a play by
RICHARD TULLOCH
adapted from the book by
ANDY GRIFFITHS & TERRY DENTON

The 13-STOREY TREEHOUSE

The 13-Storey Treehouse
Teacher's Notes
& Student Activity Booklet

cdp theatre producers

CDP proudly presents

The 13-Storey Treehouse

a play by Richard Tulloch
adapted from the book by Andy Griffiths & Terry Denton

Director: Julian Louis
Set / Costume Designer: Mark Thompson
Lighting / AV Designer: Nicholas Higgins
Sound Designer: Jeremy Silver

Original Cast (in alphabetical order):
Luke Joslin
Mark Owen-Taylor
Sarah Woods
Kay Yasugi

Puppet manufacture: Marty Jay / Kay Yasugi
Costume manufacture: Matthew Aberline
Set manufacture: Thomas Creative

Introducing *The 13-Storey Treehouse*

The 13-Storey Treehouse is a children's illustrated novel by Andy Griffiths and Terry Denton, first published by Pan Macmillan Australia in 2011. It has inspired two further books: 2012's *The 26-Storey Treehouse* and *The 39-Storey Treehouse* (published September 2013).

The story

Andy and Terry live in an amazing 13-Storey Treehouse. It has a bowling alley, a see-through swimming pool, a tank full of man-eating sharks, a secret underground laboratory, vines you can swing on and a marshmallow machine that shoots marshmallows into their mouths whenever they are hungry.

Andy and Terry are a writer–illustrator team who are behind schedule on their latest book—so behind schedule, in fact, that they haven't even started and it's due in tomorrow! Andy and Terry attempt to get down to work but are interrupted by a series of distractions and life-threatening disasters, including a mermaid/sea monster, marauding monkeys and a giant gorilla. Just when it looks like Andy and Terry will never get their book done in time they come up with the brilliant idea of writing about all the crazy things that happened to them while they were trying to write their book and thus *The 13-Storey Treehouse* is made.

Meet the author & illustrator

Andy Griffiths is one of Australia's most popular children's authors. He has written more than 20 books, including nonsense verse, short stories, comic novels and plays. Over the last 15 years Andy's books have been *New York Times* bestsellers, won more than 50 children's choice awards, been adapted as a television cartoon series and sold more than 5 million copies worldwide.

Terry Denton has been writing and illustrating children's books for 30 years. He is best known for his *Gasp!* books and TV series, the *Wombat and Fox* stories and his 20 books in collaboration with Andy Griffiths. He won the Australian CBC Picture Book of the Year Award in 1986 and has since been short-listed for many awards both in Australia and internationally. Terry's books have won more than 40 children's choice awards throughout Australia.

Books Andy and Terry have produced together include the *Just!* series, *The Bad Book* and *The Very Bad Book*, the ridiculous 'non-fiction' guide books *What Bumosaur is That?* and *What Body Part is That?* and the early readers *The Cat on the Mat is Flat* and *The Big Fat Cow That Goes Kapow!*

The adaptation

Award-winning playwright and author **Richard Tulloch** (*The Book of Everything*, *Bananas in Pyjamas*) has done a wonderful job adapting *The 13-Storey Treehouse* and bringing the energetic fun and playfulness of the book to the stage.

In the book *The 13-Storey Treehouse* Andy and Terry are trying to get a book written, whereas in the stage production they have arrived to take part in what they think is a rehearsal only to find that they are a week late and now have an audience to entertain and a show to put on.

Meet the playwright

Richard Tulloch is one of Australia's most popular writers of books, plays, film and television for young audiences. His television series, which include 150 episodes of the phenomenal *Bananas in Pyjamas*, have reached an audience of hundreds of millions around the world. In 1998 he won his third Australian Writers' Guild AWGIE award for his play *Body and Soul*, and was also nominated in America for the prestigious Hollywood 'Annie' award for his screenplay for the animated feature film *Fern Gully II*: *The Magical Rescue*.

Of his 40 children's books, *Danny in the Toybox*, *Being Bad for the Babysitter*, *Cocky Colin* and the *Barry the Burglar* series were nominated by children for KOALA awards as their all-time favourite books. His most recent titles, *Weird Stuff*, *Freaky Stuff*, and *Awesome Stuff*, have also been very popular.
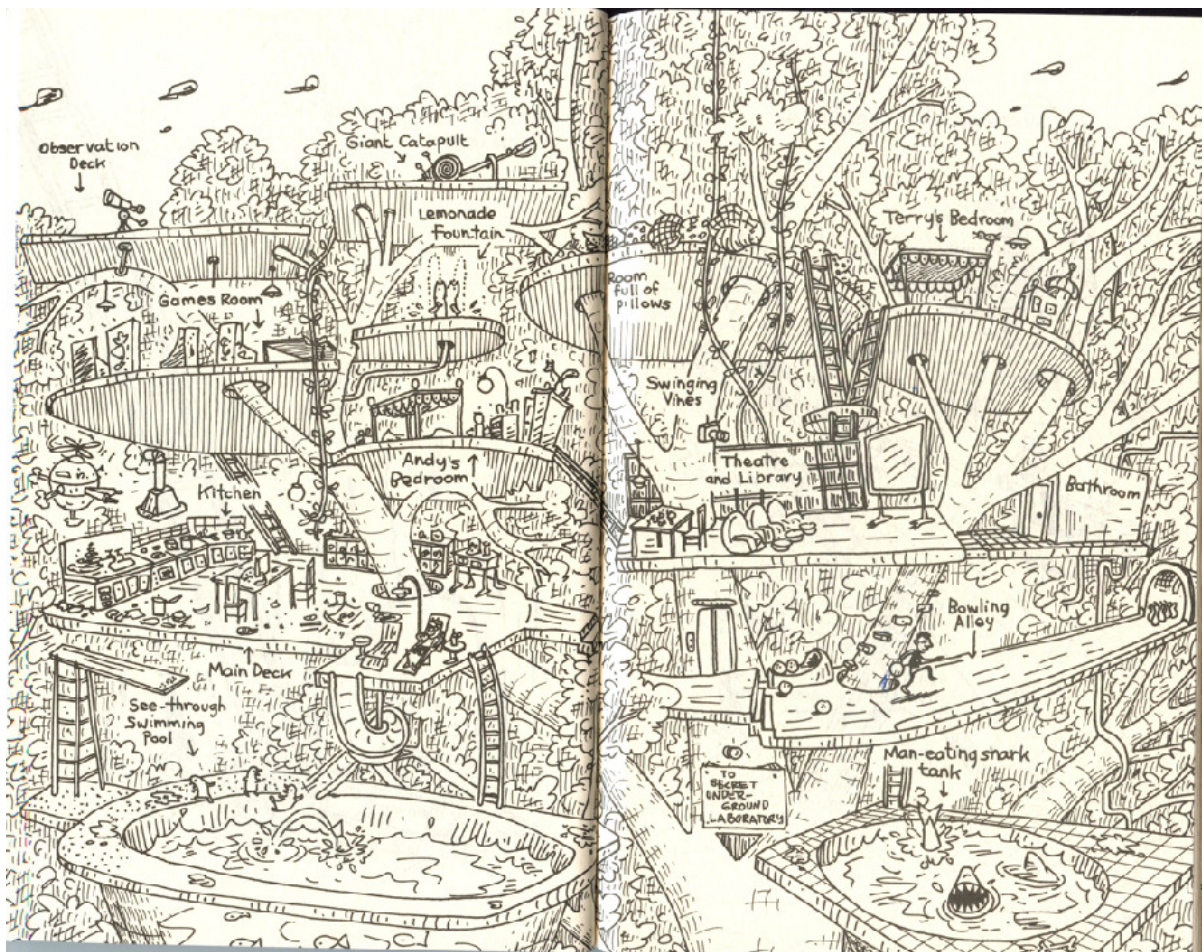
13 Treehouse-based activities for you to try

