

The Wand Of Dreams

(A Mathemagical Mystery)

**Study Guide
For Pre- K-2nd Grade**

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For: Pr- K- 2nd grades

About The Program

"The Wand Of Dreams"

Happily Ever After is falling apart. The most powerful wand in all the land, The Wand of Dreams, has been stolen. It's up to the audience to solve the mystery and return it back to it's rightful owners.

This show combines musical theater, comedy, puppets, magic, music and animation into an extraordinary live performance. Onstage is a large video screen where animated characters and graphic visuals help tell the story. The animated characters and puppets interact with a live actor and the audience. They give clues and help to explain mathematical concepts.

This performance focuses on developing students mathematical skills. The audience must solve a series of word problems, analyze a timeline and perform simple mathematical equations before the mystery can be solved.

Artist Bio

Sean Driscoll's has thrilled audiences with educational workshops and performances of interactive animation, music, storytelling, theater, comedy and magic for thirty years. This unique combination makes their performances and workshops truly original. His company, The Story Ship, has artists performing regularly throughout the United States in theaters, schools, libraries, resorts, after school programs, and festival settings. They reach tens of thousands of children and adults each year through hundreds of residencies, workshops and performances.

Technical Requirements

Live Show -2 grounded outlets, 1 chair, one table 6'X2', and a performance space 25'X 25' with a clean floor.

Virtual Show - Available through Zoom, Google Meet, Facebook, YouTube or pre-recorded video link.

Set Description

The set includes a giant interactive video screen with animated characters and puppets that interact with the audience. The stage is also full of magic props and musical instruments that audience members will use to help solve the mystery. 2

Program Objectives

Through listening to the story and interacting with the animated characters and puppets, the students learn mathematical skills as outlined in the curriculum connections below. During the show, a number of students are asked to participate and help solve the math problems.

Pre and post-performance discussions and activities are strongly suggested for students to get the most out of the performance experience.

Curriculum Standards Connections

Students will:

Connect numerals to the quantities they represent.

Count a number of objects up to 20.

Sequence and identify using ordinal numbers (1st-10th).

Compare two or more sets of objects (1-10) and identify which set is equal to, more than, or less than the other.

Use representations to model addition and subtraction.

Use counting strategies to find out how many items are in two sets when they are combined, separated, or compared.

Build number combinations up to 10 (e.g., 4 and 1, 2 and 3, 3 and 2, 1 and 4 for five) and for doubles to 10 (3 and 3 for six).

Use objects, pictures, numbers, or words to create, solve and explain story problems (combining, separating, or comparing) for two numbers that are each less than 10.

Group objects according to common properties such as longer/shorter, more/less, taller/shorter, and heavier/lighter.

Compare and order objects on the basis of length.

Compare and order objects on the basis of weight.

Add and Subtract Numbers less than 100.

Develop an understanding of the measurement of time.

Tell time to the nearest hour and half hour and understand the movement of the minute hand and how it relates to the hour hand.

Compare and/or order the sequence or duration of events (e.g., shorter/longer and before/after).

Reason and evaluate mathematical arguments.

Recognize reasoning and proof as fundamental aspects of mathematics.

Make and investigate mathematical conjectures.
Select and use various types of reasoning and methods of proof.

Represent mathematics in multiple ways.

Create and use representations to organize, record, and communicate mathematical ideas.
Select, apply, and translate among mathematical representations to solve problems.

Pre-performance Discussion Questions

How many seconds are in a minute?

How many minutes are in an hour?

How many hours are in a day?

What instrument is used to measure length?

What instrument is used to measure weight?

How many inches are in a foot?

How many feet are in a yard?

Name two other instruments of measurement.

Curriculum Connections and pre or post performance activity suggestions.

Arts: Illustrate a mathemagical mystery story created in language arts. Create puppets and a puppet show to tell the story.

Music: Have your students analyze a favorite simple song showing how meter, pitch, and duration all can be represented by numbers.

Language Arts: Have the students create their own mathemagical mystery story. Be sure to include the use of a time line to help solve the mystery.

Support materials

“Math Curse”

Jon Scieszke

ISBN-10: 0670861944

“Math Potatoes”

By Harry Briggs

ISBN-10: 0439443903

“Grapes Of Math”

Greg Tang

ISBN-10: 0439598400

“One Grain Of Rice”

By Demi

ISBN-10: 059093998X

Websites

<http://www.ixl.com/>

<http://www.coolmath4kids.com/>

<http://www.funbrain.com/>

<http://www.mathplayground.com/>

"The Wand Of Dreams" Assessment Questions K-2nd Grade

Directions. Answer the following multiple choice and discussion questions to see what you have learned from "The Wand Of Dreams" show.

