

# MAKE YOUR OWN MAGIC WITH MARY POPPINS

Take your class through the *Mary Poppins* story and some of the magical experiences that happen. Challenge them to use their imaginations to create a magical experience that takes place when *Mary Poppins* visits them in their classroom.

## Preparation

1. Photocopy the worksheet [Make your own Magic with Mary Poppins](#), on **A3 where possible**, for each pupil.

## LESSON CONTENT

### Introduction

Remind pupils about the magic *Mary Poppins* has, she can fly. She can slide up a bannister. Children's toys come to life. She can even make an ordinary visit to the park a magical experience!

Discuss with the class what happens when *Mary Poppins* takes Bert and the children to the park and the statues come to life. Ask the class why they think the statues come to life in the park.

## Main activity

Tell pupils to imagine *Mary Poppins* will be visiting their classroom and they need to create a world that she would want to visit with them to have their own adventure.

Explain that they are going to work in pairs to think of an ordinary place that they have visited into a magical world with imaginative stories about what happens in them.

They draw the magical world they want to visit, it can be anywhere they want. If they are struggling initially give the pupils some ideas such as; under the sea, in to outer space or an upside-down world. Remind the class that things can happen outside of the picture too so they don't have to put all their ideas in the image.



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Hand out the *Make your own Magic with Mary Poppins* worksheet, which is a template storyboard to work from.

- Remind them that their adventure might require nonsense words, imaginary animals, other characters, music and dance or movement.
- The story should have a beginning where they enter their new magical world with Mary Poppins, a middle where they meet different people or see different places but it must end with them coming back to the classroom for a reason.

- In the show they return to real-life because it begins to rain.
- Pupils need to include a reason in their storyboard for returning to the classroom.

When everyone has finished teams can share their stories with the whole class.

### Plenary

When all the Mary Poppins magic stories have been delivered, ask for their titles and write them up on the board. Ask pupils to vote on the one adventure they, as a class, should go on with Mary Poppins.

### Extension activity

This activity could also be extended and linked to drama or art work. Volunteers can act out their stories. Encourage children to combine movement and gesture with images throughout their scene.

Pupils can also be asked to produce a picture or collage of their story. They could also write a detailed description of their Mary Poppins magic as though they are writing a short story.

### Learning objectives

- To write a storyboard of their own story based on *Mary Poppins*
- To draw or sketch visuals for the magical story created
- To share imaginative, creative outcomes

### Curriculum references:

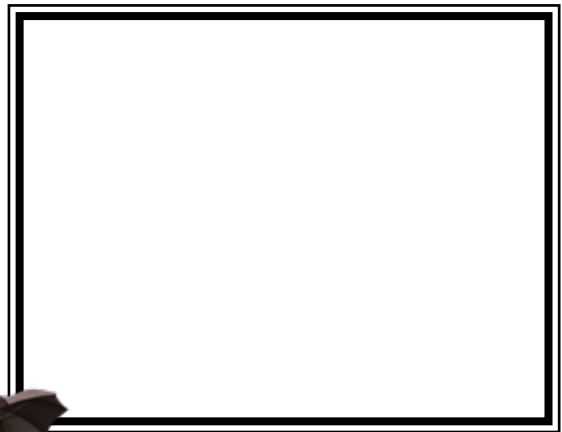
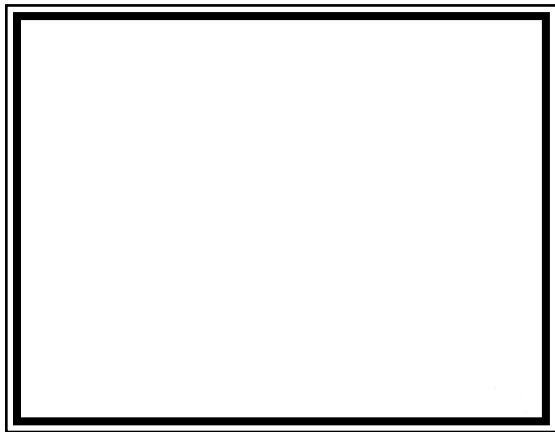
English, Art and Design, Drama, also see curriculum connection grid – page xx.



# MAKE YOUR OWN MAGIC WITH **MARY POPPINS**

Name .....

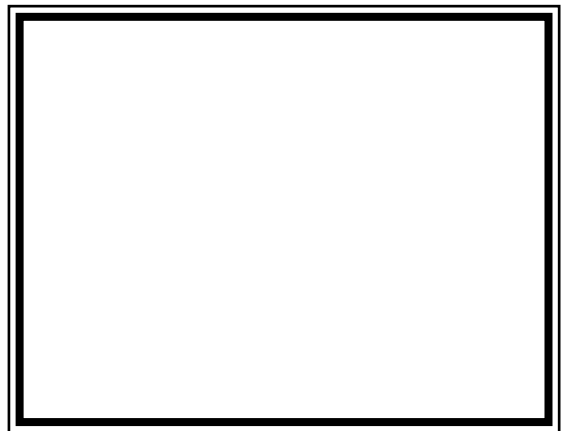
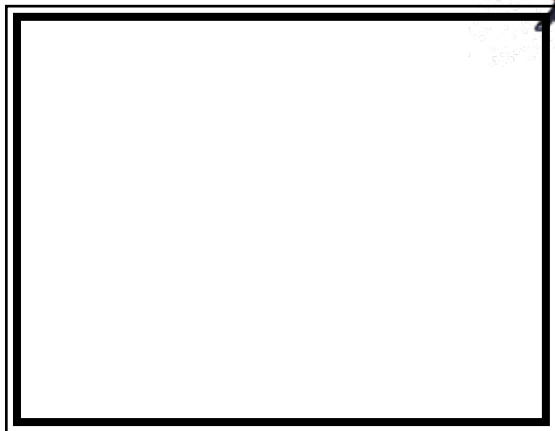
Title of magic Mary Poppins brings to my class



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