1 **Plan your own TREEHOUSE**

2 **Make a MAP**

3 **Design a POSTER**

4 **Come up with a LIST**

5 **Do a LABELLED DRAWING**

6 **Draw a Barky CARTOON**

7 **Write a POEM or SONG**

8 **Have a FOOD FANTASY**

9 **Create a SUPERHERO**

10 **Solve a WORDSEARCH**

11 **Draw and describe a scary MONSTER**

12 **MIX AND MATCH an amazing animal**

13 **Invent a CRAZY GADGET**

1 Plan your own TREEHOUSE

Andy and Terry live in an amazing 13-storey treehouse. It has a bowling alley, a see-through swimming pool, a tank full of man-eating sharks, vines you can swing on, a games room, a secret underground laboratory, a lemonade fountain, a vegetable vaporiser and a marshmallow machine that follows them around and shoots marshmallows into their mouths whenever they are hungry!
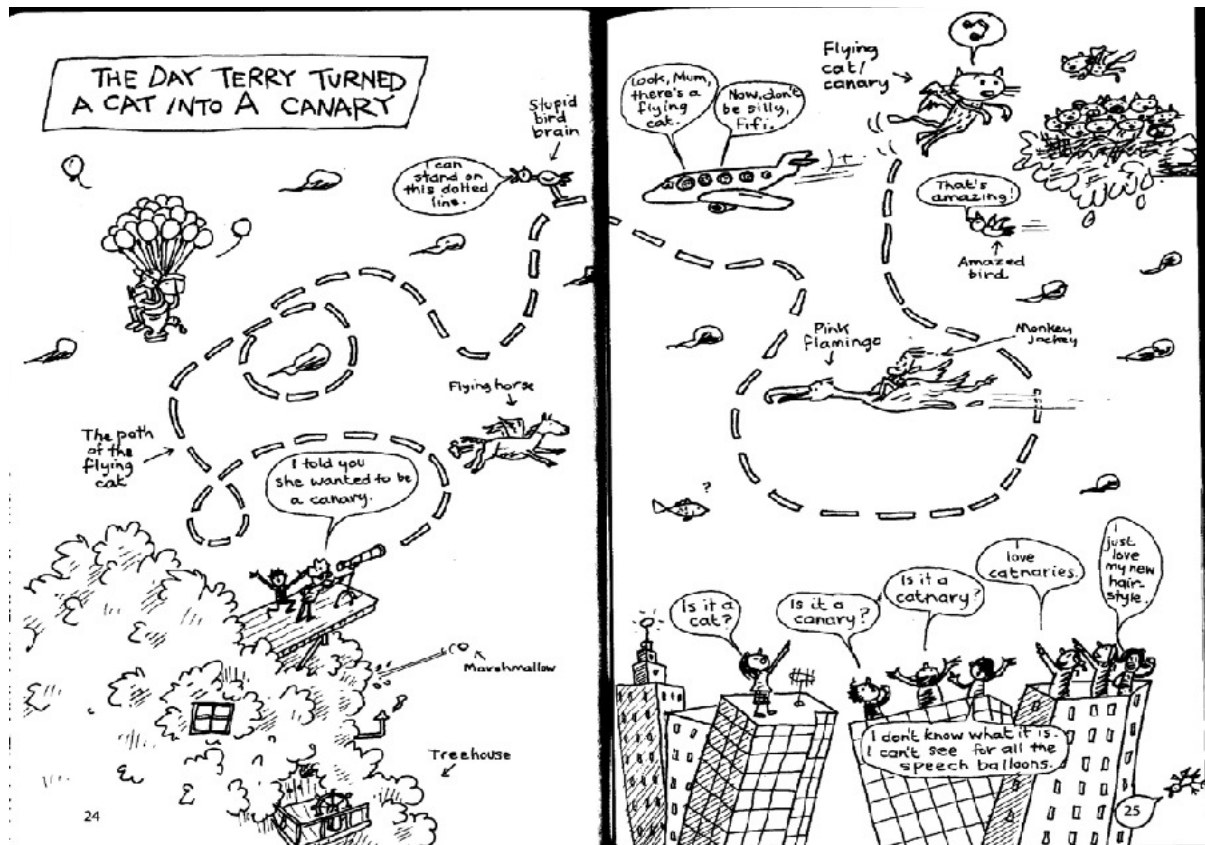

Now it's your turn
If you could have a treehouse of your own what would you like to have in it?
Draw a detailed picture of your dream treehouse.
Label your drawing.

2 Make a MAP

When Terry paints Jill's cat Silky yellow, Silky grows wings and flies away. This map from *The 13-Storey Treehouse* shows Silky's journey and her discovery of a whole nest of other flying cats.
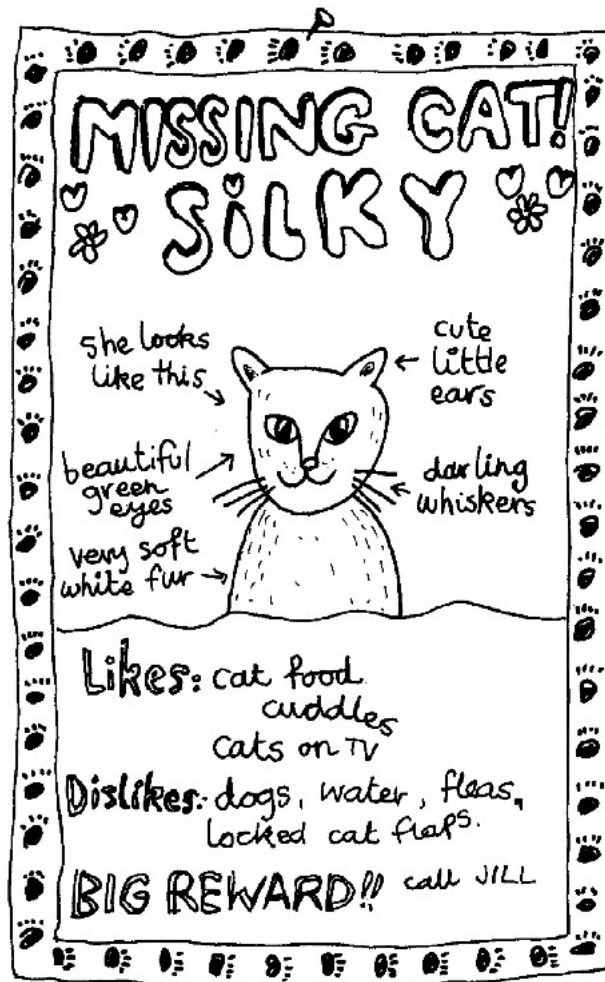

Now it's your turn
Imagine you've just done the most amazing kick of a football ever. Show the progress of that football as it leaves your foot and takes off into the world. Don't forget to include the reactions of humans and animals as the football passes by.

OR
Draw a map titled 'The day my boomerang wouldn't come back' and show the boomerang's path.

3 Design a POSTER

When Silky goes missing in *The 13-Storey Treehouse* Jill makes a 'Missing Cat' poster.

Now it's your turn

Make your own 'missing' poster. It could be for a missing pet, a missing brother or sister, a missing parent, a missing teacher, a missing schoolbag, a missing pencil case or even your own missing brain.
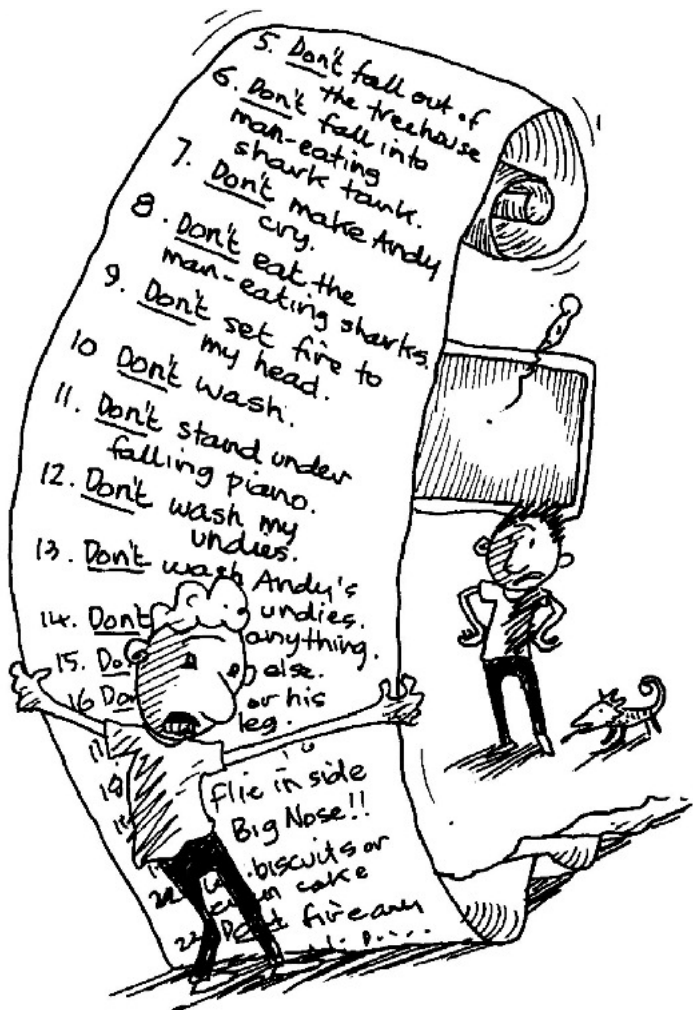
Draw a picture of the missing animal, person or item and label it. Don't forget to include their likes and dislikes and the name they will answer to when called. You might also like to detail exactly what sort of reward you will give for his/her/its return.

4 Come up with a LIST

In *The 13-Storey Treehouse* Terry can't get to work on Andy and Terry's new book because he is too busy. To prove to Andy just how busy he is, Terry shows him his very long 'To Do' list …

and his equally long 'To Don't' list.

