



Reader's
Theater:

The Mischief
of March



Characters:

- Narrator
- Felix – A clever and curious kid
- Zadie – Felix's best friend
- Grandpa Otto – The town's oldest and wisest resident
- Mr. Puddlewhisk – A peculiar inventor
- Mara the Wind Sprite – A playful and mischievous magical being who loves stirring up trouble in March.

Optional Props:

- 🧢 Felix: A baseball cap or scarf (that "flies off" when the mischief starts)
- 🎒 Zadie: A backpack (with books that can "spill out" unexpectedly)
- 👴 Grandpa Otto: A rocking chair and a cup (to sip "tea")
- 🕶️ Mr. Puddlewhisk: Oversized goggles, a lab coat, and wacky "invention" props (e.g., a colander for a "thinking helmet")
- 💨 Mara the Wind Sprite: A flowing scarf or small fan to create "wind effects"
- ✉️ Flying Letters: Envelopes or paper that can be tossed into the air to mimic the flying mail scene
- 👕 Floating Laundry: A sheet or shirt attached to a string to appear like it's "dancing in the wind"
- 🎩 Hats That Fly Off: Small hats on a string to be "whisked away" by the wind
- 🕒 A Clock (that runs backward): A toy clock with movable hands to show time going backward
- 🥣 March Madness at Breakfast: A bowl and spoon (to act out cereal floating or milk spilling "by itself")
- 🧦 Socks (for the Sock Sorter gone wild) – Toss them in the air for fun effect
- ☂️ Spinning Umbrella – Can be twirled or attached to a rotating base
- 🎉 Confetti (for his invention failures) – Small, paper bits to "explode" unexpectedly

For Capturing Mara the Wind Sprite:

- 🍃 A jar of swirling leaves – Paper or fabric leaves inside a clear container
- 🔔 Wind chime – A small chime or bell to create the sound of the mischievous breeze
- 📜 A "trap scroll" of floating papers – A stack of papers that can be dropped dramatically

Final Scene - The March Celebration:

- 🎏 Kites for the new Spring Festival tradition
- 🌸 Silk flowers for the wind helping spring arrive

Narrator:

Willowbrook was a quiet little town for most of the year. But when March arrived, things became... unpredictable. One day, as Felix and Zadie walked to school, a mailbox suddenly popped open, sending a flurry of letters into the air like confetti.

Felix:

(Dodging a letter) Whoa! Did you see that? The mailbox just spat out the mail!

Zadie:

(Pointing) That's not all. Look at Mrs. Thompson's front yard!

Narrator:

Across the street, Mrs. Thompson's laundry was dancing in mid-air—her socks twisting, shirts spinning, and a large bedsheet billowing like a ghostly cape.

Mrs. Thompson:

(Waving a broom) Come back here, you troublesome trousers!

Felix:

(Laughing) That's the third weird thing I've seen today. Something's definitely going on.

Zadie:

(Narrowing eyes) And look at the school's flagpole... the flag is waving, but there's no wind!

Narrator:

Felix and Zadie exchanged looks. Something was very wrong.

Narrator:

After school, they raced to see Grandpa Otto, the town's oldest—and wisest—resident. They found him on his porch, watching his rocking chair rock by itself.

Grandpa Otto:

(Sipping tea) Ah, it's that time of year again.

Zadie:

(Frustrated) Grandpa, why is everything acting so weird?

Grandpa Otto:

(Rocking back) This isn't the first time Willowbrook has had March Mischief. Remember when I was a boy, my boots walked off without me!

Felix:

(Skeptically) That... that doesn't sound real.

Grandpa Otto:

(Chuckling) Oh, it's real, alright. One year my chickens started clucking in perfect harmony, and another, the town fountain stayed upside down.

Zodie:

(Gawking) What has happened here?

Grandpa Otto:

(Seriously) Every March, a trickster spirit wakes up and plays pranks all over town. It never stays long, but it can cause quite a ruckus.

Felix:

(Determined) Then we need to find it. And stop it.

Grandpa Otto:

(Chuckling) Good luck with that. You'd have to be very clever to catch a spirit.

Narrator:

Felix and Zadie knew exactly where to go next: Mr. Puddlewhisk's workshop. If something strange was happening, he was bound to know about it. Inside, gears spun, steam puffed, and tools clattered to the ground all on their own.

Mr. Puddlewhisk:

(Adjusting goggles) Welcome, young investigators! Have you come to admire my astounding Automaton Socks Sorter?

Zadie:

(Watching socks fly into the air) I think it's sorting socks into space.

