

*Yo Ho Ho  
and Hold 'Em:*

Capturing Your Audience at Storytelling  
And Other Live Events

Presented by

Melinda Taliancich Falgoust

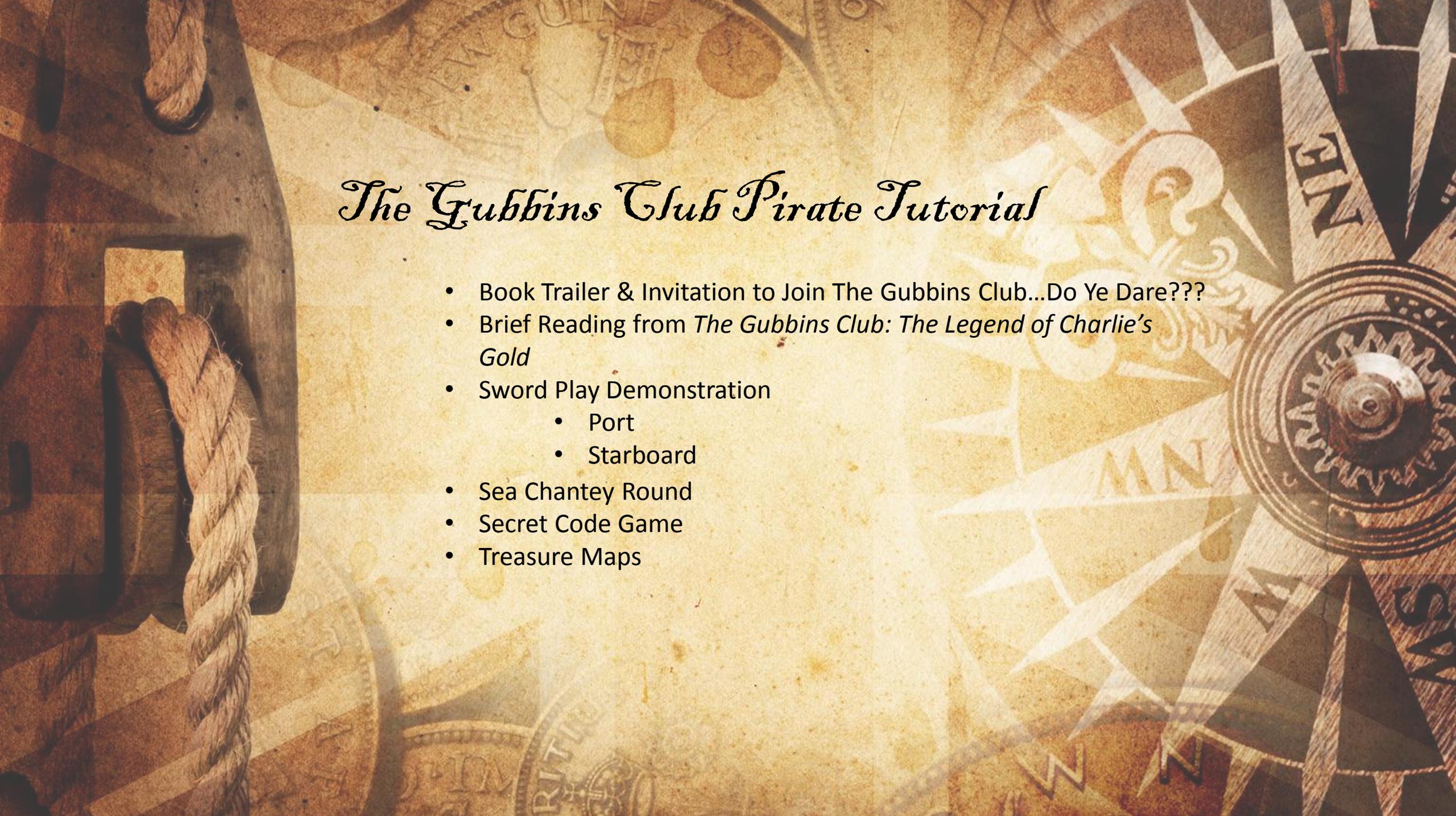
Fay B. Kaigler Children's Literature Conference  
University of Southern Mississippi  
Hattiesburg, MS  
April 8, 2015



# *Introductions:*

Melinda Taliancich Falgoust

- Published Works
  - *The Rancher and the Rose* (co-authored with Carolyn Zane) Harlequin, 2006
  - *The Gubbins Club: The Legend of Charlie's Gold* Createspace Independent Publishing Platform, 2013
  - *Lousy Liver* Wagging Tales Press, 2014
- Awards
  - 2013 NY Book Festival Honoree
  - Oshima International Picture Book Competition
  - Writers Unlimited Annual Literary Competiton
  - Alfred Hitchcock Mystery Magazine Mysterious Photograph Contest
  - Doubleday Books "Quoth the Raven" Contest



