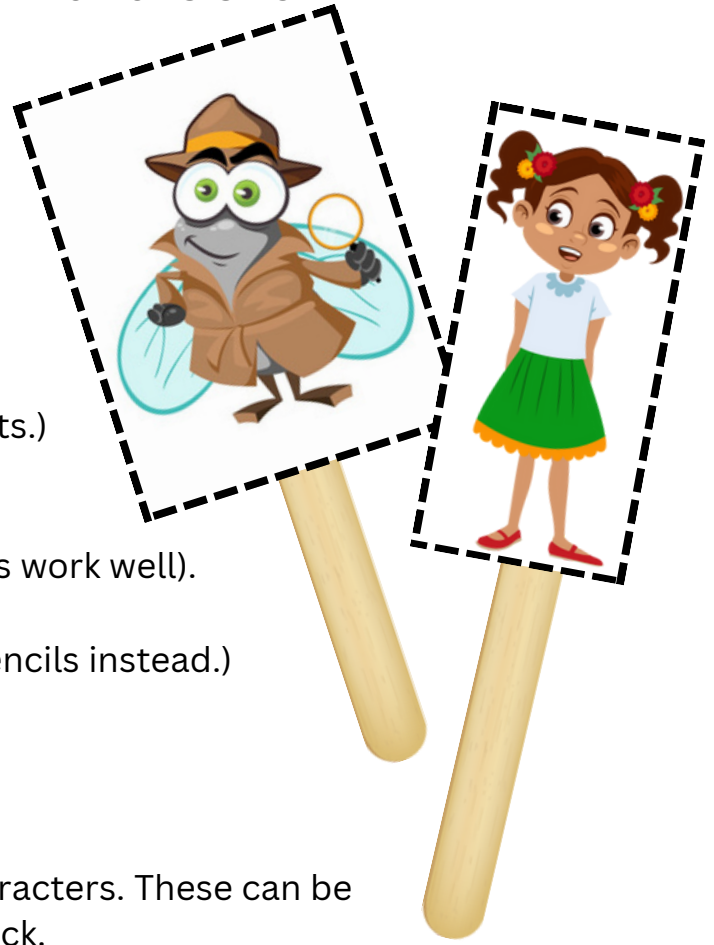
4. Use tape to attach the stick to the back of one character. Find the other picture of the same character and line up the blank sides. Tape the two pictures together. You end up with one stick that has the same picture showing on opposite sides. Do this for all the characters.

That's it, your puppets are ready!

What about a Puppet Stage?

It's no problem if you don't have an actual puppet stage. Just about anything can be your stage. You can duck behind a chair, a couch, a table, or a counter. If these ideas do not work for your puppet stage, just look around and you'll find something that will work.

HAVE FUN!



Arthur (Arty)



