

Scriptwriting with Max the Mathematician

Learning objective: To understand and use the features of a playscript, including stage directions, character names, and dialogue.

Today, Max the monkey has a problem! He needs to explain a tricky maths puzzle to his friends in the forest. Use the structure below to write a short, engaging scene for a play. Remember to use capital letters for character names followed by a colon, and place stage directions in brackets.

Max stands in the centre of the stage, holding a large, dusty abacus while Nova the owl watches from a nearby oak tree.

Word bank: meanwhile · suddenly · therefore · consequently · exclaimed · whispered · pacing nervously · scratching his head · triumphantly

1. Setting the Scene: [Name the location and describe the mood using stage directions]... (2 marks)

2. The Opening Dialogue: [Introduce Max and Nova. How does Max begin his explanation?].... (2 marks)

3. The Conflict: [Explain why Nova is confused by Max's maths problem. Use a stage direction to show her reaction]... (2 marks)

4. The Turning Point: [Describe the moment Nova finally understands the solution. What action do they take together?].... (2 marks)

5. Justify your choice of vocabulary: Why did you choose specific verbs for your stage directions (e.g., 'pacing' vs 'walking') to help the audience understand the characters' emotions? (3 marks)

6. Compare and contrast: How is writing a playscript different from writing a storybook narrative? Consider the way the reader learns about what the character is doing. (3 marks)

Extension challenge: What might happen if a third character, such as Kit the fox, entered the scene to challenge Max's calculation? Write an additional page of dialogue where the characters must use persuasive language to prove who is correct.