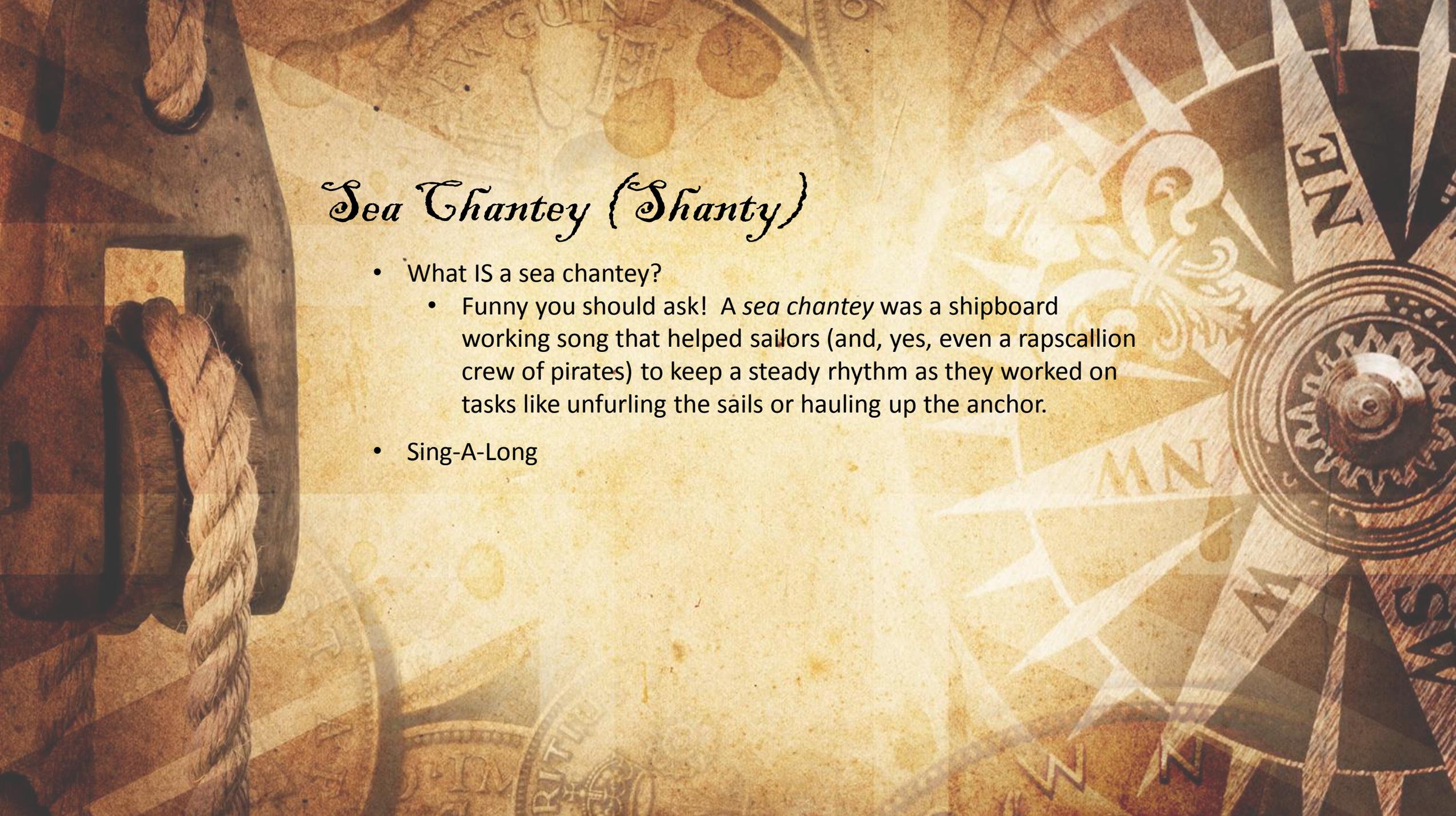
## *The Gubbins Club Pirate Tutorial*

- Book Trailer & Invitation to Join The Gubbins Club...Do Ye Dare???
- Brief Reading from *The Gubbins Club: The Legend of Charlie's Gold*
- Sword Play Demonstration
  - Port
  - Starboard
- Sea Chantey Round
- Secret Code Game
- Treasure Maps

