

Name: _____ Date: _____

Answer Key: A Playmaker's Parade: Fun First Scripts for Kindergarten

Demonstrate basic recall of theatrical roles, character voices, and story basics by identifying the foundational building blocks of a stage play.

1. What do we call the person who writes the words for a play?

Answer: B) A Playwright

A playwright is the special name for an author who writes stories specifically to be performed on a stage.

2. True or False: A play is a story that is meant to be acted out by people.

Answer: A) True

Unlike a book you read silently, a play is written so actors can perform it for an audience.

3. The people or animals in a play are called the ____.

Answer: C) Characters

Characters are the individuals who live in the story, such as a brave lion or a funny robot.

4. When an actor speaks the words in a script, it is called ____.

Answer: B) Dialogue

Dialogue is the word we use for the talking or conversation that happens between characters on stage.

5. True or False: Every play needs a beginning, a middle, and an end.

Answer: A) True

To make sense to the audience, a story needs to start, have something happen, and then finish.

6. If a play happens in a magical forest, the forest is the ____.

Answer: A) Setting

The setting tells the audience where and when the story is taking place.

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7. What tells the actors how to move, like 'Walk slowly to the door'?

Answer: C) Stage Directions

Stage directions are instructions in the script that tell the actors what to do with their bodies.

8. True or False: You should use a different voice for a grumpy giant than for a tiny mouse.

Answer: A) True

Changing your voice helps the audience understand the personality and feelings of the character.

9. The paper that has all the words and actions written down is the ____.

Answer: D) Script

The script is the special book or papers that actors read to learn their lines and actions.

10. Which of these is a character you might find in a fairy tale play?

Answer: B) A Dragon

A dragon is a common example of a character that can have goals, feelings, and dialogue in a play.