Last Name:

First Name:

School:

Teacher's Name:

1. 2 of the 8 large jewels on the Wand Of Dreams have been stolen. How many remain? $8 - 2 =$

- ☐ 4
- ☐ 6
- ☐ 10
- ☐ 3

2. If the Wand of Dreams is 10 inches long and Fairy Godmother's wand is 6 inches long, which wand is the longest?

- ☐ Fairy Godmother's Wand
- ☐ The Wand Of Dreams

3. What time does the clock say?



- ☐ Half past twelve o'clock or twelve thirty
- ☐ Quarter past twelve or twelve fifteen
- ☐ Six o'clock
- ☐ Four o'clock

4. How many jewels are there below?



- ☐ 4
- ☐ 10
- ☐ 5
- ☐ 6

5. Which color jewel has the most in the pictures below?

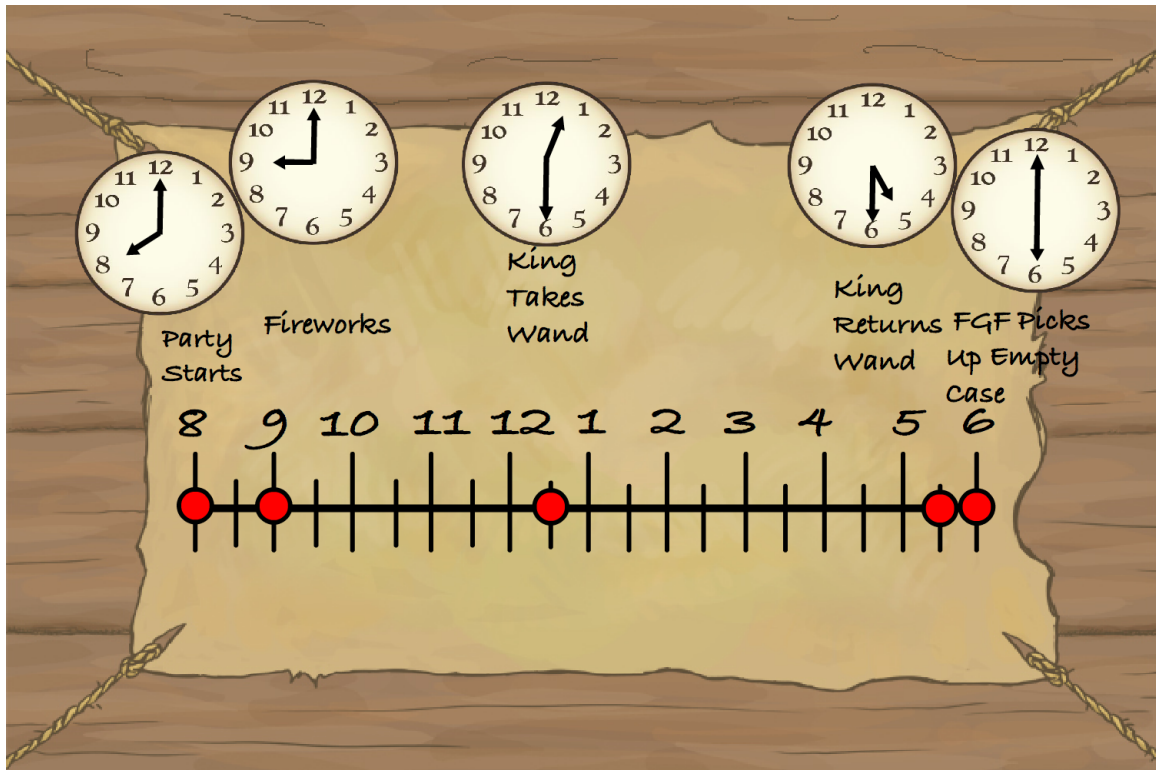


- ☐ Red
- ☐ Green
- ☐ Purple

6. In the year 10, the Wand of Dreams was stolen. Two years later it was returned. What year was the wand returned?

- ☐ 8
- ☐ 12
- ☐ 15
- ☐ 6

7. In the time line below, what happened first?



- ☐ 8:00 the Party Starts
- ☐ 4:30 The King Returns The Wand
- ☐ 9:00 The Fireworks Start
- ☐ 12:30 The King Takes The Wand

8. The Wand Of Dreams has 30 small jewels and 8 large jewels. Which number sentence shows how many jewels the wand has?

- ☐ $30 - 8 = 22$
- ☐ $8 + 8 = 16$
- ☐ $30 + 8 = 38$

9. If the Sheriff of Nodding Head is awake from 9:00 to 9:05 and from 4:00 to 4:05, how many total minutes is he awake a day?