Stella



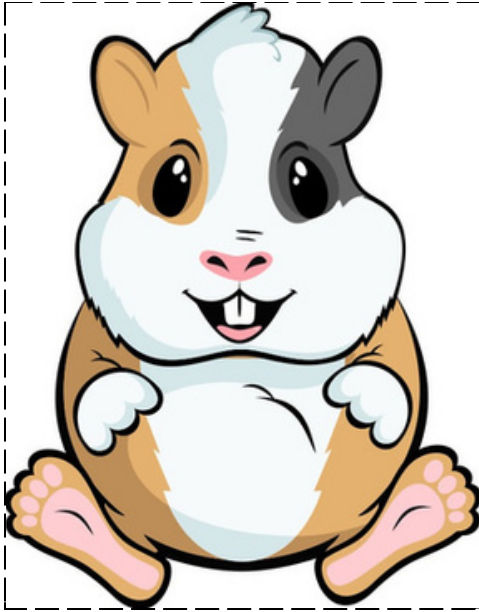
Emily



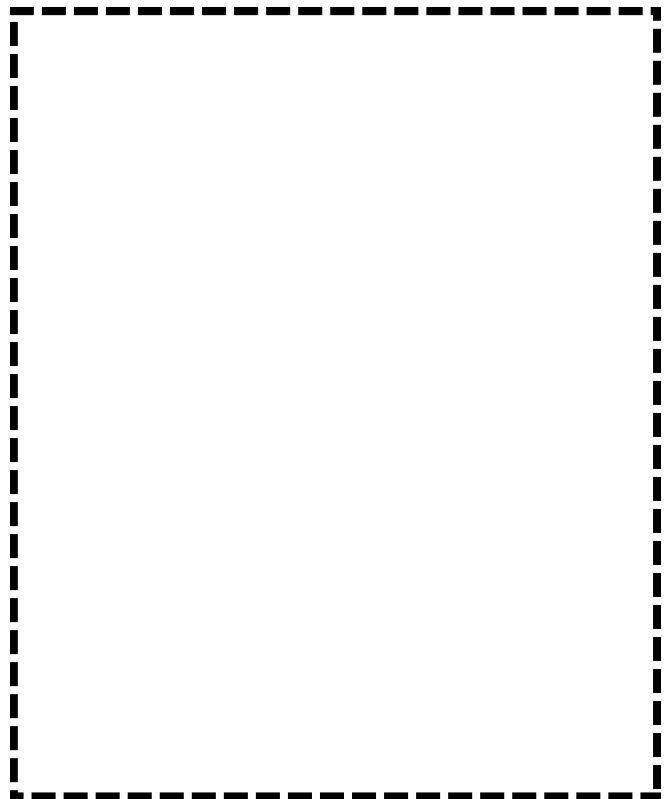
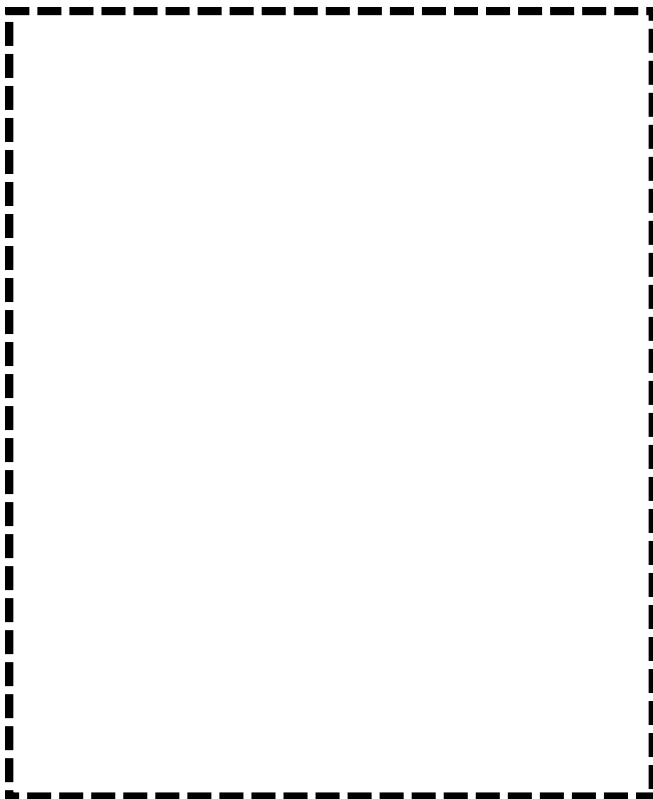
Cameron



