



***STORY
THEATRE!***

1.

***THE STORY OF
AULTH-MA-QUUS AND
AINT-TIN-MIT***

A Nuu-Chah-Nulth Story

NUU-CHAH-NULTH:

***THE LANGUAGE OF AND THE
NAME OF THE NATION OF PEOPLE
WHO LIVE ALONGSIDE THE WEST
COAST OF VANCOUVER ISLAND***



INTRO TO OUR MAIN CHARACTERS



Aulth-ma-quus: Pitch Woman – a giant child-eating woman made of tree pitch (pitch pictured above)

Aint-tin-mit – A baby, quickly turned boy hero, made supernaturally from the grief of the Chief's wife.

REVIEW: WHAT YOU ARE GOING TO DO WITH YOUR STORY

1. Read the story together
2. Re-tell / re-write it in your own words, with the rules of story theatre to help you.
3. Use your script and tableaux to build this work into a scene and perform it.

THE 5 WAYS YOU CAN TELL IT'S STORY THEATRE

1. The gestures are generally large, clear and expressive.
2. The scene is described by the actor(s), to set the mood.
3. Actors can play multiple characters. They always keep the audience informed of any changes, describing a character's appearance, feelings and purpose.
4. Actions are narrated as they take place in the story.
5. The plot is continually developed by maintaining this form of storytelling.

HOW THIS VOCABULARY IS USED IN THIS STORY:

- Upper landing: Higher ground, where houses are built on top, alongside the ocean
- Tides: The ocean tide cycle: from high to low water line
- Lurking: A presence hanging around, unseen but felt
- Unspeakable: Not being able to speak due to something shocking.
- Seemingly unstoppable: Inevitable because people can't imagine how to redirect what's coming at them
- Unthinkable: Often negative in meaning, outside of the imagination of most people