Now it's your turn
Make a list of ten things you HAVE to do in a typical week.
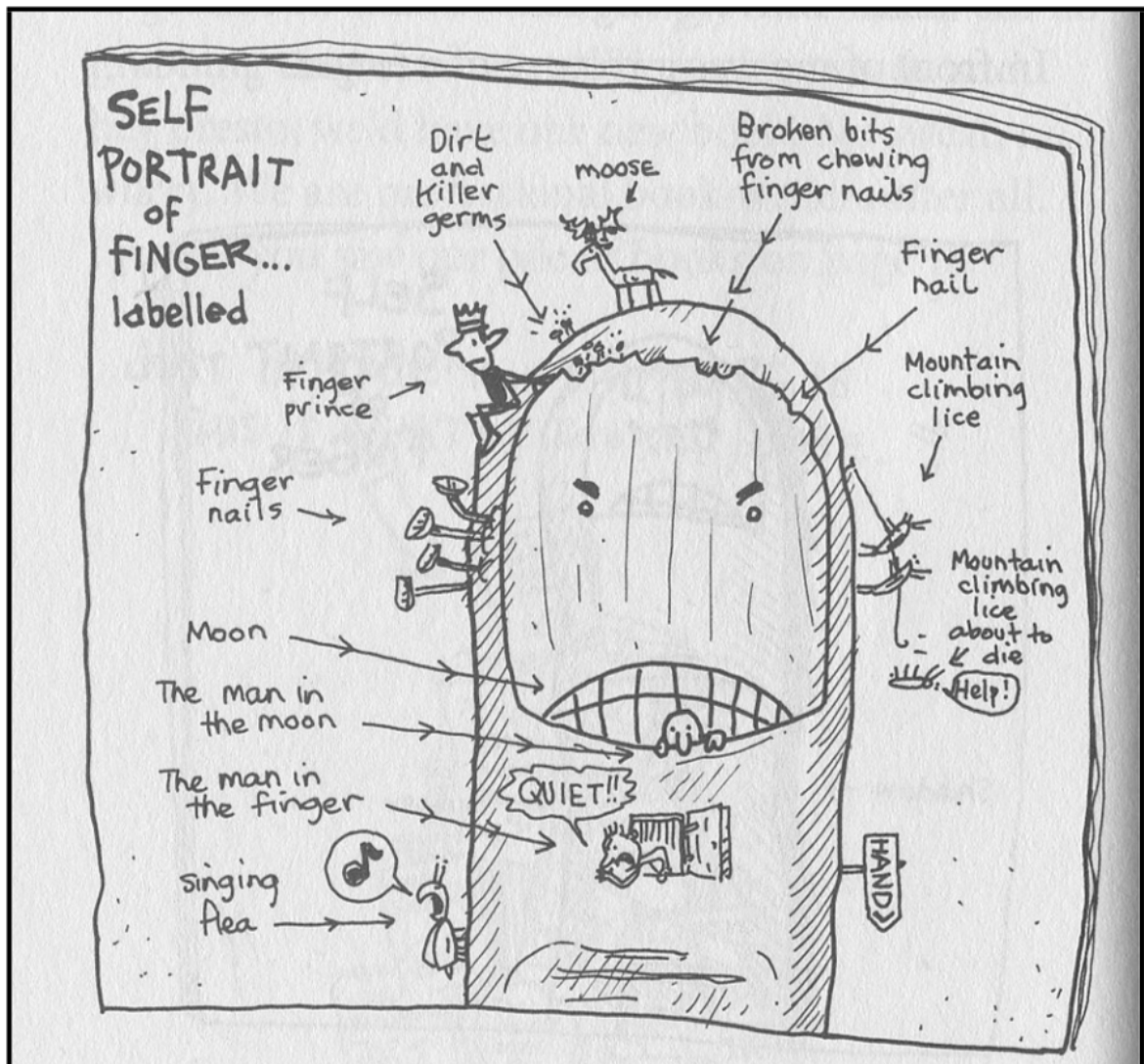
Now make a list of ten things you would LOVE to do instead.

Combine both lists to create your ultimate TO DO list.

Now, think of ten things you would love to do but probably SHOULDN'T to create your own TO DON'T list.

5 Do a Labelled DRAWING

In *The 13-Storey Treehouse* Andy is angry when he discovers that the only work Terry has done all year is draw a labelled self-portrait of his finger (even though the only work he has done himself is write 4 words: Once upon a time).

Now it's your turn

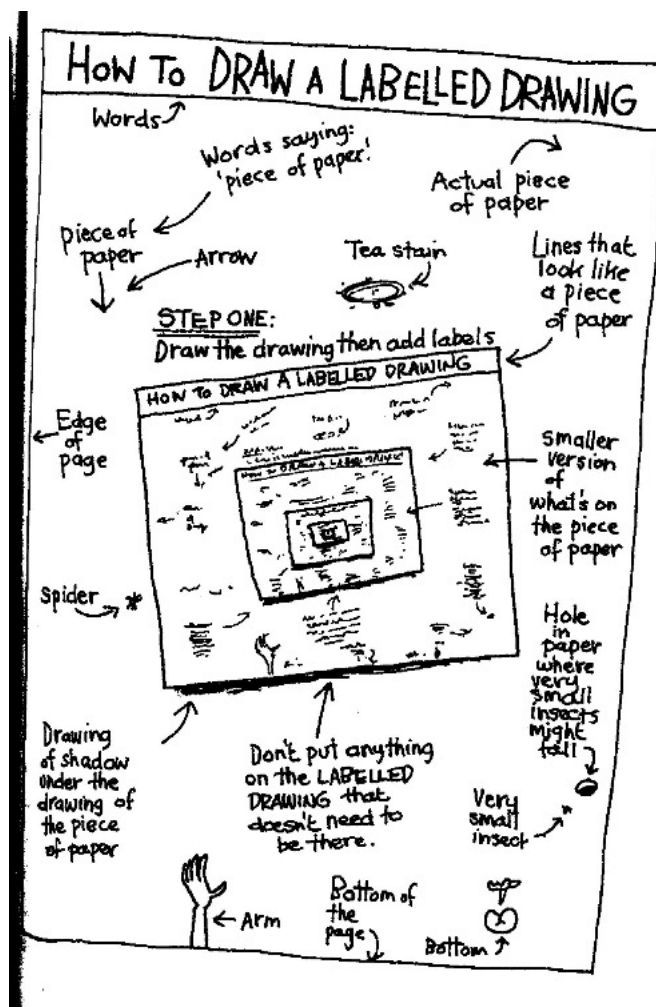Choose a subject and do a labelled drawing to explain it.

Choose something you know about or something you don't know about but would like to pretend you are an expert on.

Your drawing can be serious and realistic or as silly as you can make it.

Here are some ideas if you are having trouble getting started (as well as a very helpful labelled drawing done by Terry showing you how to draw a labelled drawing).
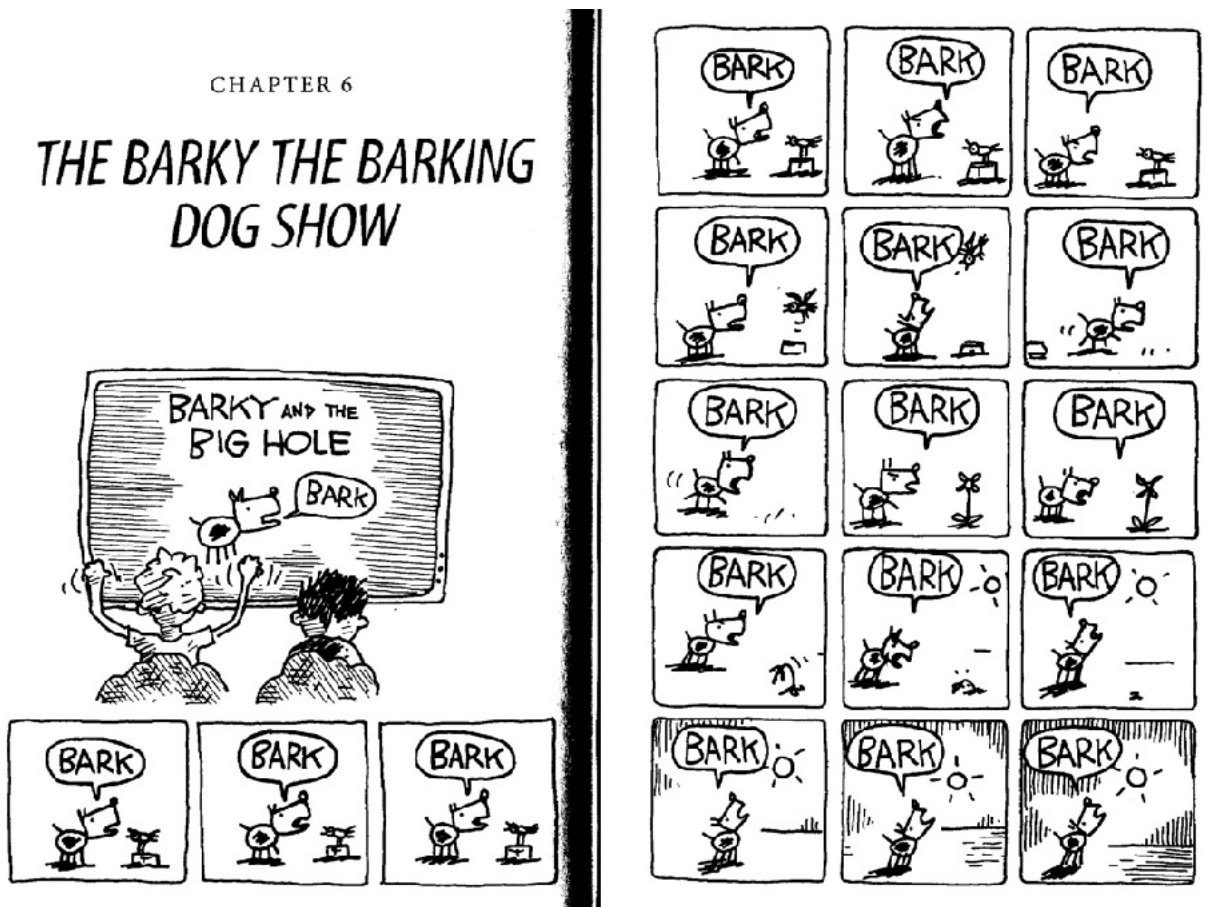
Ideas:

