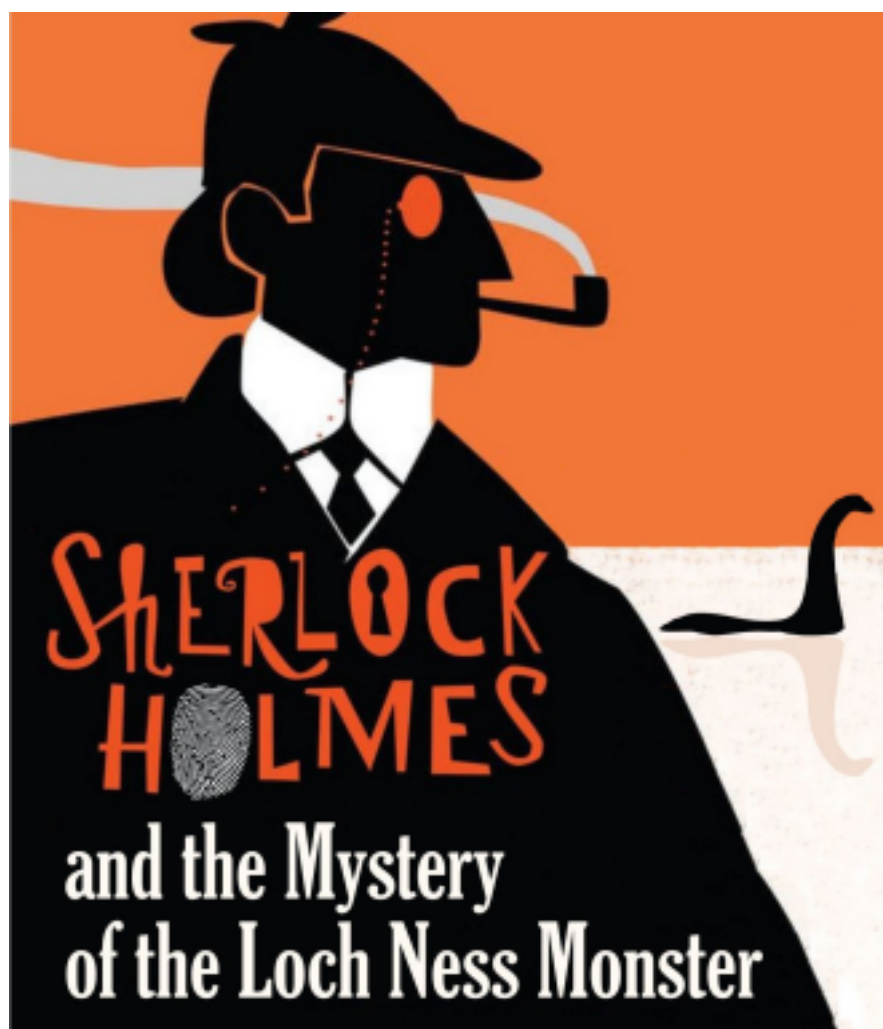




WELCOME to InterActing+ preparatory material.

Having problems viewing the file or downloading content? Contact ideas@interacting.info and we'll make sure to help you out.

Prepare to play.

Discussion and play around our show is important and helpful for the students. It can help them **become familiar with the storyline** of the play and connect characters in the show to their wider story context so they can better **enjoy** the humour.

Tip

We encourage teachers to use this preparatory material to enhance your students' learning, understanding, and enjoyment both before, during and after the show.

Send any feedback or suggestions to:
hello@interacting.info



The activities included also provide an opportunity to teach **key vocabulary** and **language structures** that will appear during the show in a **fun, interactive and memorable manner**. For the young learners **Learning the actions/songs** will also enhance students ability to interact and get involved during the show!

When you are interested in discovering more about ways to work with process drama and learning please contact your local teacher training centre about the possibility of joining an Interacting+ course either locally or through an **Erasmus Plus KA1** project.

<http://www.playingclil.eu/this-is-the-playingclil-ebook/>



is in no way related or based on the 1969 movie “The Private Life of Sherlock Holmes”. In which, one scene filmed at the famous Loch Ness in the Scottish highlands, saw Nessie the monster rise from the depths of the loch!