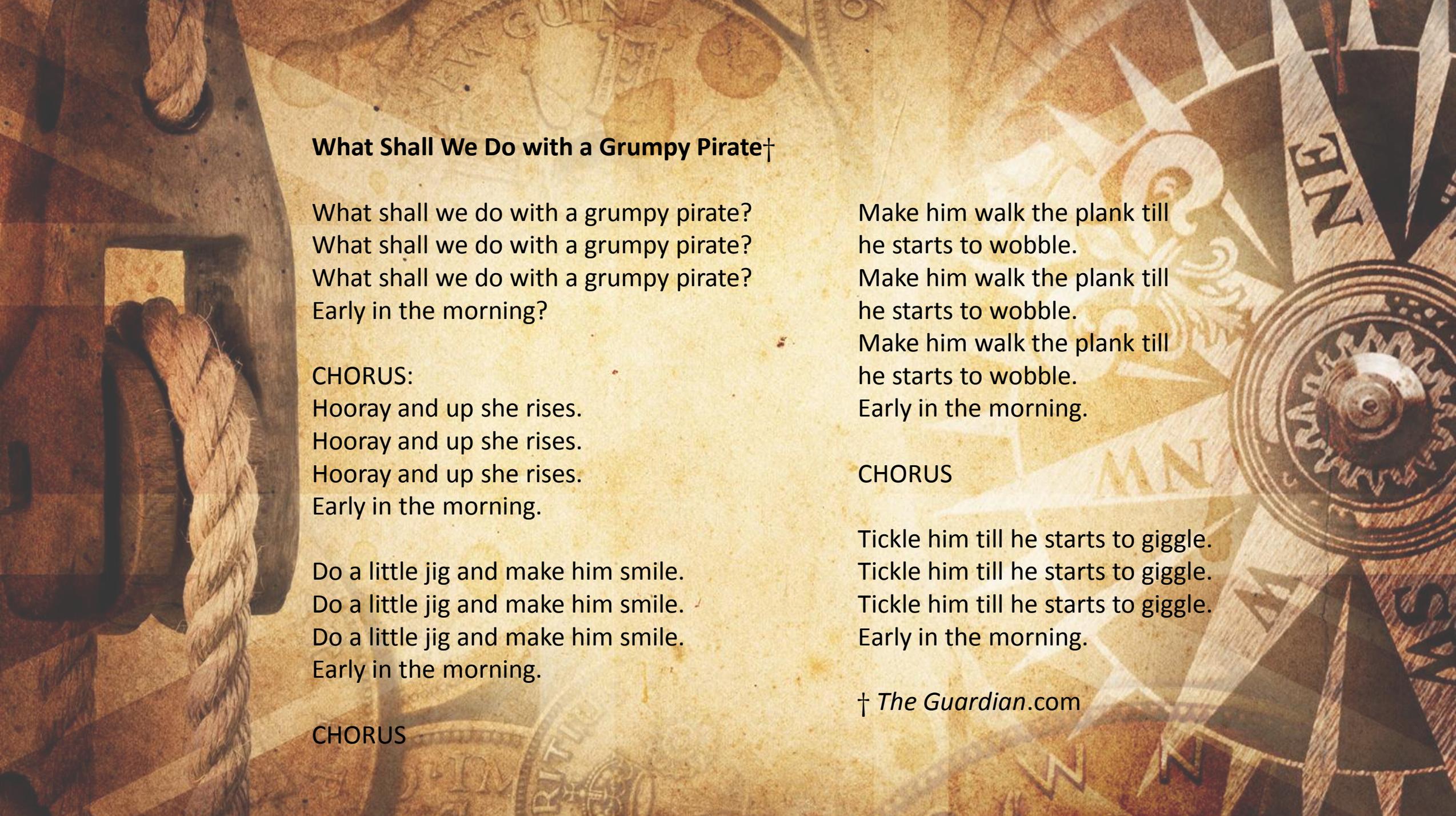
*The Gubbins Club*



*Do ye dare???*

The background of the slide is a collage of nautical-themed elements. On the left, a wooden ship's wheel is partially visible with a thick, braided rope. On the right, a wooden compass rose is shown with directional letters like 'NE', 'SE', 'SW', and 'NW'. The overall background is a textured, aged parchment or paper with faint, embossed patterns and text, including the words 'BRITISH' and 'NEW GUINEA'.

- What IS a sea chantey?
  - Funny you should ask! A *sea chantey* was a shipboard working song that helped sailors (and, yes, even a rapscaillon crew of pirates) to keep a steady rhythm as they worked on tasks like unfurling the sails or hauling up the anchor.
- Sing-A-Long



## What Shall We Do with a Grumpy Pirate†

What shall we do with a grumpy pirate?  
What shall we do with a grumpy pirate?  
What shall we do with a grumpy pirate?  
Early in the morning?

CHORUS:

Hooray and up she rises.  
Hooray and up she rises.  
Hooray and up she rises.  
Early in the morning.

Do a little jig and make him smile.  
Do a little jig and make him smile.  
Do a little jig and make him smile.  
Early in the morning.

CHORUS

Make him walk the plank till  
he starts to wobble.  
Make him walk the plank till  
he starts to wobble.  
Make him walk the plank till  
he starts to wobble.  
Early in the morning.

