



Worksheets

For 1st and 2nd E.S.O. students



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Name:.....

BEFORE PERFORMING THE PLAY

B

ACTIVITY 1: Let's Guess! (Predicting the Story)

Objective: Make predictions based on the title and visual clues

Skills: Speaking, writing, creative thinking

THE MILLER'S DAUGHTER

1 This is the title of the play. What do you think the story is about?

Look at the title and imagine:

- Who is the miller's daughter?

- Where does she live?

- What does she want?

- What kind of story do you expect? (Adventure? Comedy? Drama?)

2. Use these sentence starters to help you:

- I think the story is about... _____
- Maybe the girl wants to... _____
- I believe she lives in a... _____
- I imagine there is a... _____



Write your prediction:

(5–7 lines with writing space)

Optional Group Challenge:

Your teacher will show you 3 images.

Look at them and talk with your partner.

- What do they show?
- How do they connect to the title?



Name:.....

ACTIVITY 2: Meet the Characters

Objective: Make predictions based on the title and visual clues

Skills: Speaking, writing, creative thinking

Read and Match:

Below you have descriptions of 4 characters from the play. Read each description and write the correct name next to it:

IVY

MARY

ROWAN

ARGOS

- He is the King. He has a castle, a sword and a kingdom... but he feels lonely. He wants to be free and find someone who understands him.

- She is a young girl who lives in a mill with her family. She dreams of having a sword, a kingdom, and becoming the Marchioness of Carabas.

- She works at the mill. She is strong, loud and clever. She fights with a broom and always tells the truth... or almost.

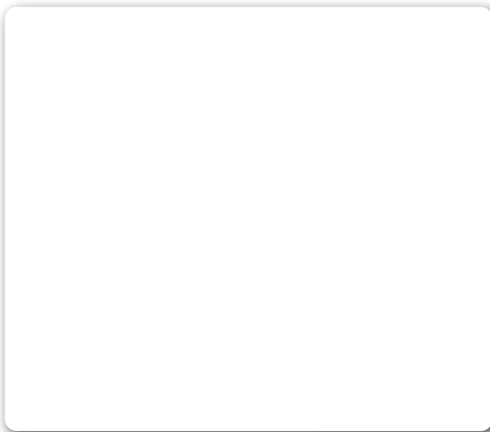
- He is the Royal Wizard. He is powerful, serious and suspicious. He doesn't trust Ivy and wants to discover her secret.

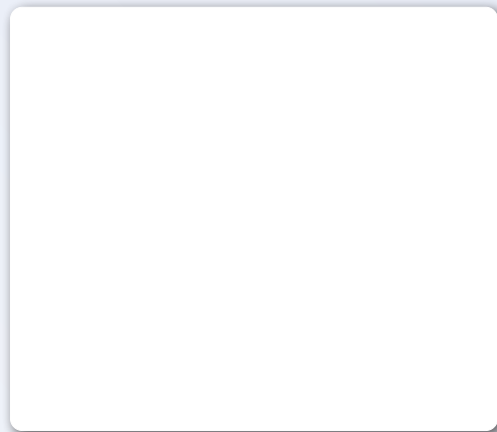
**Draw the Characters:**

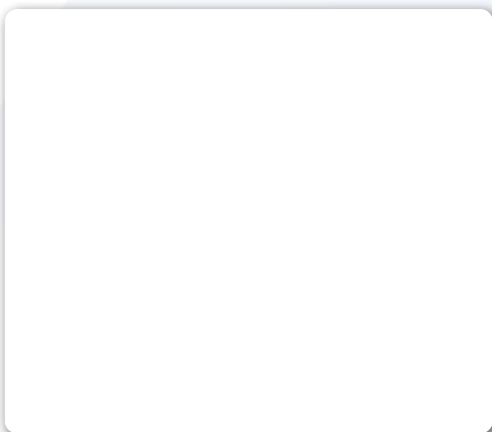
In the boxes below, draw one of the characters as you imagine them.

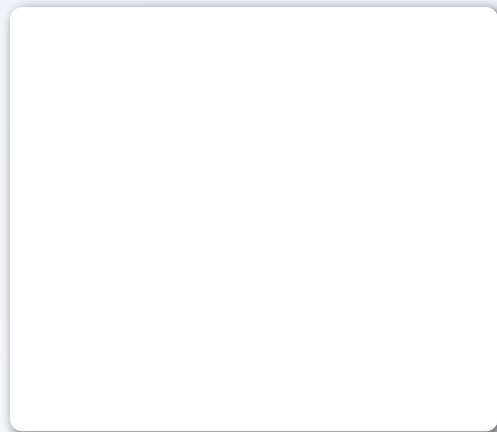
Write one sentence about each character:

Example: Ivy is brave and dreams big.











Name:.....