10. On the night the wand was taken, Bessie the Cow tried to jump over the moon. But she got stuck there from 8:00 at night until 12:00 at night four hours later. If the wand was taken between 9:00 and 10:00 that same night, Could Bessie the Cow have taken the wand?

“The Wand Of Dreams” Assessment Question Answers K-2nd Grade

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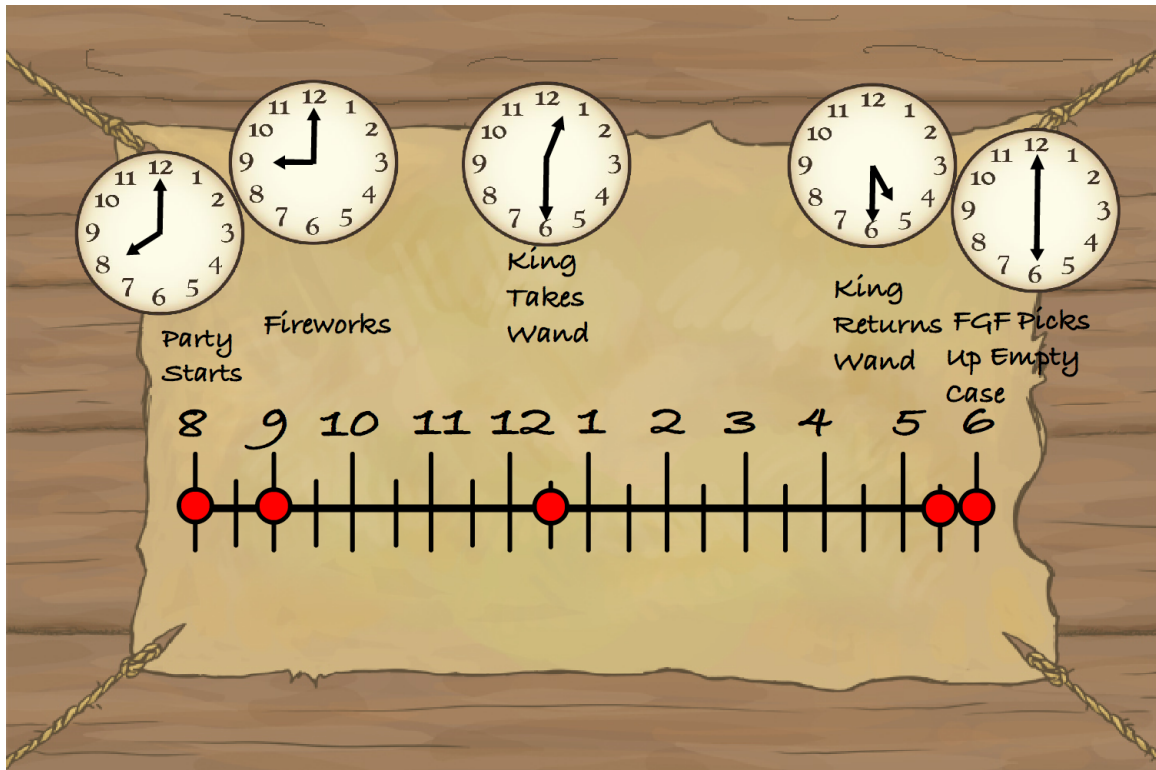


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- ☐ $8 + 8 = 16$
- ☒ $30 + 8 = 38$

9. If the Sheriff of Nodding Head is awake from 9:00 to 9:05 and from 4:00 to 4:05, how many total minutes is he awake a day?

10 minutes each day

10. On the night the wand was taken, Bessie the Cow tried to jump over the moon. But she got stuck there from 8:00 at night until 12:00 at night four hours later. If the wand was taken between 9:00 and 10:00 that same night, Could Bessie the Cow have taken the wand?

No

"The Wand Of Dreams" Assessment Questions 3rd Grade-5th

Directions. Answer the following multiple choice and discussion questions to see what you have learned from "The Wand Of Dreams" show.