CHORUS

Tickle him till he starts to giggle.  
Tickle him till he starts to giggle.  
Tickle him till he starts to giggle.  
Early in the morning.

† *The Guardian.com*

# Secret Code Game

Label each letter in the key with its corresponding number (Example: A=1; B=2; etc.), then use the key to crack the code and discover the name of Robert Louis Stevenson's terrific tale of good versus evil.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	

20 8 5 19 20 18 1 14 7 5

3 1 19 5

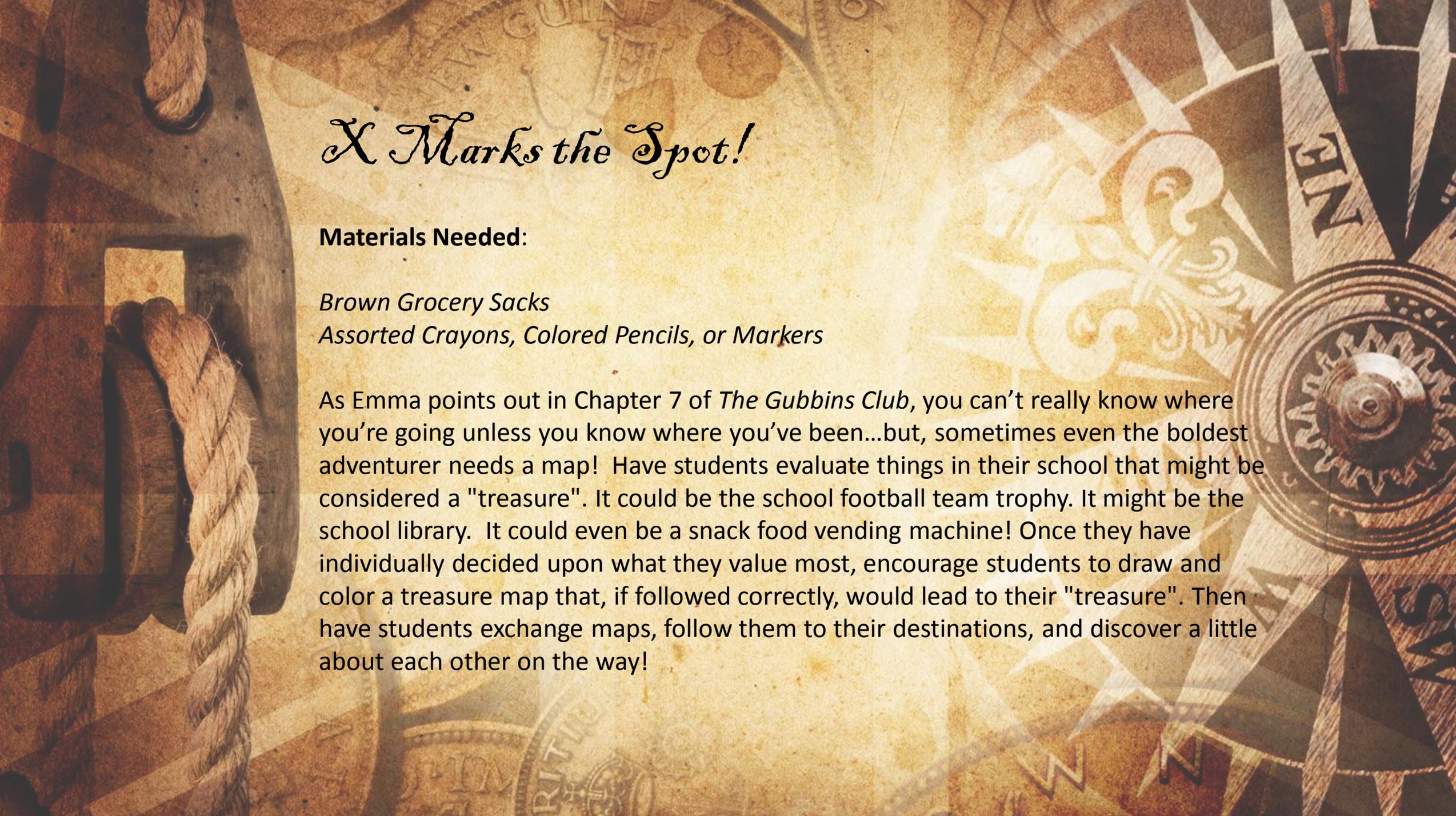
15 6 4 18

10 5 11 25 12 12

1 14 4

13 18

8 25 4 5



# *X Marks the Spot!*

## **Materials Needed:**

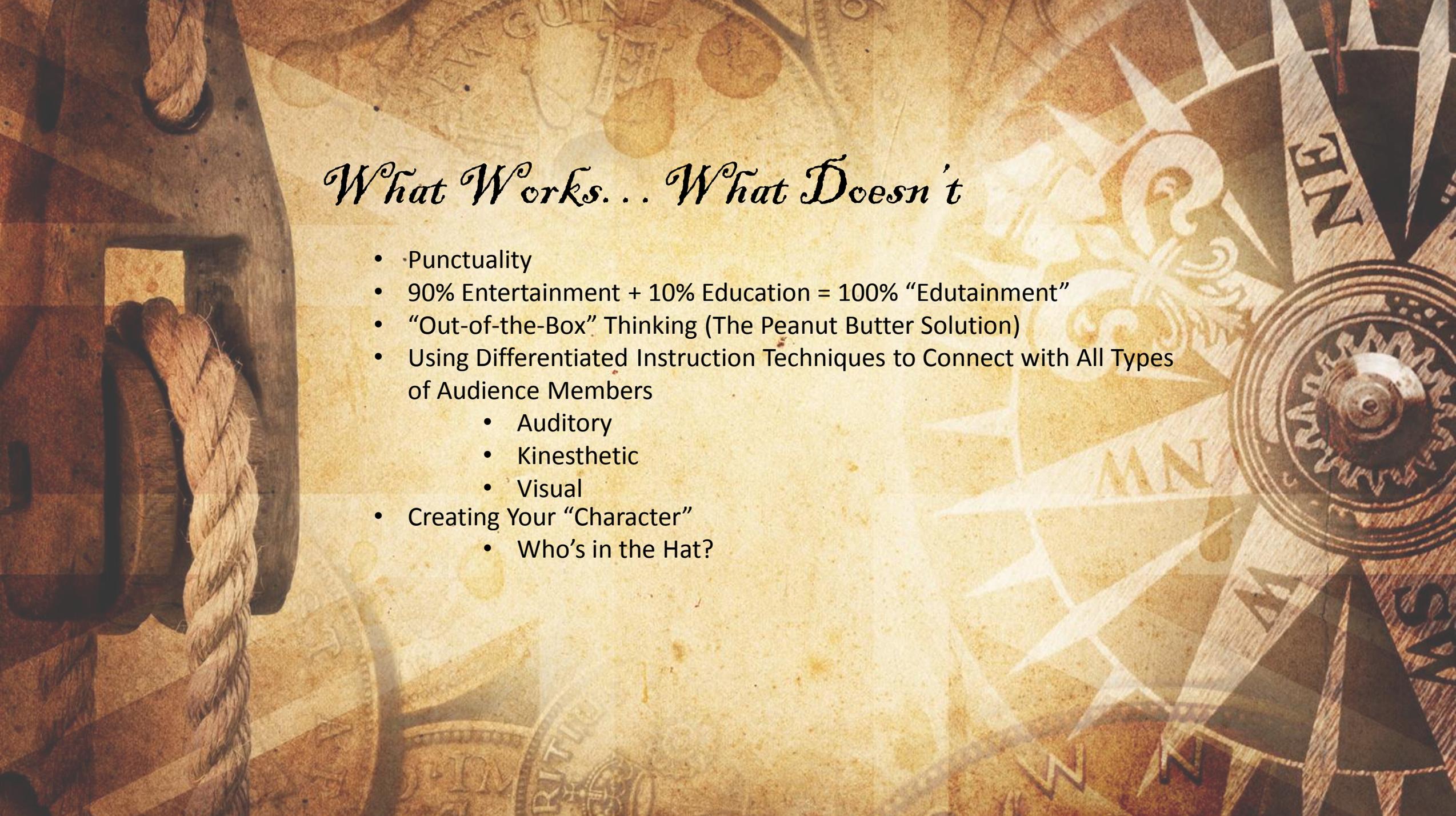
*Brown Grocery Sacks*

*Assorted Crayons, Colored Pencils, or Markers*

As Emma points out in Chapter 7 of *The Gubbins Club*, you can't really know where you're going unless you know where you've been...but, sometimes even the boldest adventurer needs a map! Have students evaluate things in their school that might be considered a "treasure". It could be the school football team trophy. It might be the school library. It could even be a snack food vending machine! Once they have individually decided upon what they value most, encourage students to draw and color a treasure map that, if followed correctly, would lead to their "treasure". Then have students exchange maps, follow them to their destinations, and discover a little about each other on the way!