ACTIVITY 3: Find the Magic Words! (Vocabulary Clues Game)**B****Objective:** Identify and understand key vocabulary from the play**Skills:** Listening, vocabulary, logical thinking, reading comprehension**Let's play Detective!***Read each clue below. Choose the correct word from the list.**You have a list of 12 words. Listen carefully and guess which word matches each clue.*

sword – boots – truth – lie – mill – house – kingdom – dress – castle – magic – firebird – market

Clues (your teacher will read them out loud):

1. _____ A place where kings and queens live
2. _____ Something that is not true
3. _____ A long weapon Ivy wants
4. _____ A land ruled by a king or queen
5. _____ A powerful force used by wizards
6. _____ A beautiful piece of clothing Ivy wears
7. _____ A small place to live (not a castle!)
8. _____ A magical animal that glows and sings
9. _____ Something we wear on our feet
10. _____ A place where people buy and sell things

Now write 2 sentences using any of the words from above:

- 1 _____

- 2 _____

Optional: *Draw one of the magic words (e.g., sword, firebird, or boots)*



Name:.....

ACTIVITY 4: What Do You Know? (Cultural Connections)

B

Objective: Think about key ideas and cultural elements from the play

Skills: Speaking, writing, cultural thinking

Let's play Detective!

Before watching the play, let's talk about some of the things we might see: castles, kings, magical objects, lies, swords...

Answer the questions below in English. If you don't know the answer, just guess or write your opinion!

1. **What is a castle?** _____

2. **What does a king or queen do?** _____

3. **What do you think a "Marchioness" is?** _____

4. **What is the difference between a lie and the truth?** _____

5. **Why do some characters lie in fairy tales?** _____

6. **Have you ever heard of a place called Carabas? What do you think it could be?**

Now choose one question and talk about it with a classmate.

Bonus challenge: What do you think the moral of the story might be?



Name:.....

AFTER PERFORMING THE PLAY

A

ACTIVITY 5: Who Said It? (Quotes and Characters)

Objective: Identify who said key lines from the play and reflect on their meaning

Skills: Reading, memory, interpretation

Let's remember the voices from the stage!

Read each quote from the play. Then write the name of the character who said it:

Ivy – Mary – Rowan – Argos

1. "I just want to be free."

Said by: _____

2. "My end is near."

Said by: _____

3. "Once your wishes are granted... you'll let me go."

Said by: _____

4. "She is not the Marchioness of Carabas!"

Said by: _____

5. "I'll conquer the whole world!"

Said by: _____

Think and write:

Choose one quote from above and explain what it means in your own words.

Why did that character say it? Was it true, brave, emotional, funny?

Write your reflection:

Extra: *In pairs, choose one quote and act it out using your voice and gestures!*



Name:

ACTIVITY 6: Fairy Tale Council (Advice and Roleplay)

A

Objective: Give advice to the characters using your imagination

Skills: Speaking, writing, creativity, emotional reflection

Imagine this:

You are part of a magical council. You can be a fairy, a knight, a superhero, a dragon, a wizard...

Your mission is to help the characters from the play!

Choose your role and give advice to one of these characters:

- **Ivy (the miller's daughter)**
- **Rowan (the King)**
- **Mary (the maid)**
- **Argos (the wizard)**

Write your advice in English:

Use phrases like:

• *I think Ivy should...*

• *Rowan must...*

• *Mary needs to...*

• *Argos shouldn't...*

My role is: _____

I want to help: _____

My advice is: _____

Now share your advice!

In your group, each person reads their advice aloud.

Together, choose the best one and prepare a short roleplay.

- *Perform it for the class in 1 minute!*



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ACTIVITY 7: Creative Writing (Diary or Alternative Ending)

A

Objective: Write as a character and express emotions or imagination

Skills: Writing, emotional literacy, narrative expression

Choose one of these two options:

- **Option A – Diary Entry**

Imagine you are Ivy or Rowan. Write a diary entry after an important moment in the story.
Use these sentence starters:

- Dear Diary, today I.....
- I feel.....
- I wish.....
- I'm afraid that.....
- Maybe one day.....

Write your diary here:



Name:.....

• **Option B – Alternative Ending**

Change the end of the play!

What if Ivy never told the truth?

What if Argos became a good wizard?

What if Mary became queen?

Use past tense and these ideas:

- | | |
|-----------------|--------------------------------|
| • Suddenly, ... | • In the end, ... |
| • But then, ... | • Everyone was shocked when... |

Write your ending here:

Be creative! You can use words from the play or invent new ones.

Share your story with a classmate and read theirs too.



Name:.....

ACTIVITY 8: The Big Reflection (Values and Emotions)

A

Objective: Reflect on the message of the play and connect it to your own experience

Skills: Writing, emotional awareness, critical thinking

Let's think about the story...

The play The Miller's Daughter talks about dreams, lies, bravery and truth.

What did the characters learn? And what did you learn?

Answer these questions in English:

1. What did Ivy learn in the story? _____

2. What is one mistake a character made? _____

3. Who was your favourite character and why? _____

4. What message or value do you think the play teaches? _____

5. Do you think lying is sometimes necessary? Explain. _____

Complete this sentence:

The play teaches us that... _____

Optional:

Draw your favourite moment from the play.



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