Last Name:

First Name:

School:

Teacher's Name:

1. 12 of the 32 large jewels on the Wand Of Dreams have been stolen. How many remain?

- ☐ 19
- ☐ 20
- ☐ 22
- ☐ 6

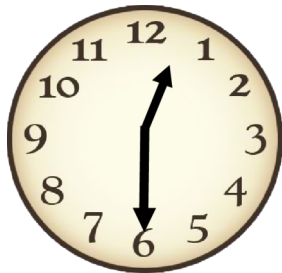
2. If the Wand of Dreams is 10.25 inches long and Fairy Godmother's wand is 6.75 inches long, which wand is the longest?

- ☐ Fairy Godmother's Wand
- ☐ The Wand Of Dreams

3. How much longer is the Wand of Dreams than Fairy Godmother's wand?

- ☐ 4.5
- ☐ 10.8
- ☐ 3.5
- ☐ 6

4. What time does the clock say?



- ☐ Half past twelve o'clock or twelve thirty
- ☐ Quarter past twelve or twelve fifteen
- ☐ Six o'clock
- ☐ Four o'clock

5. In 1280 AD, the troll stole the wand and it was returned in 1296. For how long was the wand missing?

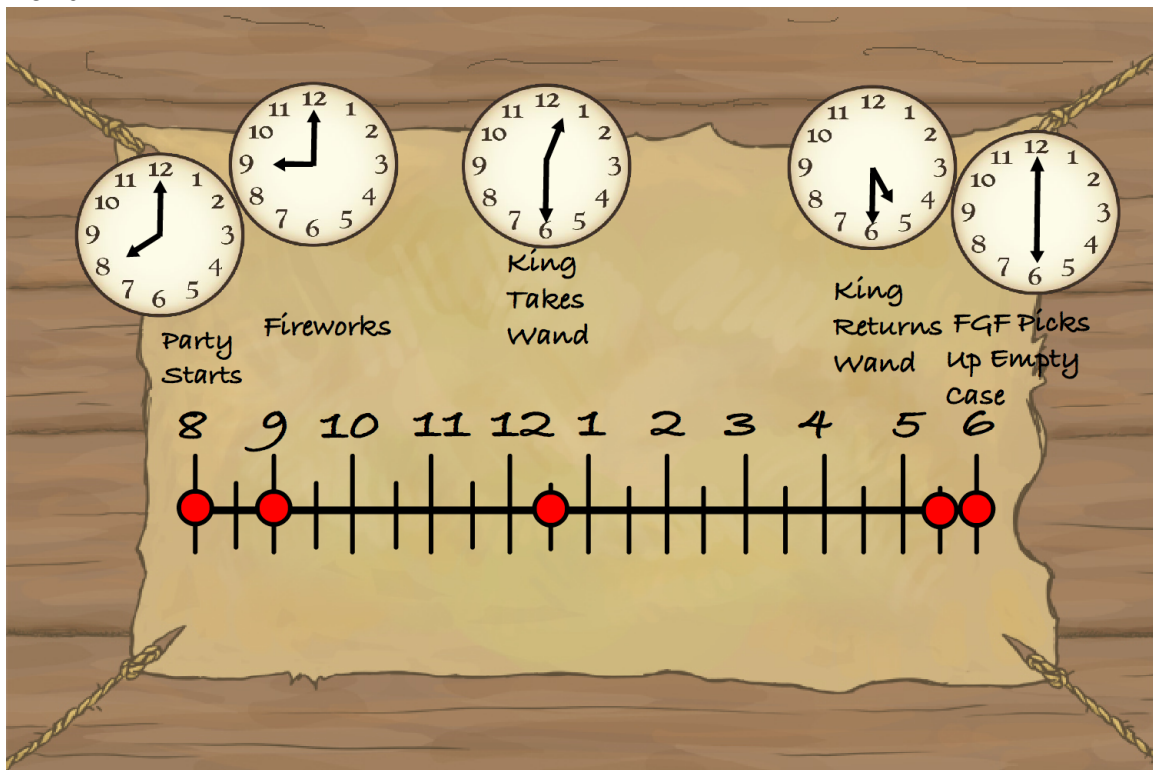
- ☐ 4 years
- ☐ 10 years
- ☐ 16 years

☐ 2 years

6. In the year 10, the Wand of Dreams was stolen. Two years later it was returned missing 1 jewel. What year was the wand returned?