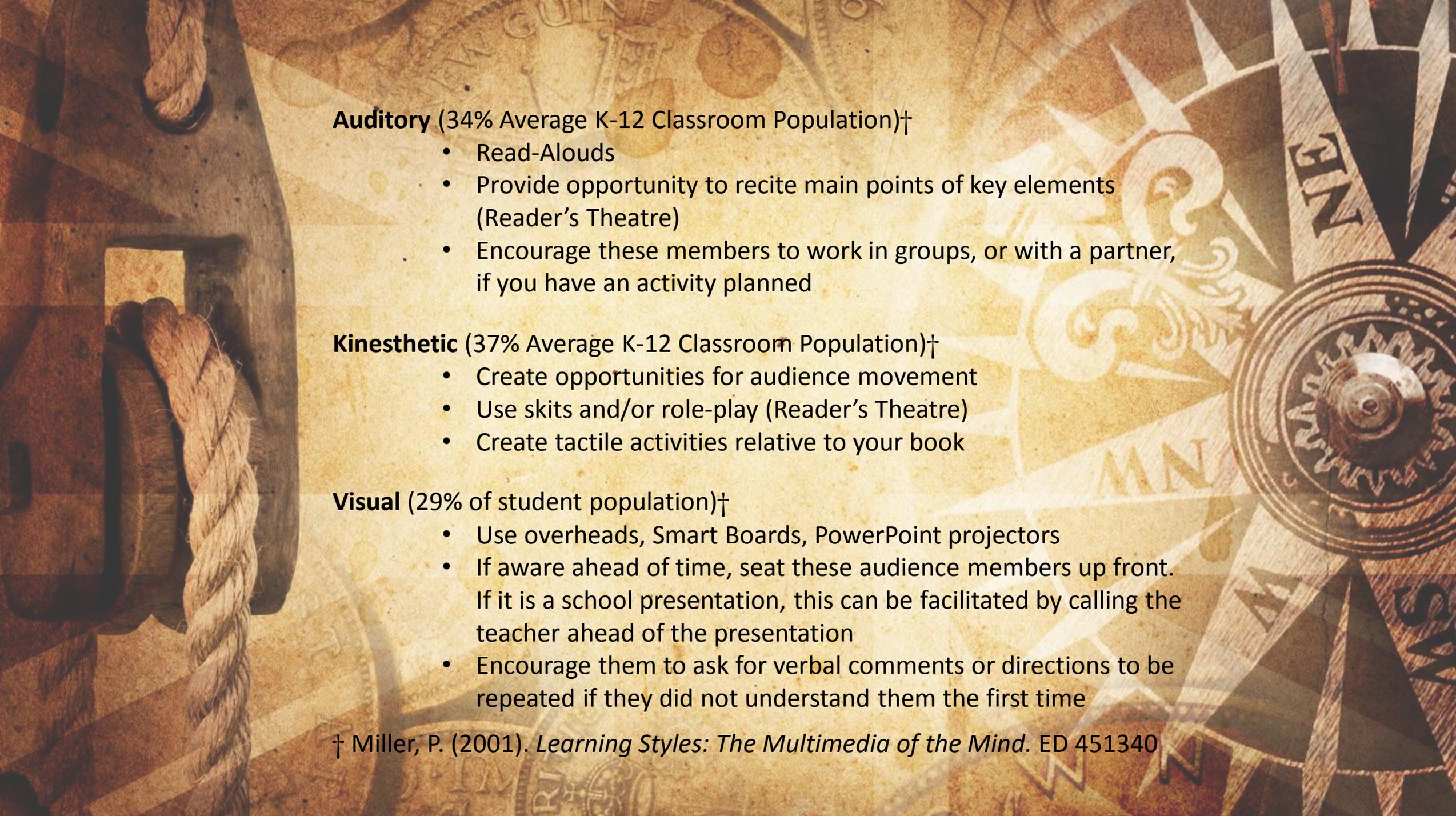


*Shore Leave*



## *What Works... What Doesn't*

- Punctuality
- 90% Entertainment + 10% Education = 100% “Edutainment”
- “Out-of-the-Box” Thinking (The Peanut Butter Solution)
- Using Differentiated Instruction Techniques to Connect with All Types of Audience Members
  - Auditory
  - Kinesthetic
  - Visual
- Creating Your “Character”
  - Who’s in the Hat?



**Auditory** (34% Average K-12 Classroom Population)†

- Read-Alouds
- Provide opportunity to recite main points of key elements (Reader's Theatre)
- Encourage these members to work in groups, or with a partner, if you have an activity planned