In our play Sherlock Holmes once again finds himself face to face with the “Napoleon of crime” Professor Moriarty. As in all Sherlock stories our story begins at 221B Baker Street in London. Sherlock has invited his friend and companion Dr. Watson to join him in solving a new case: that of the Mystery of the Loch Ness monster. The intrepid duo embark on an adventure filled with intrigue, angry taxi drivers and musical interludes.



There is a big “**SURPRISE**” element in all InterActing shows as it’s the students who actively participate and create the shows. We recommend that you do not tell the students and let them have the surprise of discovery. By all means, work on plot and characters in the show - **but keep the rest a secret!**

Tip

3. Scene Description

Scene 1 - Inspiration!

Sherlock Holmes explains to his fellow

companion Dr. Watson that he has been thinking and it's time that the two of them got up to speed with modern society. As such Holmes has scripted a play with music, as he calls it a Musiplay!

everything is as straightforward as it seems!

Scene 2 - The Mystery Begins!

The case of Sherlock Holmes and the Mystery of the Loch Ness Monster like all cases begins at 221B Baker Street, London. A secret letter is delivered in to the hands of Dr. Watson. With the help of Mrs. Hudson, the housekeeper, they decipher the hidden meaning.

Scene 5 - Loch Ness

Watson is to meet Sherlock Holmes on the shores of Loch Ness in the highlands of Scotland. It seems an evil plan to take over the world is unfolding!

Scene 4 - Victoria Train Station

Watson is to meet someone at Victoria Station, oblivious that he could be walking into a trap.

Scene 3 - A Ticket to Ride

Dr. Watson must follow the instructions and go to Victoria Station. He hails a taxi. But not

Scene 6 - Help I Need Somebody!

A strange series of events leads to the revelation of the evil mastermind behind the mysterious sightings of the Loch Ness Monster!

Did you know...



"It is my business to know what
other people don't know."

© 1994 by Sir Arthur Conan Doyle

Sherlock Holmes' first published appearance was in 1887.

There have been over 260 movies, 2 musicals and even a ballet called 'The Great Detective' which have featured Sherlock Holmes.

In 1964, the stories and books of Sherlock Holmes efforts were named as the second biggest seller world wide.

In "The Sign Of Four" written in 1890, we discover that Sherlock was addicted to cocaine & morphine.

Holmes is modelled on the Scottish physician Joseph Bell, Arthur Conan Doyle's teacher.

Holmes's most recognised story was "The Hounds of Baskervilles."

Things you might not know about Loch Ness

1) It contains 263 billion cubic feet of water

Okay, let's put that into perspective. Loch Ness is not the deepest loch in Scotland (Loch Morar), nor is it the largest by surface area (Loch Lomond). The whole 'monster claim-to-fame' just isn't enough however, so Loch Ness has also bagged the title of 'largest body of water' in the whole of the UK! There is more water in Loch Ness, than in all the lakes in England and Wales put together.

2) Its pitch black!

Thanks to the glorious 'liquid sunshine' which Scotland is so well-known for, the rain carries peat from the surrounding hills down into the water. These wee peaty particles mean that visibility under the water is poor, with the darkest of depths. Excellent conditions for a monster in hiding, if you ask us.

Watch out for **SUPERSTITIONS** and **FAKE NEWS!**

Direct your research to relevant web pages about the author, Sherlock characters and the Sherlock phenomena.

The first reference should be:

http://en.wikipedia.org/wiki/Arthur_Conan_Doyle followed
by http://en.wikipedia.org/wiki/Sherlock_Holmes

Then, in groups, we suggest that you look at the following sites (or better: find some yourselves, including quiz and trivia) – this should lead to even more research. Report back to the wider group with any interesting facts and “did you know” information.

http://en.wikipedia.org/wiki/Doctor_Watson#Character_Biography
http://en.wikipedia.org/wiki/Professor_Moriarty
<https://www.sherlock-holmes.co.uk/quiz/>

Online work

Win a prize for
writing your
own story!