- a cross-section or bird's-eye view of what goes on in every room of your house at a particular time of day (e.g. on a Saturday morning)
- a labelled drawing of a member of your family (or the whole family)
- how a dog's body works or how a cat's body works
- a family tree (you could do your actual family or your dream family)

6 Draw a Barky CARTOON

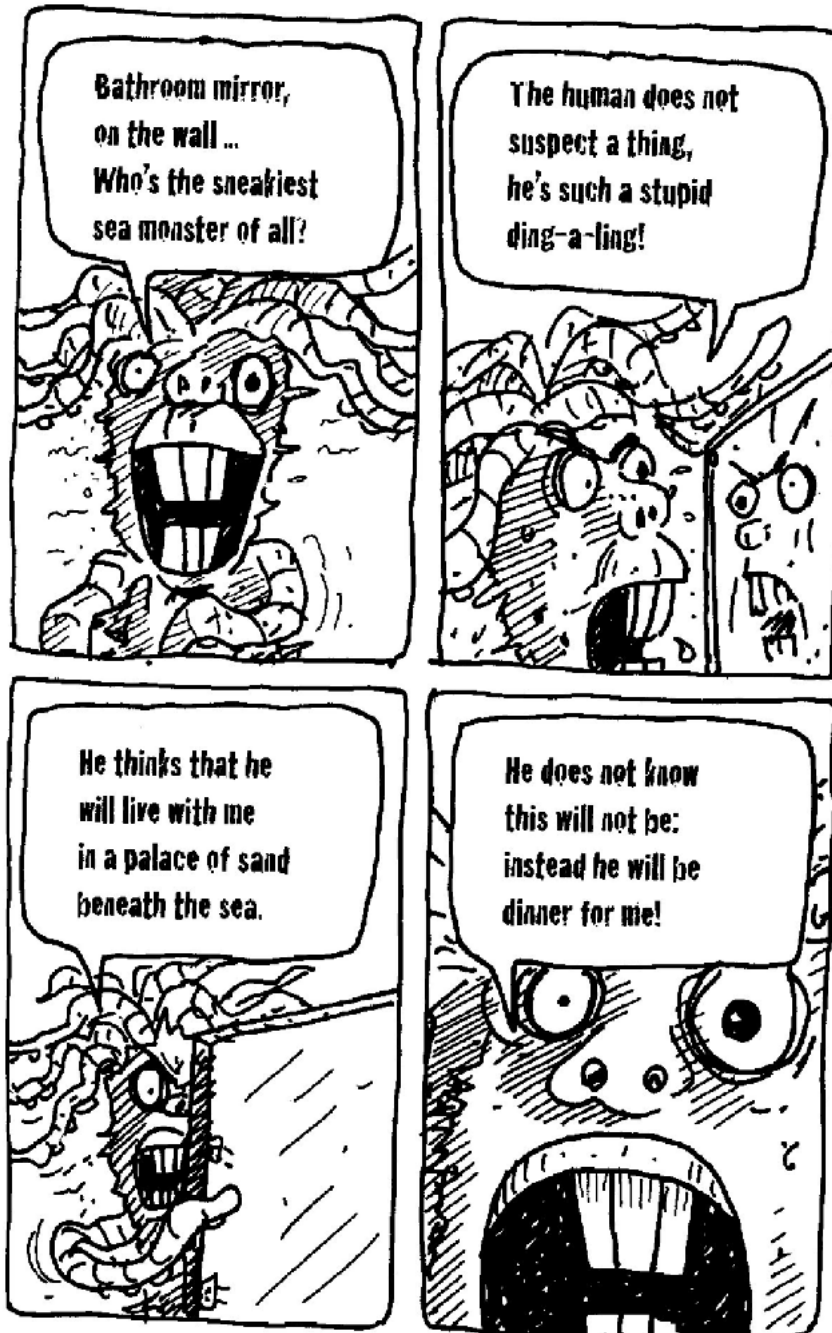In *The 13-Storey Treehouse* Terry watches his favourite TV show, *The Barky the Barking Dog Show*.
Terry loves this show but Andy thinks it is the most boring TV show ever made. (What do you think?)

Now it's your turn

Create you own cartoon in the style of Barky the Barking Dog.

Here are some possible characters you could write about:

- Buzzy the buzzing fly
- Purry the purring cat
- Mooey the mooing cow
- Chirpy the chirping bird
- Hooty the hooting owl
- Roary the roaring lion
- Fighty the fighting fish
- Argy Bargy the angry aardvark
- Beeep the foul-mouthed kitten
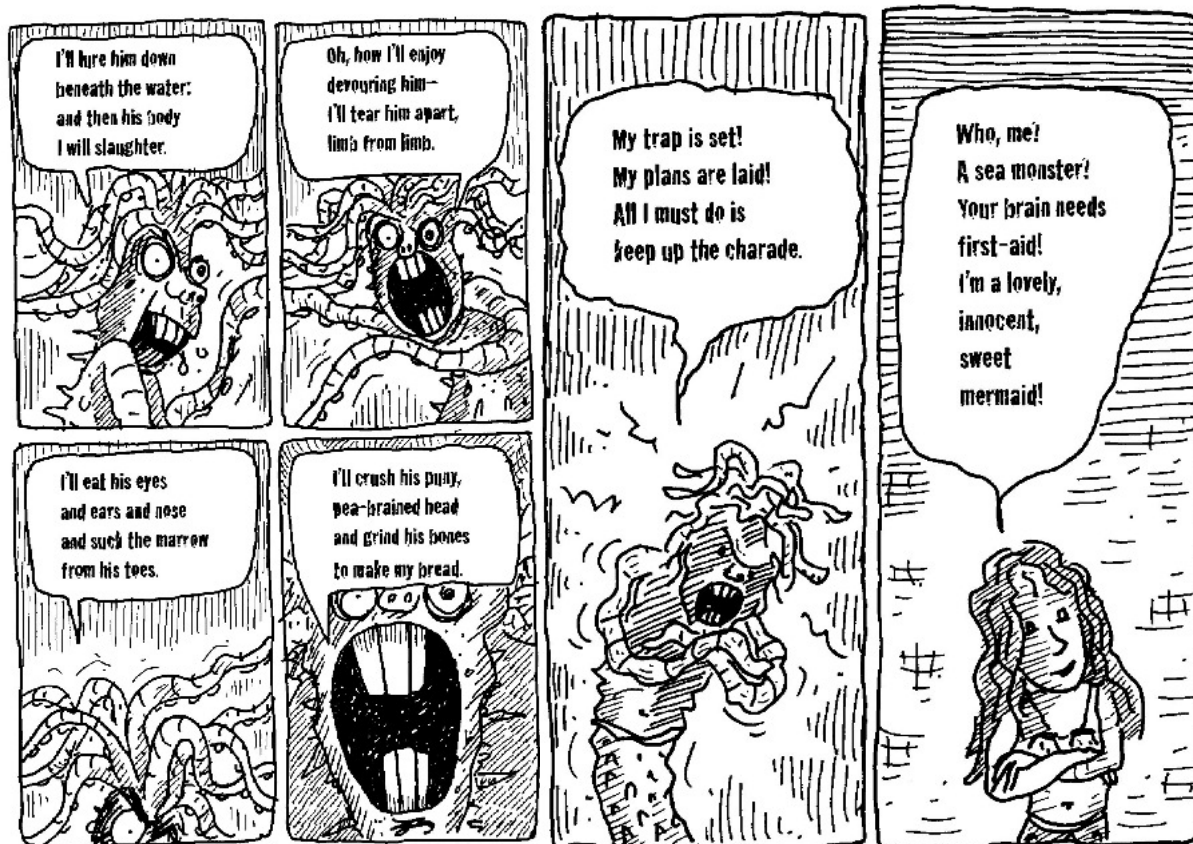- Snoozy the slowest snail in the world

7 Write a POEM or SONG

In *The 13-Storey Treehouse* Andy discovers that Mermaidia the mermaid is really a sea monster when he overhears her talking to herself in the bathroom. Mermaidia's confession is written as a poem in the book and has been adapted into a song for the show by the playwright Richard Tulloch.