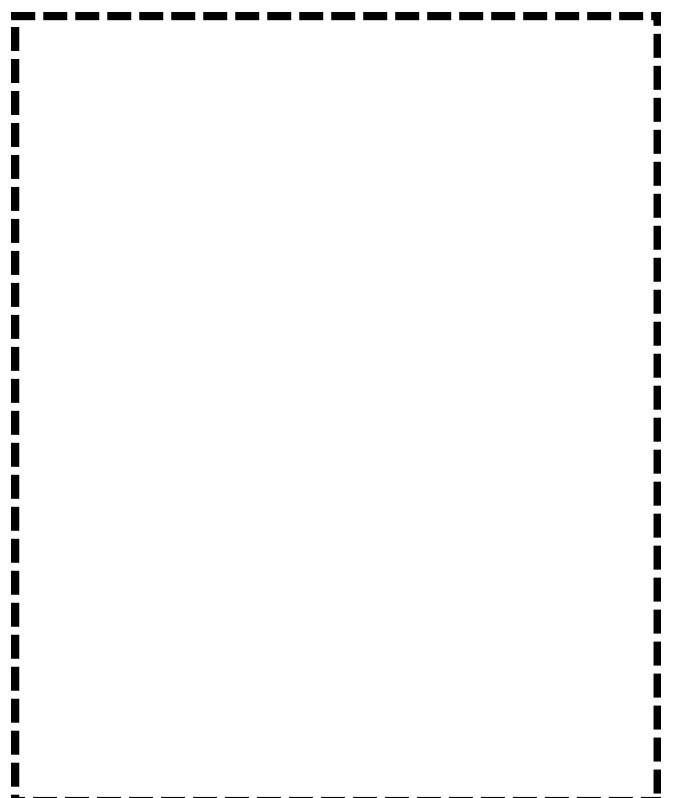
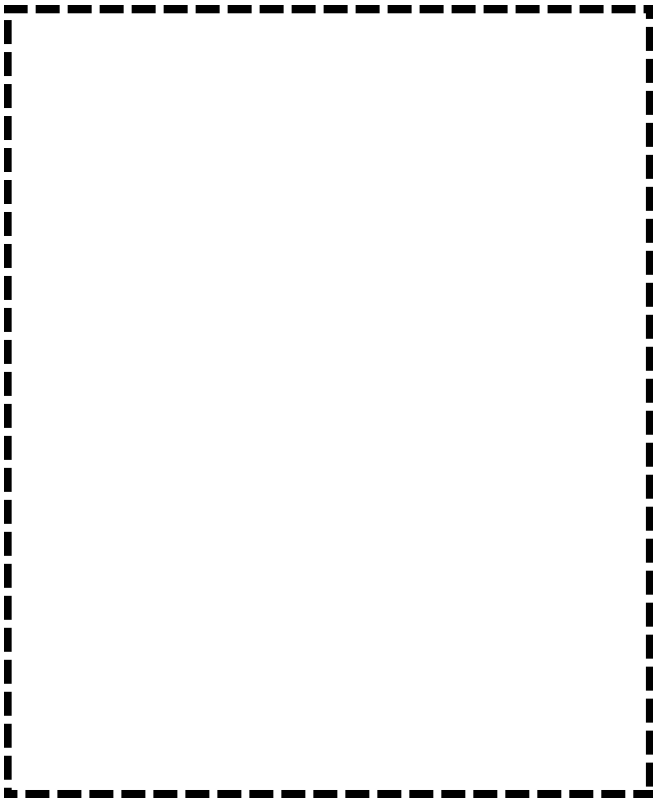
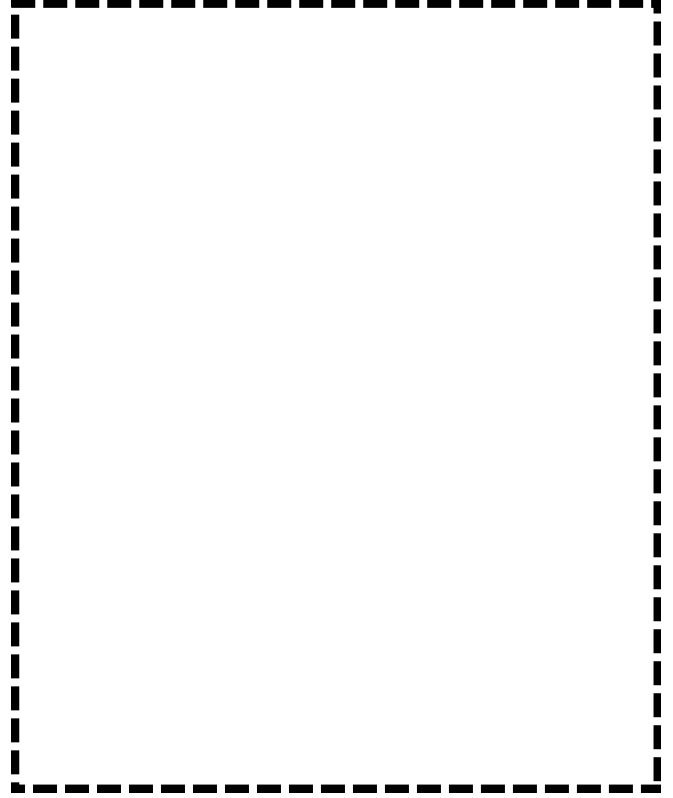
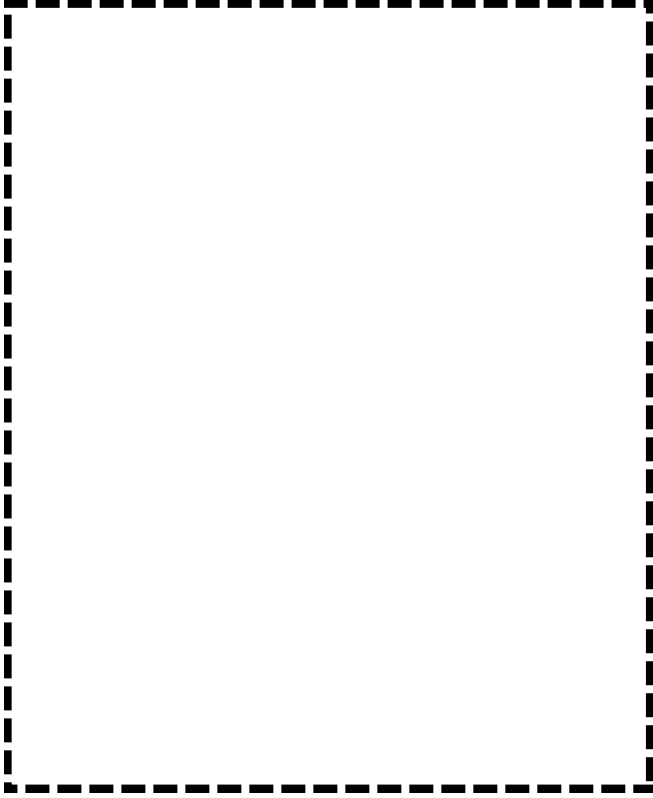
Mr. Nibbles