4. Get creative

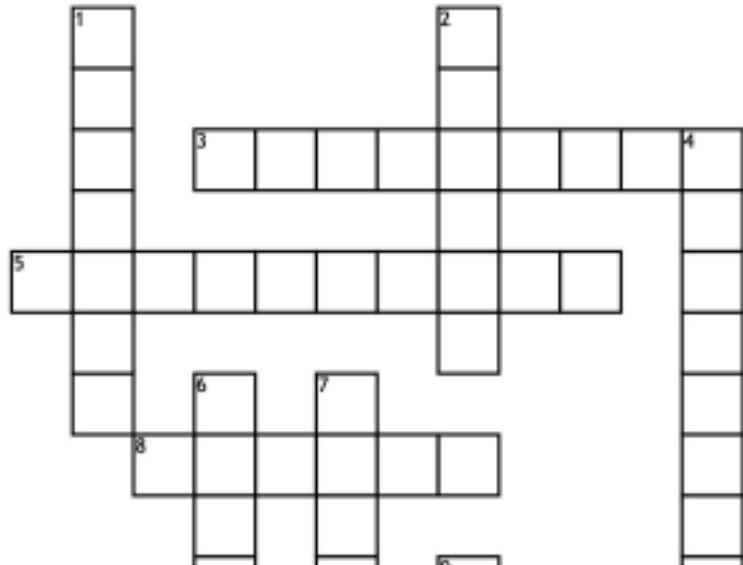
WRITING RULES

1. The criminal must be introduced in the early part of the story, but it should not be anyone whose thoughts we have been allowed to

hear.

2. No supernatural solutions are allowed.
3. You cannot have more than one secret passage or room.
4. No undiscovered poisons or anything that needs a long scientific explanation is allowed.
5. No Chinaman must figure in the story.
6. Intuition is not allowed, nor may your detective have accidental help.

Detective Vocabulary



Master Detective

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

*Drama is life
with the dull
bits cut out.*

5. InterActing Games

Drama Activities



We would like to encourage all teachers to download our PlayingCLIL ebook. It's a **free download** full of CLiL and **full of games** for beginners to advanced. [This is the playingCLIL](#)

For those of you who don't have enough time here are some drama activities you can do with your class!

Read the activity description and then to think how to adapt them for your own classroom situation. The focus of most of the activities is of team work and group organisation. All the activities can be quickly changed to use before or after a performance. We believe the most important objective in using the activities is to **LAUGH WHILE YOU LEARN!**

Human Noughts and Crosses

Three rows of chairs, three chairs in each row. Players in two teams (noughts and crosses) standing at opposite end of area to chairs. Leaders shouts out noughts!, player from noughts team runs and positions himself with hands joining and arms forming a circle, leader allows five seconds then shouts crosses!, player positions himself with arms across chest, etc until one team wins.

Pig, Wolf and Farmer

This game is based on the classic paper, scissors, stone game. Group forms two teams. In teams they decide if they are going to be pig, wolf or farmer.

The two teams face each other and on the count of three reveal who they are by miming the appropriate character.

For example: the pig is represented by pig nose (hand on nose) and oinking. The Wolf by arms in air and howling. The farmer by digging.

The wolf beats the pig, the farmer beats the wolf and the pig beats the farmer.

Sherlock Holmes

Player one takes six items from his pocket and places them in front of player two. Player two then writes down what he can deduce about player one from the items he sees. Deductions then shared with group with player one adding and commenting on deductions.

VARIATION: Three items from each person placed on a table. Everyone decides what belongs to whom and why.

Convince us!

Three players selected to be judges and given a few minutes to devise a points system.

Players come forward when told to by judges and must try and convince the panel that they are worthy and deserve a prize (some chocolate bars or similar can be handed out by judges). Points awarded for originality and persuasiveness.

VARIATION: Players write their reasons to be awarded the prize.

Teacher Training Programme!

<https://lfee.net/erasmus-plus-courses/locations/>

ideas@interacting.info



THANK YOU!

Any questions?

→ **Write to us**

pdeas@interacting.info

→ **Call us or Whatsapp**

(+44)7395511244

Office hours: 9am - 5pm

→ **What's next?**

If you like our work, make sure to look out for next year's shows!