Felix:

(Pointing) And is that... an umbrella spinning like a top?

Mr. Puddlewhisk:

(Sighing) My new Self-Folding Laundry Assistant has been folding socks into origami birds. Quite charming, really—until they flew out the window.

Zadie:

(Exasperated) Mr. Puddlewhisk, this isn't normal! Something is causing this.

Mr. Puddlewhisk:

(Rubbing chin) I had my suspicions, but then I saw something—last night.

Felix:

(Excitedly) Who did you see?

Mr. Puddlewhisk:

A gust of wind that giggled.

Zadie:

(Stunned) A giggling wind?

Mr. Puddlewhisk:

It zipped past my window, caught up my mustache, and whispered something I couldn't understand. That's when my inventions went wild!

Felix:

(Nodding) Then we have our culprit. But how do we catch it?

Narrator:

Felix and Zadie hatched a brilliant plan. They gathered:

- A pile of floating paper.
- A jar of whirling leaves.
- A wind chime that played music on its own.

Felix:

(Excitedly) If this mischief-maker loves tricks, it won't be able to resist messing with all of this!

Narrator:

They set up their traps in the middle of the town square, then hid behind a bench.

For a long moment, nothing happened.

Then...

WHOOSH!

A gust of wind swirled around them, shaking windows, flipping hats, and making gurgling noises.

Zadie:

(Whispering) Let's sit!

Felix:

(Shouting) We see you! Show yourself!

Narrator:

The wind swirled again, twisting into the shape of a figure—a small, glowing sprite with a grin as wide as the moon.

Mara the Wind Sprite:

(Laughing) Oh, you caught me! I'm Mara, the March Wind Sprite!

Felix:

(Accusing) Mara, you've turned the whole town upside down!

Mara the Wind Sprite

(Grinning) Oh, I don't mean any harm! March is such a boring month. I must make it more. something

Zach:

(Hands on hips) Maybe, but you've also ruined laundry, made clocks run backward, and sent letters flying all over town!

Mara the Wind Sprite.

(Frowning) Oh, I suppose I did get a bit carried away.

Felix:

(Thinking) What if you helped the town instead? You could fly kites higher than ever, carry flower seeds to the fields, and make Spring Festival parades more fun!

Mara the Wind Sprite

(Considering) Hmm... that does sound fun! Alright! No more mischief—just playful breezes.

Narrator:

From that day forward, March still brought surprises—but the fun kind!

Grandpa Otto:

(Smiling) Well done, kids. You outsmarted the trickster of March!

Felix:

(Laughing) And at least my shoelaces stayed on—most of the time!

Use the Villads

Name: _____

Date: _____

Why was Grandpa Otto not surprised by the mischief?

What did Mara do to fix the problem?

If you had a wind sprite as a friend, what harmless tricks would you ask them to do?