Teacher



Draw Your Own Characters





Great! Now that you have your puppets it's time to put on a show. You can retell the story of THE FLY ON THE WALL INVESTIGATIONS or make up your own story.

You can also use the script that's on the following pages. Scripts are what actors use when they're in a play or a movie. Puppeteers often use a script when they're creating a puppet show. This script can also be used to put on a play or reader's theater performance..



PARTS OF A SCRIPT

CHARACTERS/CAST

Characters are the people (or animals) in the play. Together, the people in a play are called a cast.

DIALOGUE

Dialogue is what the characters in the script say.

SCENE

A scene is like a chapter in a book. When the action or setting changes there will often be a new scene.

SETTING

This is where the scene takes place.

STAGE DIRECTIONS

Stage directions tell the actor or puppeteer what to do.

These are not meant to be said out loud.

We have labeled the stage directions so you don't confuse them with the words the actors say.

This is an example of how the stage directions look:

Stage Direction

[Stella slowly walks off the stage.]

And Now...On With the Show!



FLY ON THE WALL INVESTIGATIONS:
The Case of the Missing Empanada

CAST

ARTHUR C. DOYLE (Arty)-Arty is a fly

STELLA-Stella is a jumping spider

EMILY

CAMERON

TEACHER

NON-SPEAKING CHARACTERS

CHILDREN IN SCHOOL

MR. NIBBLES

BREAKING THE FOURTH WALL

Sometimes in this play, Arty acts as the narrator and talks directly to the audience. Stella talks to the audience a few times also. This is known as “breaking the fourth wall”. It will be marked in the script so the puppeteer or actor knows when to talk to the audience.

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SCENE 1

SETTING: Arty's detective agency.

STAGE DIRECTION

[Emily enters Arty's office. She looks angry and upset. She stands at the door while Arty and Stella talk to the audience.]

ARTY

[To Audience]

I knew the kid was troubled the minute she walked into my office. See, I can read people like yesterday's news. That's my job. I'm a detective. The name's Arthur C. Doyle, Private Fly.

I even have my own agency,
FLY ON THE WALL INVESTIGATIONS.

STAGE DIRECTION

[Stella jumps into the office.]

ARTY

[To Audience]

This is my partner, Stella Star.
She's a jumping spider.

STELLA

[To Audience]

I think that's obvious, Arty.
Tell 'em what's really important.