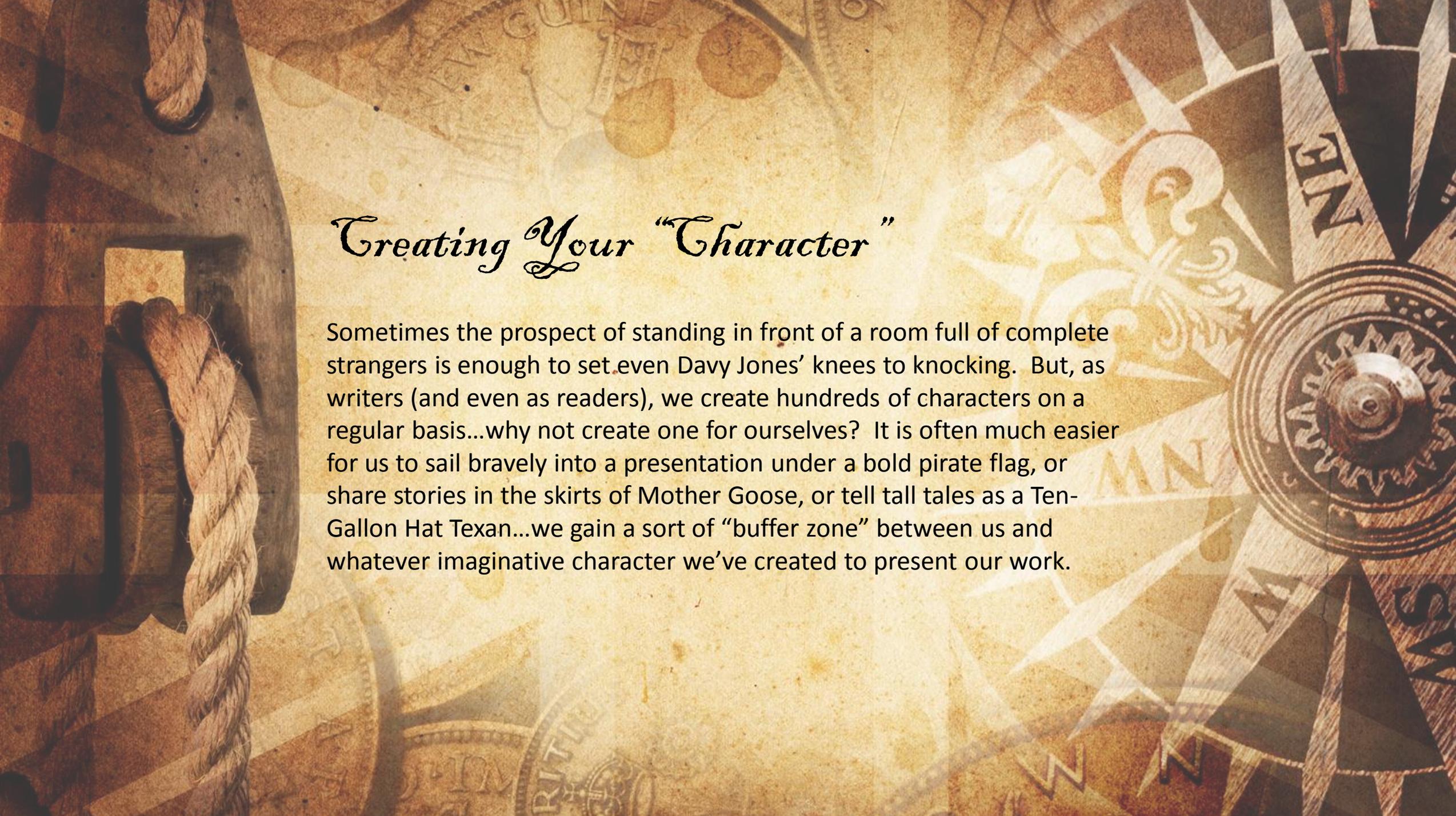
**Kinesthetic** (37% Average K-12 Classroom Population)†

- Create opportunities for audience movement
- Use skits and/or role-play (Reader's Theatre)
- Create tactile activities relative to your book