Felix



Mr. Puddlewhisk



Zadie



Grandpa Otto



Mara the Wind Sprite



Narrator



Felix



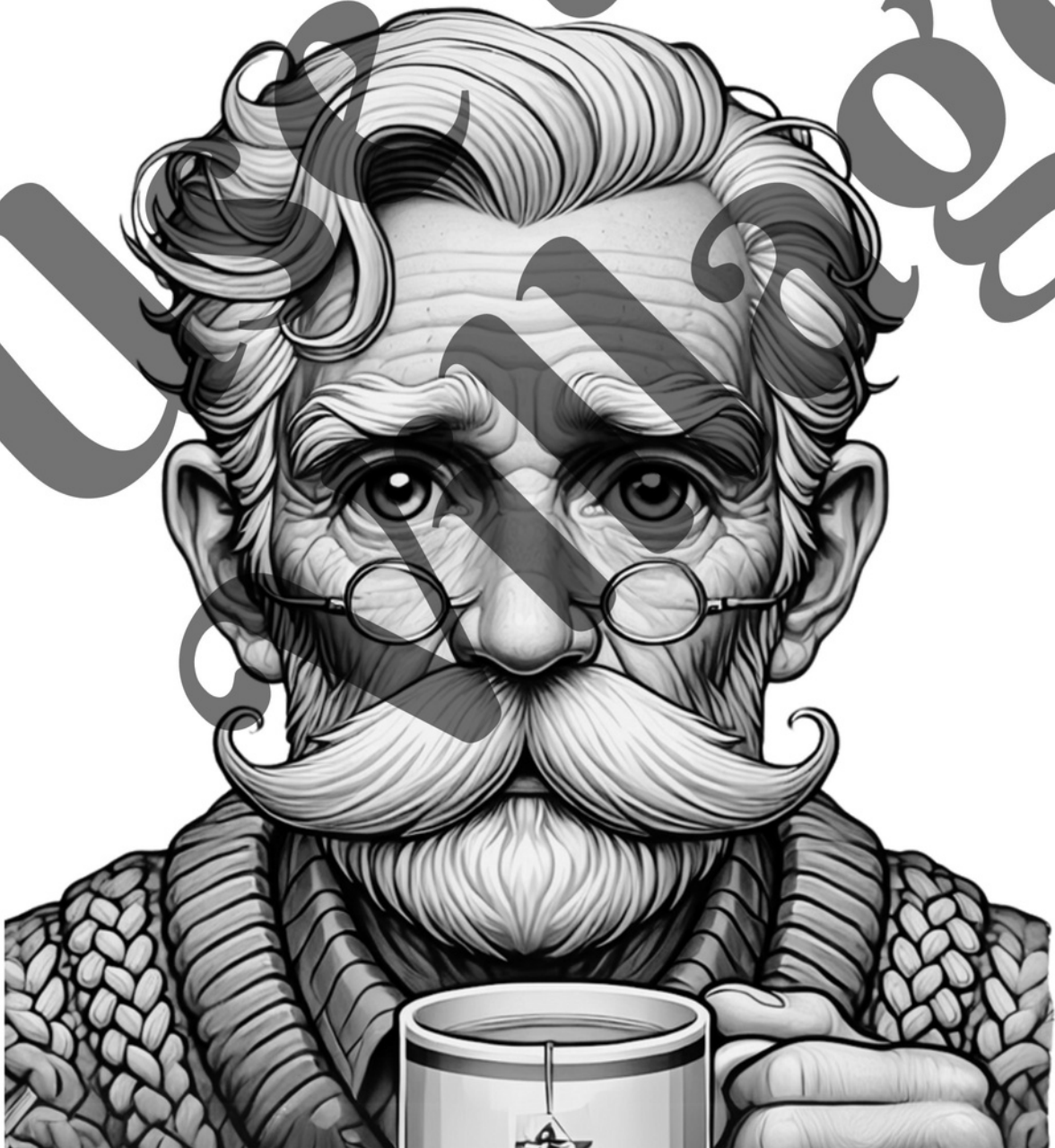
Mr. Puddlewhisk



Zadie



Grandpa Otto



Mara the Wind Sprite



Narrator



Teacher Suggestions:

Assigning Roles: Consider your students' reading levels and confidence when assigning roles. Encourage students to practice their parts at home or during independent reading time.

Practicing Fluency: Have students practice their parts multiple times to build fluency and expression.

Props & Costumes: Use the optional props list to create simple, engaging props.

Character Labels: Students can also use the provided character names to either cut out and hang around their neck to identify characters to the audience or alternatively draw and illustrate what they imagine their character to look like.

Performance: Arrange a space in the classroom where students can perform. Invite other students to watch the final performance to boost students' confidence and make it more special.

Reader Response Questions: Use the provided questions to facilitate a post-performance discussion. This will help assess comprehension and encourage students to think critically about the play.

Extension Activities:

Creative Writing: A New Trick for Mara

Students write a short story about another trick Mara might play in Willowbrook, including who is affected, what goes wrong, and how it's solved. For a challenge, they can write from Mara's perspective. Stories can be turned into mini-reader's theater scripts and acted out.

Act it Out: March Madness Improv

Students role-play characters from the story dealing with new, unexpected problems caused by Mara's wind magic, such as homework flying away, a ringing school bell that won't stop, or floating objects. Encourage quick thinking and creative solutions. One student can play Mara to add mischief in real time.

Science Exploration: The Power of Wind

Students explore wind power by making paper airplanes, mini parachutes, or simple kites. Discuss how wind helps in real life (wind turbines, sailing, weather patterns) and compare Mara's tricks to real wind effects—what could actually happen, and what's just magic?

Art & Design: Create a Mischief Maker

Students design their own seasonal trickster spirit, like a Summer Firey Sprite (makes lights flicker) or a Winter Snow Myster (makes mysterious footprints appear). They name their spirit, describe its powers, and decide if it's playful, helpful, or mischievous. For extra creativity, they can write a short story featuring their new character.

Music & Movement: Wind Dance

Students move like different types of wind: gentle breezes, strong spring storms, and twisting tornadoes—while listening to music. Ribbons or scarves can be used for visual effects. One student can be “Mara” and lead the class in different wind-inspired movements.