ARTY

[To Audience]

I was gettin' there. Ya see,
Stella's also a brilliant inventor.

STELLA

[To Audience]

That's the truth.
I create all the gadgets and gizmos
Arty uses to solve his cases.

ARTY

Right, speaking of cases.
Let's get back to the one at hand.

SCENE 2

SETTING: Arty's detective agency.

ARTY

[To Audience]

The girl in my office looked like she'd
just licked a bag of lemon lollies.

ARTY

[To Emily]

What's bothering you, kid?

EMILY

Huh, how do you know something's
bothering me? I haven't told you anything yet.

ARTY

Your body language told me
everything I needed to know.
Shoulders hunched, eyebrows bunched,
face scrunched. What's your name
and what's the problem?

EMILY

My name is Emily and
I've got a case for you Mr. Doyle.
Somebody stole my Empathy Empanada
and I want you to catch the culprit.

ARTY & STELLATOGETHER

[To each other]

Did she say her Empathy Empanada?

EMILY

That's exactly what I said.

ARTY

You'd better start from the beginning, kid.
What exactly is an Empathy Empanada and
why would someone steal it?

EMILY

This morning we had a kindness cookoff
at school in honor of World Kindness
Day and everyone made a treat:
Caring Cookies, Compassion Cakes,
Gratitude Gumbo. I made an
Empathy Empanada. I was sure I
would win but when the judges tried to
taste my empanada...it was gone.

STELLA

Any suspects?

EMILY

Yes, my former best friend, Cameron Komquat.
He is looking very suspicious and guilty!
I am sure he took my empanada so his
Gratitude Gumbo would win the blue
ribbon. What do you say, Mr. Doyle,
will you take the case?

ARTY

I'm on it. Stop by after school today and Stella and I will tell you what we found.

STAGE DIRECTION

[Arty puts on a hat and flies out the window.]

SCENE 3

SETTING: Amelia Earhart Elementary School

ARTY

[To Audience]

Time flies and so do I...because I'm a fly.
So I zipped over to Amelia Earhart Elementary
to get the buzz on Emily's former best friend,
Cameron Komquat.

STAGE DIRECTION

*[Arty flies around the school
searching for Cameron.]*

ARTY

[To Audience]

I found him in the back of the classroom sitting
all by himself. The kid had a frown on his
face the size of a pumpkin. His shoulders were
shaking and a single tear fell down his cheek.

STAGE DIRECTION

*[Arty whispers to Stella who is back at the office. She
can hear him on one of her inventions.]*

ARTY

You seeing this Stella?

STELLA

Sure am Arty.

ARTY

[To Audience]

Stella said that from back at the office.
Stella can see everything I can see
because of a little invention of hers called
Stella Vision. It runs on WIFLY. So I flew
onto a wall near Cameron to get a better view.

ARTY

[Talking to Stella on WIFLY]

Emily said the kid looked guilty.
But I think he's feeling something else.

STELLA

[Talking to Arty on a screen back at the agency.]

Me too Arty. But I'll run the Feelings
Finder on him just to be sure.

STAGE DIRECTION

*[Stella pushes buttons on a
machine labeled: Feelings Finder.
Cameron's sad face appears on screen.]*

ARTY

[To Audience]

The Feelings Finder is another
invention of Stella's. It can figure out
what someone is really feeling.

STAGE DIRECTION

*[The machine makes a
Ding, Ding, Ding sound and
spits out a piece of paper.
Stella reads the paper.]*

STELLA

[To Arty]

Just as I thought.

Cameron is not feeling guilty.

ARTY

[To Audience]

I didn't need a machine to tell me that.

Just some good old fashioned detective

work. I don't think Cameron took the

Empathy Empanada. But if he

didn't take it, then who did?

SCENE 4

SETTING: A Classroom at Amelia Earhart Elementary

Arty

Hey, Stella. I'm gonna do a flyby around the
classroom and see if I can find the culprit.

STELLA

Good idea, Arty.

ARTY

[To Audience]

I buzzed by the teacher.

TEACHER

Class, I have an announcement. The Judges of the Kindness Cookoff have decided to call off awarding the blue ribbon until Emily's Empathy Empanada can be found. I am sure it must be around here somewhere.