This poem is loosely based on rhymes from fairy tales (Mirror mirror, on the wall, who's the fairest of them all? from 'Snow White and the Seven Dwarfs') and the giant's rhyme from 'Jack and the Beanstalk'.

Fee, Fi, Fo, Fum,
I smell the blood of an Englishman.
Be he alive or be he dead,
I'll crush his bones to make my bread.

Now it's your turn
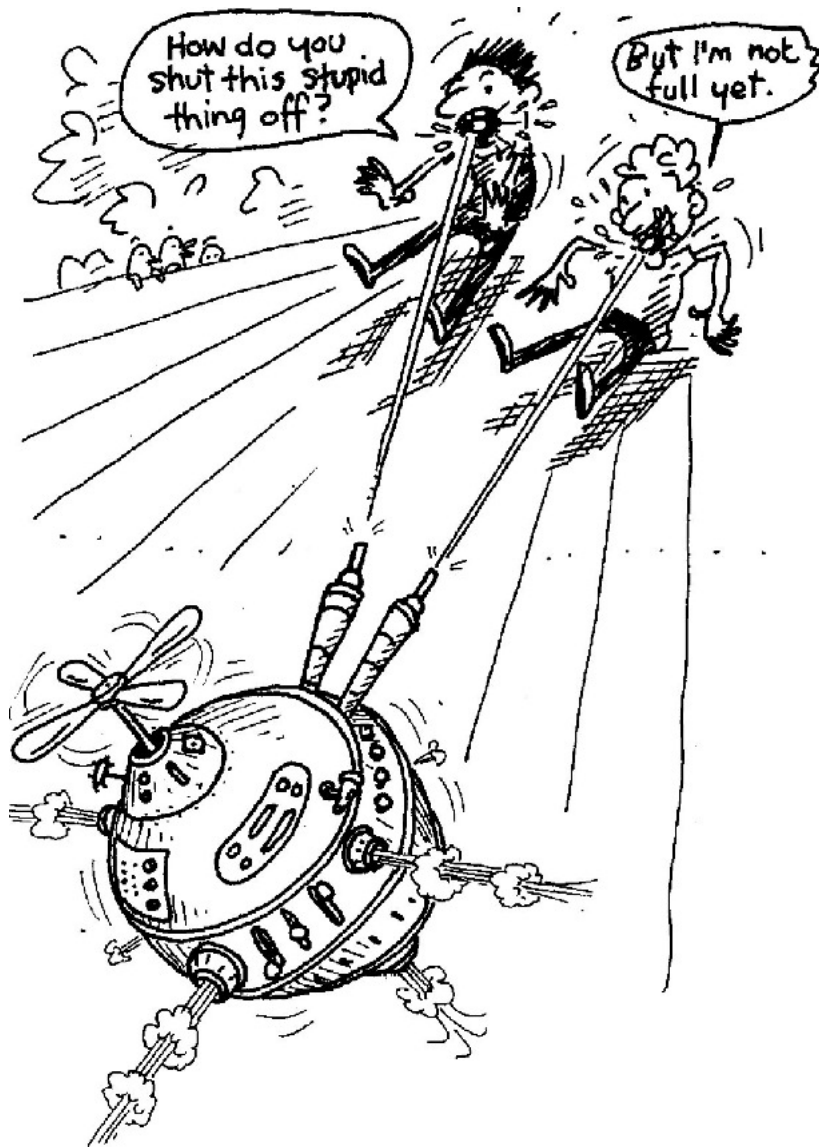Base a poem on a poem or a nursery rhyme (or a song) that you already know.
OR
Write another verse of Mermaidia's poem in which she talks about something else she would like to do to Terry and Andy. For example:
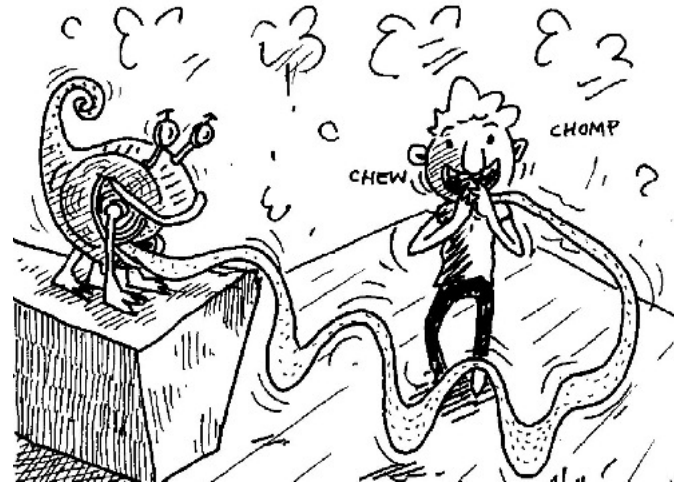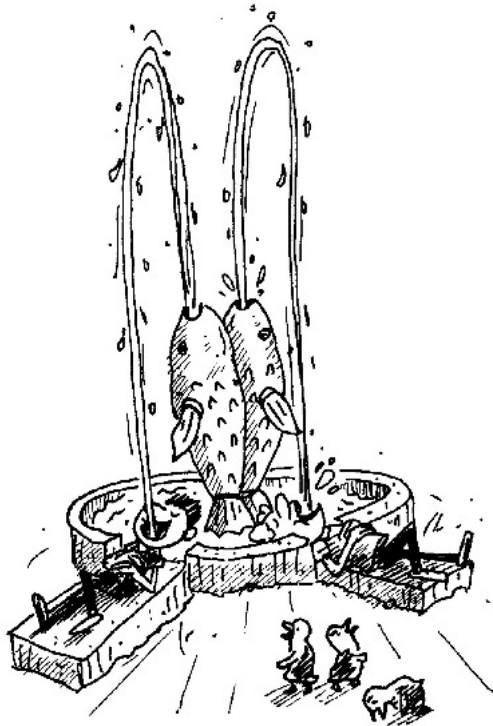
I'll pull their hair
and break their toys.
I cannot stand
those meddling boys.

8 Have a FOOD FANTASY

Andy and Terry have a lot of fun with food in their treehouse. They have a marshmallow machine that feeds them marshmallows whenever they are hungry.

They also have a lemonade fountain and a bubblegum dispenser.

Now it's your turn

Design your own fantasy food machine.

Draw a picture of it. Describe its features, what it does and any possible dangers associated with it. Feel free to use one of the ideas below.
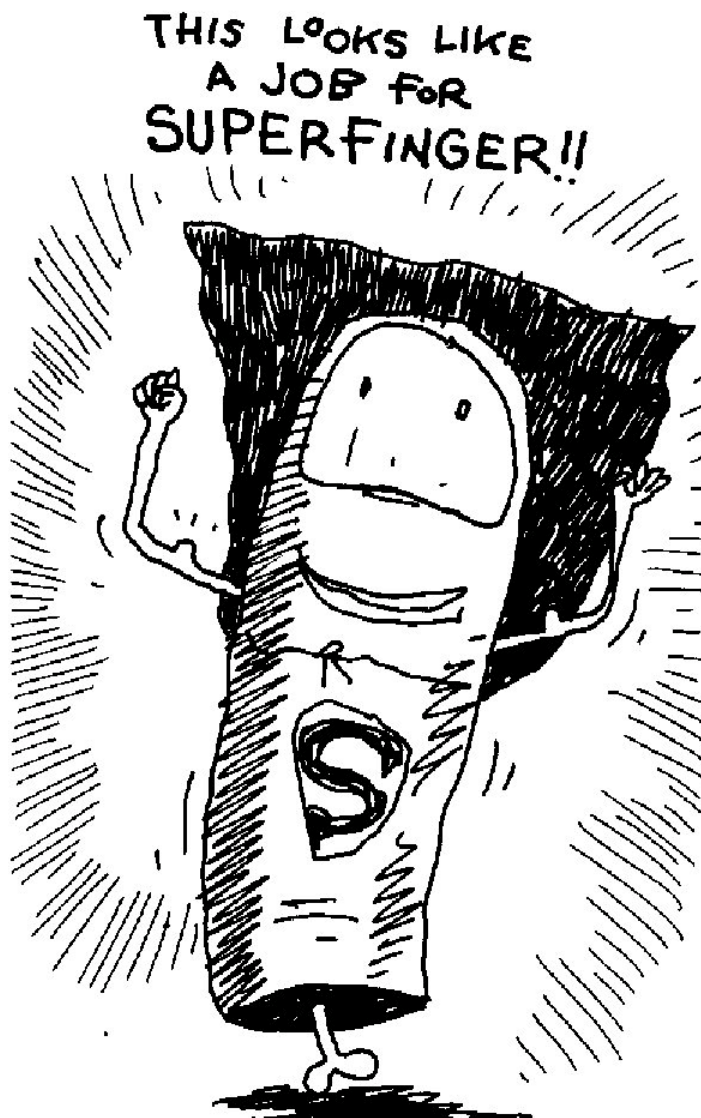
A machine that:

- can turn any type of food into chocolate
- can make food come alive so you can play with it
- can turn dirt into food
- can make lollies invisible (so they are easier to hide)
- can turn any type of food into a large cake (e.g. marshmallow cake, jellybean cake, bubblegum cake)
- can mix foods into delicious new combinations
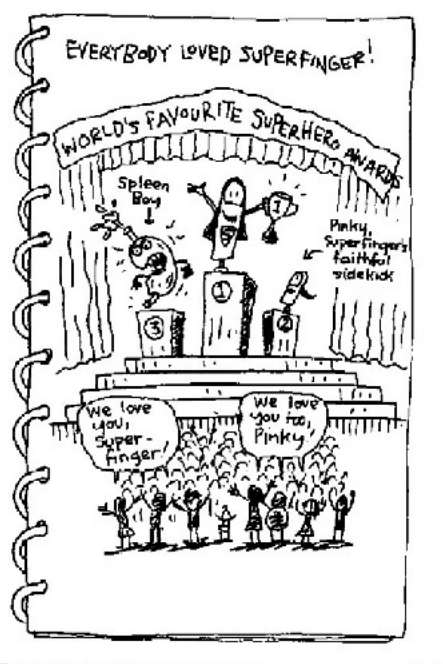
9 Create a SUPERHERO

In *The 13-Storey Treehouse* Andy and Terry come up with the story of Superfinger by combining Terry's drawing of a finger with Andy's text 'Once upon a time…'

Superfinger is a superhero who solves problems requiring finger-based solutions. For example, he helps lost people by pointing them in the right direction and he also helps clear blocked noses and tie parcels.

Now it's your turn
Draw your own superfinger adventure. Think of a problem that requires a finger-based solution and show Superfinger solving the problem.

OR
Create a superhero of your own.
Pick an ordinary object from the list below.
Now imagine that it is the main weapon of a superhero.
What would it be good for?
How might it be used—for self-defence, attack, propulsion?
Now start creating the character who uses this item—for example, Egg-beater Man … he fights bad eggs.

Objects you could base your superhero on:
- rubber duck
- tin opener
- electric leaf blower
- hairdryer
- tweezers
- toilet paper
- fork
- barbecue tongs
- hammer
- hamburger

10 Solve a WORDSEARCH

In *The 13-Storey Treehouse* Terry's second batch of sea-monkey eggs hatch into actual monkeys that go crazy and almost destroy the treehouse. See if you can find all the words in this monkey-related wordsearch. When you have finished there should be 13 letters left over that spell out something to do with this part of the story.
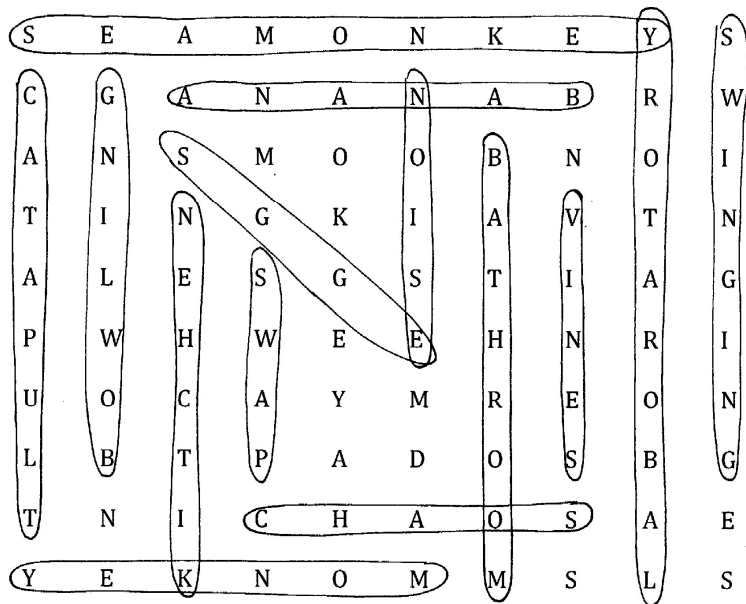
S	E	A	M	O	N	K	E	Y	S
C	G	A	N	A	N	A	B	R	W
A	N	S	M	O	O	B	N	O	I
T	I	N	G	K	I	A	V	T	N
A	L	E	S	G	S	T	I	A	G
P	W	H	W	E	E	H	N	R	I
U	O	C	A	Y	M	R	E	O	N
L	B	T	P	A	D	O	S	B	G
T	N	I	C	H	A	O	S	A	E
Y	E	K	N	O	M	M	S	L	S

Word list

banana

bathroom

bowling

catapult

chaos

eggs

kitchen

laboratory

monkey

noise

paws

seamonkeys

swinging

vines

WORDSEARCH SOLUTION

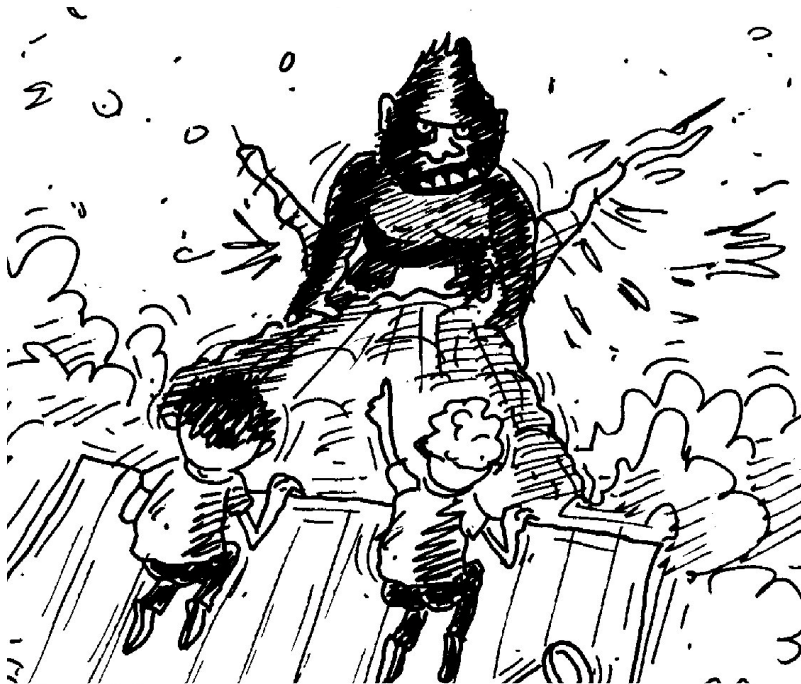| S	E	A	M	O	N	K	E	Y	S
C	G	A	N	A	N	A	B	R	W
A	N	S	M	O	O	B	N	O	I
T	I	N	G	K	I	A	V	T	N
A	L	E	S	G	S	T	I	A	G
P	W	H	W	E	E	H	N	R	I
U	O	C	A	Y	M	R	E	O	N
L	B	T	P	A	D	O	S	B	G
T	N	I	C	H	A	O	S	A	E
Y	E	K	N	O	M	M	S	L	S

solution: monkey madness

11 Draw and describe a scary MONSTER!

Andy and Terry have to battle two scary monsters in *The 13-Storey Treehouse*—the first is Mermaidia the sea monster

and the second is a giant gorilla in search of giant bananas.

Now it's your turn

It can be fun thinking up terrifying monsters, but don't just take my word for it—try it for yourself. Think up a horrible, disgusting, vile, vicious, life-threatening monster of some sort. It could be an animal that has been horrifically mutated or a completely alien creature from another planet.

If you are having trouble coming up with ideas, feel free to use the list below. Combine words from each column to come up with a scary monster. Feel free to use more than one adjective to describe your noun, e.g. crazy-eyed, abominable, razor-toothed granny.