- ☐ 8
☐ 12
☐ 15
☐ 6

7. In the time line below, were the fireworks before or after the King took the wand?



- ☐ Before
☐ After

8. The Wand Of Dreams has 30 small jewels and 8 large jewels. Which number sentence shows how many jewels the wand has?

- ☐ $30 - 8 = 22$
☐ $8 + 8 = 16$

☐ $30 + 8 = 38$

9. If the Sheriff of Nodding Head is awake from 9:16 to 9:24 and from 4:12 to 4:30, how many total minutes is he awake a day?

- ☐ 8
- ☐ 26
- ☐ 32
- ☐ 12

10. On the night the wand was taken, Bessie the Cow tried to jump over the moon. But she got stuck there from 8:00 at night until 12:00 at night four hours later. If the wand was taken between 9:00 and 10:00 that same night, Could Bessie the Cow have taken the wand?

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- ☐ Fairy Godmother's Wand
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- ☐ 4.5 inches
- ☐ 10.8 inches
- ☒ 3.5 inches
- ☐ 6 feet

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- ☒ Half past twelve o'clock or twelve thirty
- ☐ Quarter past twelve or twelve fifteen
- ☐ Six o'clock

☐ Four o'clock

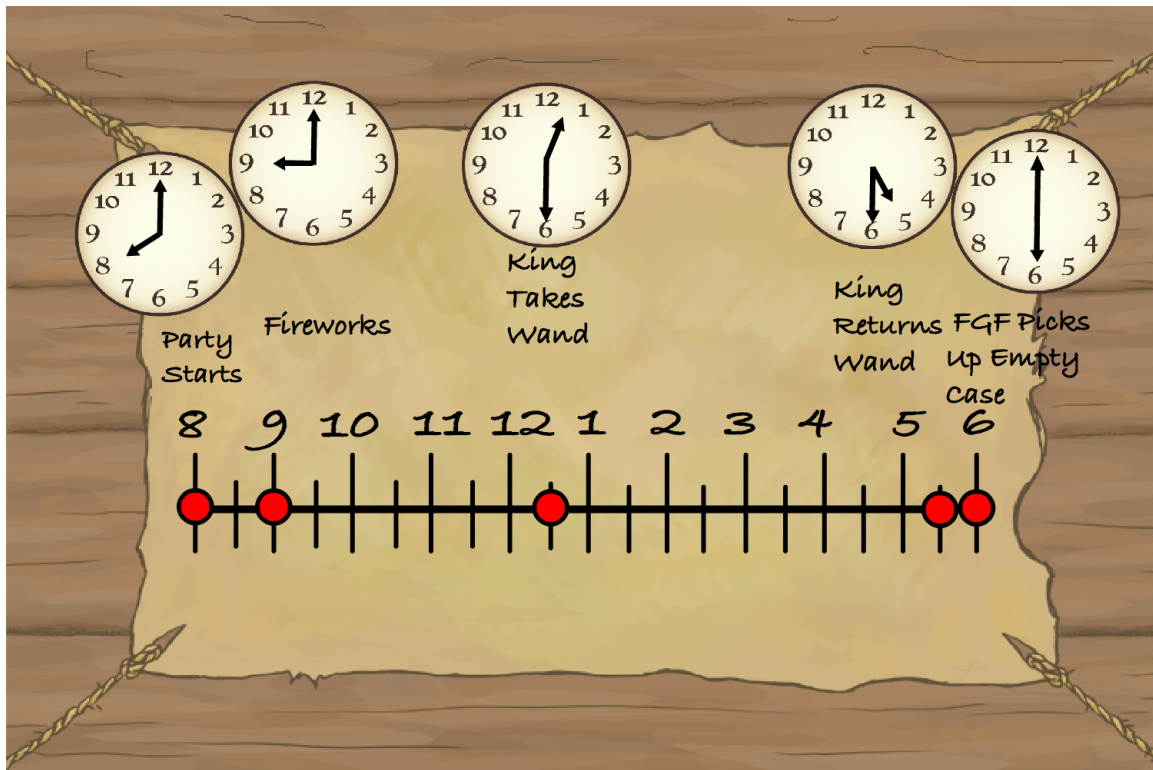
5. In 1280 AD, the troll stole the wand and it was returned in 1296. For how long was the wand stolen?

- ☐ 4 years
☐ 10 years
☒ 16 years
☐ 2 years

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No