ARTY

[To Audience]

I was sure as well. I flew around all the kids looking for clues about how they were feeling.

STAGE DIRECTION

[Some kids are smiling. Some are reading. Some are yawning.]

ARTY

[To Audience]

Some kids were happy. Some were curious. Some were even tired. But not one of them seemed to be feeling guilty. So who took the Empanada? Then I spotted the class pet, a guinea pig named Mr. Nibbles. Hmm... interesting. I was about to fly down to do a little investigating when...

TEACHER

OH NO!!...Is that...A A A FLY???. Get it!

STAGE DIRECTION

[The teacher gets upset and tries to swat Arty.]

ARTY

[To Audience]

Time to fly.

SCENE 5

SETTING: Arty's detective agency.

ARTY

[To Audience]

Emily came back to my office that afternoon.

EMILY

So did you solve the case?

ARTY

Of course! We're not some fly-by-night operation you know.

EMILY

I was right, wasn't I? It was my
former best friend Cameron Komquat.

STELLA

It was not Cameron.

EMILY

But he was acting so guilty. It has to be him.

STELLA

He wasn't feeling guilty.

ARTY

Put yourself in his shoes, kid.
How do you think he's feeling?

EMILY

What do you mean?

ARTY

You might have cooked an Empathy
Empanada kid, but you don't
really understand what empathy is.

STELLA

Let's put her in the SOMEONE
ELSE'S SHOES MACHINE, Arty.
That should help.

ARTY

Good idea, Stella,

SCENE 6

SETTING: Another part of the agency.
They're standing in front of a machine
that has two large boots attached to the front.

EMILY

What's the SOMEONE ELSE'S SHOES MACHINE?

STELLA

Another little invention of mine. Step
into those big boots and watch the screen.
When I press this button, it will be just like
you're stepping into Cameron's shoes.
You'll be able to feel what he's feeling.

EMILY

But, why?

ARTY

Listen, kid, empathy is the ability to understand and share another person's feelings. When people say put yourself in their shoes, it usually means that you have to imagine what the other person must be feeling. Then you can understand where they're really coming from.

STELLA

This machine helps you with that. Hang on!

ARTY

[To Audience]

Stella pressed the button.

STAGE DIRECTION

[The machine shakes. Emily's eyes widen then she slumps and starts to cry.]

ARTY

How ya doin', kid?

EMILY

Wow! That was amazing. I could feel what Cameron was feeling.

ARTY

And what was he feeling?

EMILY

Well, he was feeling sad and hurt and a little mad 'cause I accused him of stealing my empanada. I'm his best friend and I didn't believe him when he said he didn't do it.

STELLA

Do you think he's still the culprit ?

EMILY

I don't. But if he didn't take it, who did?

ARTY

The culprit is...MR. NIBBLES.

STAGE DIRECTION

[Stella and Emily gasp.]

ARTY

He was right next to the empanada.

He had crumbs in his tank and a very happy expression on his face.

STELLA

Hold on. Let me run the Feelings Finder on him too.

STAGE DIRECTION

[Mr. Nibbles' face appears on the Feelings Finder screen. It dings and spits out a piece of paper that Stella reads.]

STELLA

Yup. Guilty!

SCENE 7

SETTING: Arty's office the next day.

ARTY

[To Audience]

Emily returned the next day with Cameron.

I was glad to see they were friends again.

CAMERON

You were right, Mr. Doyle. It was definitely Mr. Nibbles. We found the empty empanada plate buried under the wood chips in his tank.

EMILY

Our teacher let me make another Empathy Empanada. But Cameron's Gratitude Gumbo still won. It really was delicious.

STAGE DIRECTION

[Cameron holds up his blue ribbon.]

ARTY

Congratulations, kid.

STELLA

That is a snazzy blue ribbon.

EMILY

I'm glad you like it because it's for the two of you.

SELLA

Oooh!

EMILY

It was Cameron's idea.

CAMERON

It's to show my gratitude for helping Emily
and me become friends again.

EMILY

And for helping me realize
what empathy really means.

ARTY

Glad we could help.

ARTY

[To audience]

We all dug into the Gratitude Gumbo
and Empathy Empanadas and they
were delicious! Another case solved by
FLY ON THE WALL INVESTIGATIONS.



THE END