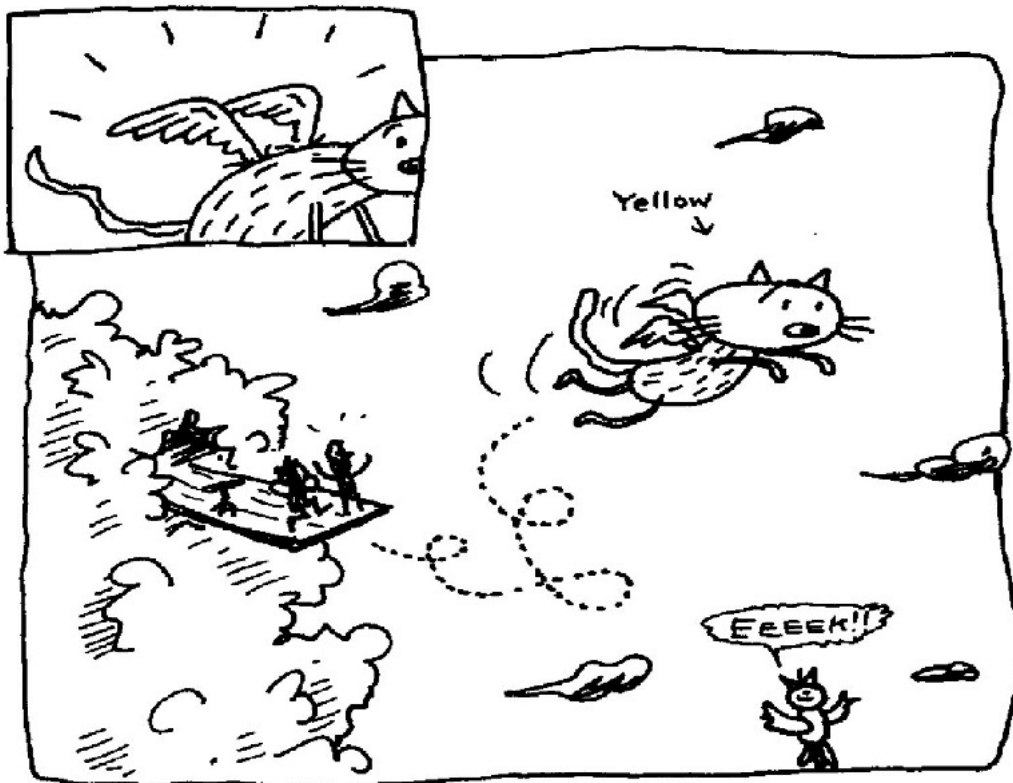| Adjective	Noun
killer	kangaroo
mutant	koala
zombie	wombat
blood-sucking	cockatoo
crazy-eyed	platypus
abominable	granny
razor-toothed	teacher
two-faced	kitten

Draw your monster.

Describe your monster (what does it do? who does it attack?) and then get out of there fast before it attacks you!

12 MIX AND MATCH an amazing animal

In *The 13-Storey Treehouse* Terry creates an amazing new animal—a catnary—by painting a cat the colour of a canary. After Terry paints Jill's cat, Silky, with yellow paint, Silky grows little wings and flies away.

Now it's your turn

Create your own amazing animal by combining the head of one animal with the body of another.

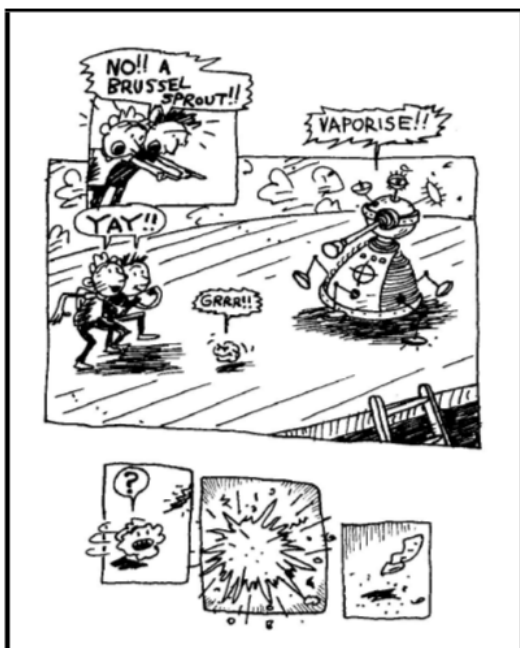Give your animal a name and write a little bit about it.

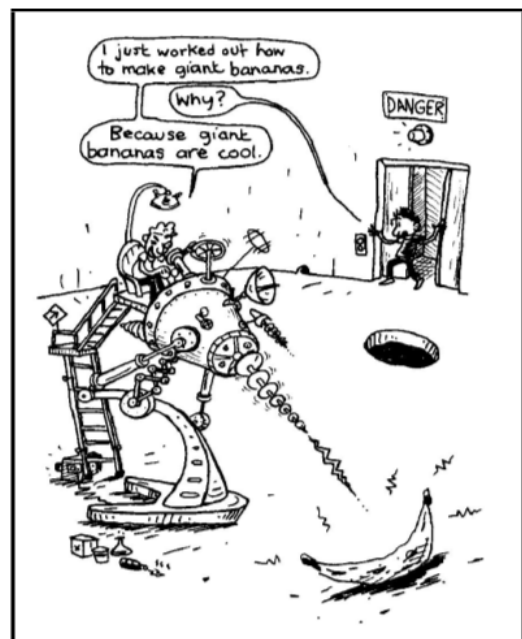Jill riding her new pet frogpotamus in *The 39-Storey Treehouse.*

13 Invent a CRAZY GADGET

In the book *The 13-Storey Treehouse* Andy and Terry have many crazy machines and gadgets. For example, they have a 3-D video phone, a banana enlarger, a vegetable vaporiser, a giant catapult and an incredibly complicated device for measuring water.
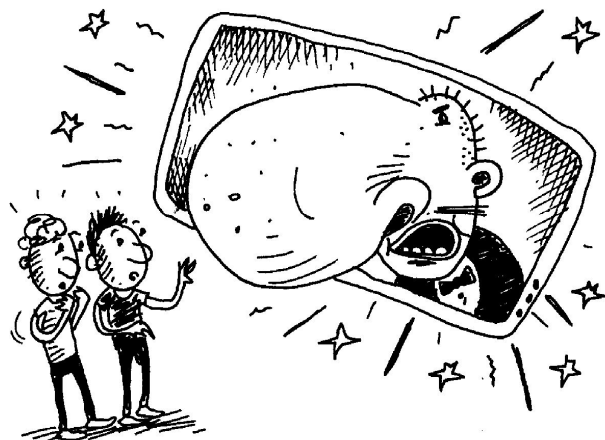
In the play of *The 13-Storey Treehouse* Andy and Terry have access to an even more amazing invention—a 2D–3D converter—a machine that can turn a picture of something into the actual object!
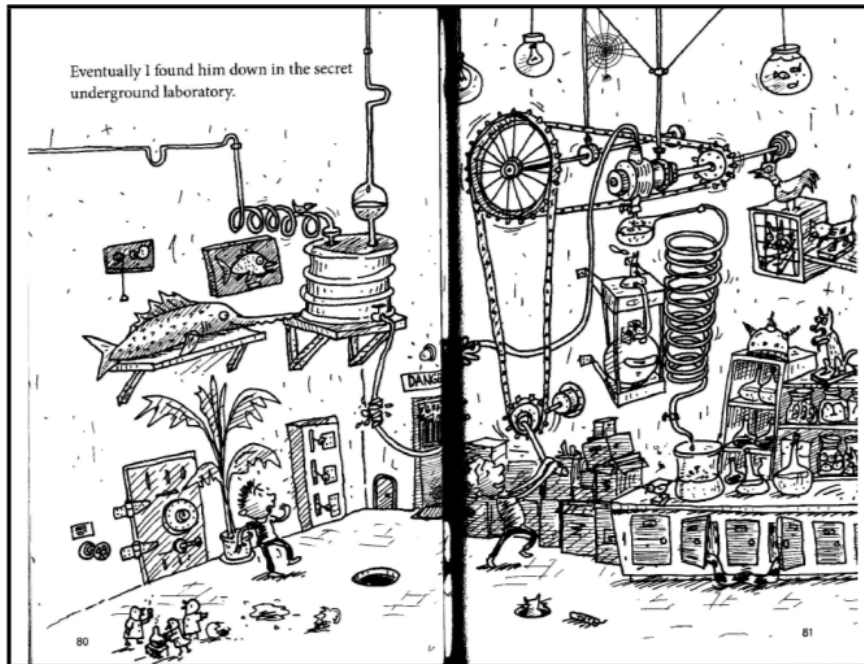