**Visual** (29% of student population)†

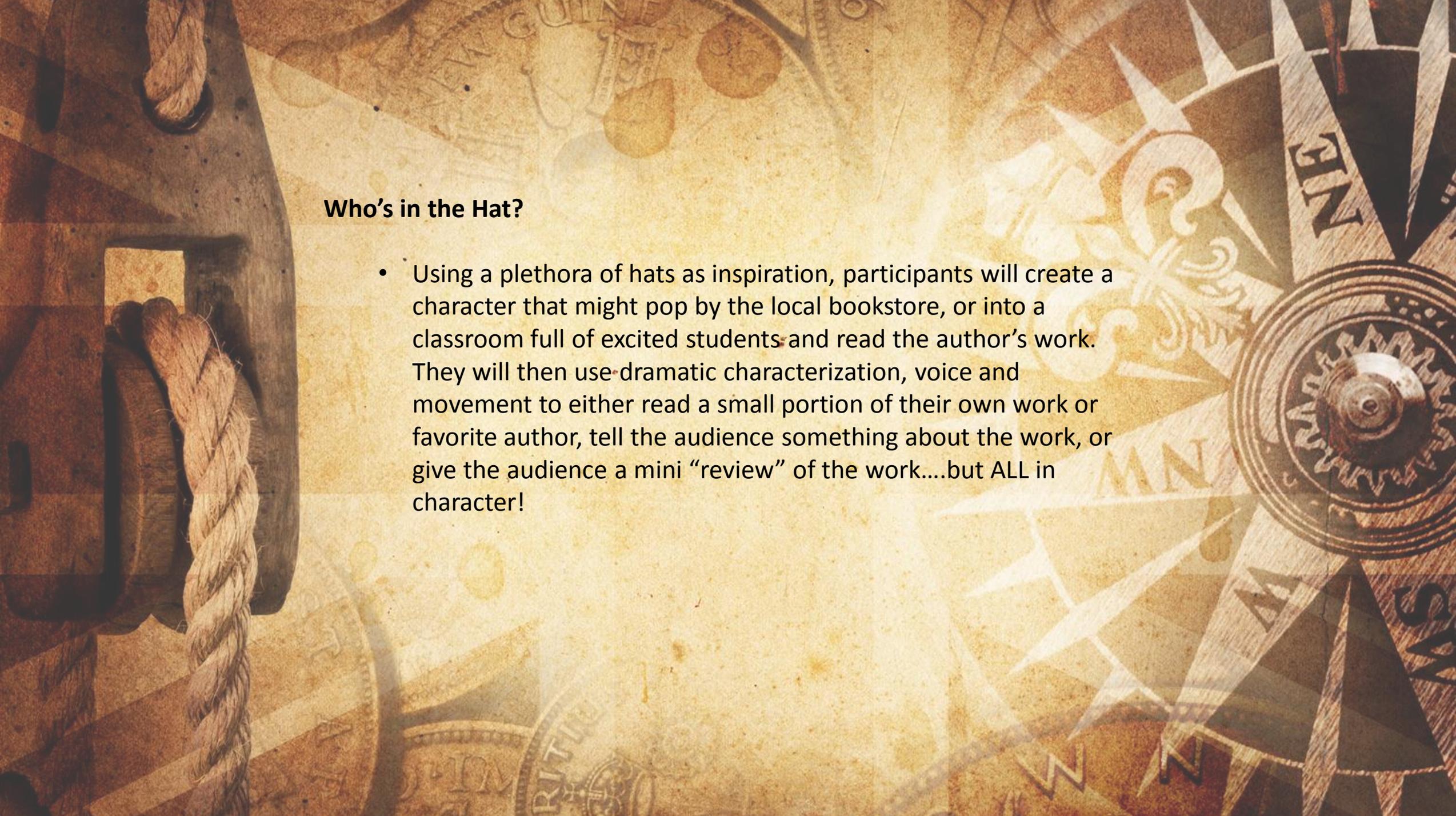
- Use overheads, Smart Boards, PowerPoint projectors
- If aware ahead of time, seat these audience members up front. If it is a school presentation, this can be facilitated by calling the teacher ahead of the presentation
- Encourage them to ask for verbal comments or directions to be repeated if they did not understand them the first time

† Miller, P. (2001). *Learning Styles: The Multimedia of the Mind*. ED 451340



## *Creating Your "Character"*

Sometimes the prospect of standing in front of a room full of complete strangers is enough to set even Davy Jones' knees to knocking. But, as writers (and even as readers), we create hundreds of characters on a regular basis...why not create one for ourselves? It is often much easier for us to sail bravely into a presentation under a bold pirate flag, or share stories in the skirts of Mother Goose, or tell tall tales as a Ten-Gallon Hat Texan...we gain a sort of "buffer zone" between us and whatever imaginative character we've created to present our work.

The background of the slide is a collage of nautical and historical elements. On the left, a wooden hat with thick, braided rope is visible. On the right, a wooden compass rose with directional labels like 'NE', 'SE', 'SW', and 'NW' is prominent. The background also features a faded map of the British Empire with the words 'BRITISH' and 'EMPIRE' visible.

## Who's in the Hat?

- Using a plethora of hats as inspiration, participants will create a character that might pop by the local bookstore, or into a classroom full of excited students and read the author's work. They will then use dramatic characterization, voice and movement to either read a small portion of their own work or favorite author, tell the audience something about the work, or give the audience a mini "review" of the work....but ALL in character!



## *All Hands on Deck!!!*

- In breakout groups, participants will brainstorm at least three “out-of-the-box” ways to make their next presentation stand out from the crowd. Ideas that tie-in to an author’s individual work are encouraged. A brief share session will follow.



# *Docking at Port and Q&A*

For questions or comments about today's presentation, feel free to contact the Captain, er, author at:

Website: [www.melindatfalgoust.doodlekit.com](http://www.melindatfalgoust.doodlekit.com)

Facebook: MTF\_Books

Twitter: @MTF\_Books

Email: [info@waggingtalespress.com](mailto:info@waggingtalespress.com)