

THE GIRL WHO SWALLOWED A CACTUS

Activity Guide



INTRODUCTION

When summer boredom hits, 8-year-old Sheila and her friends find adventure in their junkyard fort. A chance encounter with a dapper, talking coyote leads them on a whirlwind journey through the desert, facing The Council of Howls, The Sting Brigade, and The Death Cactus. This imaginative play explores our impact on the environment and the animals we share it with, blending creativity, memory, and a magical moonlit twist to inspire audiences of all ages.

PARTICIPATION GUIDE

The audience can expect a participatory introduction from the artist at the beginning of the show, when she will get ideas from children who wish to share. At various moments in the production, the audience may be invited to do things as a group, like make sound effects from their homes (even though everyone is muted). Immediately following each performance, Tia, the performer, will hold a brief Q&A where audience members are invited to talk directly to Tia. This show will be “gently interactive.”

In preparation for the show, children are encouraged to have a handheld school supply (like a pencil, eraser, or ruler) ready.

- Prompt:
 - Guide them to imagine their object as an animal character in the play.
 - Suggest simple ideas like making a pencil into a giraffe, a ruler into a crocodile, or an eraser into a turtle.
- Enhance with Storytelling:
 - Invite the kids to think about their animal’s personality, voice, or special traits.
 - Show examples or act out how their object-animal might move or “speak.”

This approach uses everyday objects to make the activity accessible and prepares the kids to see themselves as creators and participants in the story.

Need Inspiration? Look below.