The vegetable vaporiser

The banana enlarger

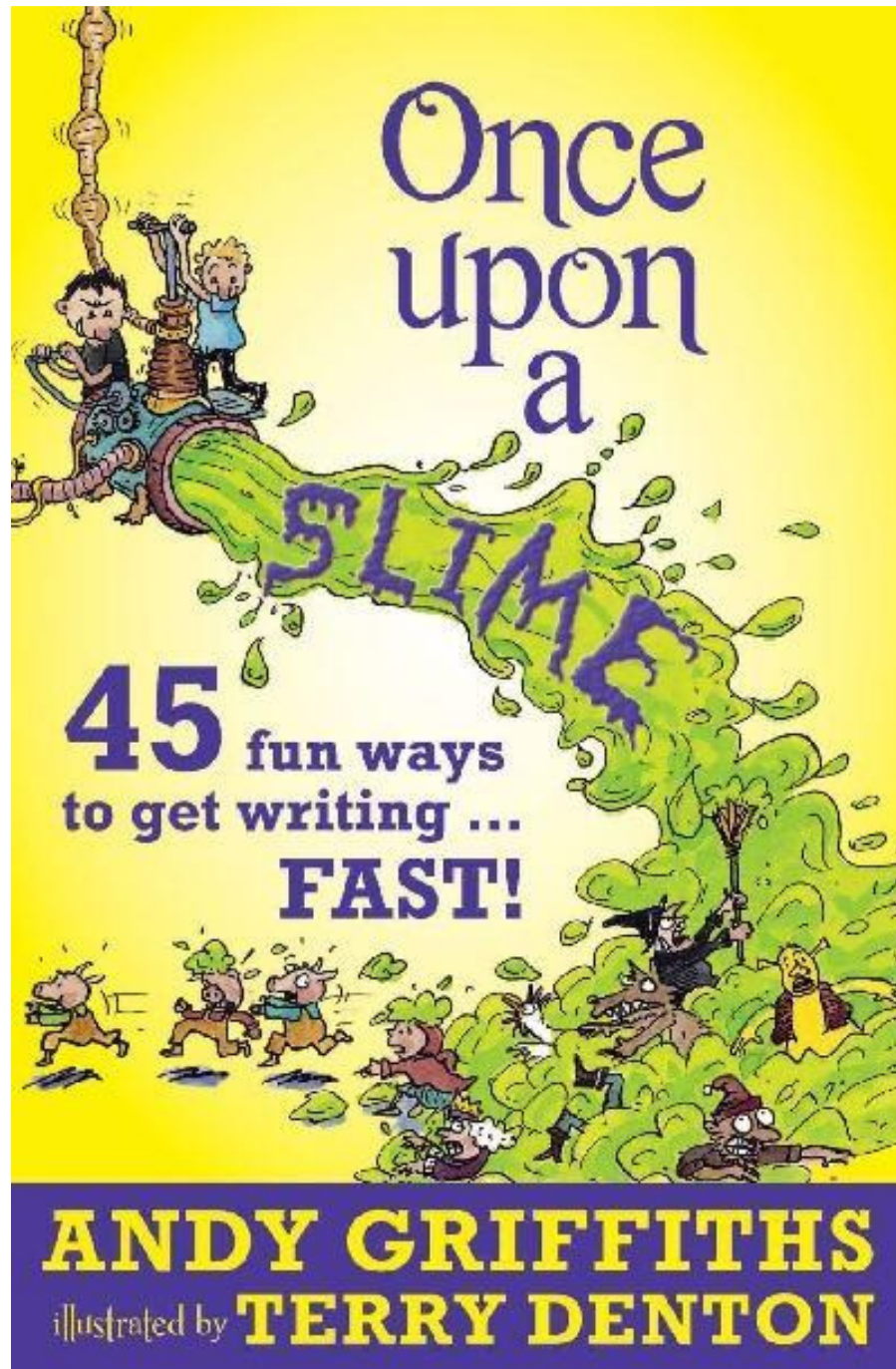Mr Big Nose talking to Andy and Terry on their 3D video phone

The incredibly complicated water-measuring device Terry makes
to measure exactly the right amount of water to add to his
sea-monkey eggs

Now it's your turn

Invent a crazy machine or gadget of your own. Include labels explaining
how your machine works and what it does. If you need help coming up
with an idea why not design one of the following machines:
  • A homework machine
  • A brother-disappearing machine
  • A spider-killing machine
  • A machine to help a horse travel through a canary
  • A machine to turn a cat into a dog
  • A machine to make time go backwards ... or faster ... or slower ... or
    stop completely
  • A machine that will make exact copies of anything that you put into it
    ... objects, money, food ... even you!
  • A machine that will make you invisible
  • A machine that can travel on ground, through water and in the air
  • A machine to erase your parents' memories
  • A machine to make anyone of your choice fall in love with you
  • A machine for controlling the weather
  • A machine to stop the dog next door barking
  • A machine for making small things large or large things small

Many of the activities in this resource pack are based on the book *Once Upon a Slime: 45 fun ways to get writing … FAST!* by Andy Griffiths and Terry Denton (Pan Macmillan Australia, 2013)

Appendix: Curriculum Outcomes

Australian Curriculum: *English*

English/Year 1/Literacy/Creating texts. Create short imaginative and informative texts that show emerging use of appropriate text structure, sentence-level grammar, word choice, spelling, punctuation and appropriate multimodal elements, for example illustrations and diagrams. (ACELY1661).

English/Year 2/Literacy/Creating texts. Create short imaginative, informative and persuasive texts using growing knowledge of text structures and language features for familiar and some less familiar audiences, selecting print and multimodal elements appropriate to the audience and purpose. (ACELY1671).

English/Year 3/Literacy/Creating texts. Create short imaginative, informative and persuasive texts using growing knowledge of text structures and language features for familiar and some less familiar audiences, selecting print and multimodal elements appropriate to the audience and purpose (ACELY1671).

English/Year 4/Literacy/Creating texts. Plan, draft and publish imaginative, informative and persuasive texts containing key information and supporting details for a widening range of audiences, demonstrating increasing control over text structures and language features. (ACELY1694).

English/Year 5/Literacy/Creating texts. Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures, language features, images and sound appropriate to purpose and audience. (ACELY1704).

English/Year 6/Literacy/Creating texts. Plan, draft and publish imaginative, informative and persuasive texts, choosing and experimenting with text structures, language features, images and digital resources appropriate to purpose and audience.(ACELY1714).

English/Year 2/Literature/Creating literature. Create events and characters using different media that develop key events and characters from literary texts. (ACELT1593).

English/Year 3/Literature/Creating literature. Create imaginative texts based on characters, settings and events from students' own and other cultures using visual features, for example perspective, distance and angle. (ACELT1601).

English/Year 4/Literature/Creating literature. Create literary texts that explore students' own experiences and imagining. (ACELT1607).

English/Year 4/Literature/Creating literature. Create literary texts by developing storylines, characters and settings. (ACELT1794).

English/Year 5/Literature/Creating literature. Create literary texts using realistic and fantasy settings and characters that draw on the worlds represented in texts students have experienced. (ACELT1612).

English/Year 6/Literature/Creating literature. Create literary texts that adapt or combine aspects of texts students have experienced in innovative ways. (ACELT1618).

English/Year 2/Language/Sound and letter knowledge. Recognise most sound–letter matches including silent letters, vowel/consonant digraphs and many less common sound–letter combinations. (ACELA1474).

Australian Curriculum: *Mathematics*

Mathematics/Year 3/Measurement and Geometry/Location and transformation. Create and interpret simple grid maps to show position and pathways. (ACMMG065).

Mathematics/Year 5/Measurement and Geometry/Location and transformation. Use a grid reference system to describe locations. Describe routes using landmarks and directional language. (ACMMG113).

NSW Board of Studies: *Creative Arts*

Creative Arts/Stage 1/Visual Arts/Making. Makes artworks in a particular way about experiences of real and imaginary thing. (VAS1.1).

Creative Arts/Stage 2/Visual Arts/Making. Represents the qualities of experiences and things that are interesting or beautiful* by choosing among aspects of subject matter. (VAS2.1).

Creative Arts/Stage 3/Visual Arts/Making. Investigates subject matter in an attempt to represent likenesses of things in the world. (VAS3.1).

Creative Arts/Stage 2/Music/Organising sound. Improvises musical phrases, organises sounds and explains reasons for choices. (MUS2.2).

Creative Arts/Stage 3/Music/Organising sound. Improvises, experiments, selects, combines and orders sound using musical concepts. (MUS3.2).

Creative Arts/Stage 1/Drama/Appreciating. Appreciates dramatic work during the making of their own drama and the drama of others. (DRAS1.4.).

Creative Arts/Stage 2/Drama/Appreciating. Responds to, and interprets drama experiences and performances. (DRAS2.4).

Creative Arts/Stage 3/Drama/Appreciating. Responds critically to a range of drama works and performance styles. (DRAS3.4).