

STRANGER KIDS

*5th and 6th of Primary
Teacher's guide*





BEFORE GOING TO THE THEATRE

THE STORY

Get ready for a rainy afternoon that turns into an epic adventure! Laura and Victor are bored, so they decide to play a role-playing game — and they choose the world of Stranger Things. As soon as the dice start rolling, the story comes alive: Will disappears into a dark, mirror-world called the Upside Down, a mysterious girl called Eleven appears in the forest, and Will's friend Dustin sets out to find him. Together, they must face a terrifying creature — the Demogorgon — and discover that courage, friendship and a little imagination can overcome anything.

Before the show, you'll do some fun activities to help you understand the story and learn the English vocabulary you'll hear on stage. Grab your dice — the adventure is about to begin!

MEET THE CAST

1. Look at the characters and read about them.
 - **The storyteller:** Laura loves reading and inventing adventures. On rainy days, she turns board games into magical worlds.
 - **The skeptic:** Victor thinks role-playing games are “for nerds” — until Laura convinces him to try. He loves Stranger Things merchandise!
 - **The Mysterious Girl:** Eleven doesn't remember her family. She has incredible powers, but she's still learning how to trust people.
 - **The Loyal Friend:** Dustin never gives up on his friends. He's curious, chatty, and always ready for an adventure.
 - **Will's Mum:** Joyce refuses to give up hope. She uses her cleverness — and some Christmas lights — to find her son.
 - **The Lost Boy:** Will disappears into a strange, dark world. He's scared, but he's smarter and braver than he looks.



a) Who are they? – Match the character to the description

Students first show that they have understood the text.

Character

1. Laura
2. Victor
3. Eleven
4. Dustin
5. Joyce
6. Will

Description

- a. She has special powers.
- b. He is brave and clever despite being scared.
- c. He doesn't believe in role-playing games at first.
- d. She loves stories and adventures.
- e. She never gives up looking for her son.
- f. He is curious and very loyal.

Answers: 1-d, 2-c, 3-a, 4-f, 5-e, 6-b

b) Find the evidence. Complete the sentences using information from the descriptions. **Students own answer.**

- Laura is creative because...

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- Victor is sceptical because...

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- Eleven is mysterious because...

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- Dustin is loyal because...

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- Joyce is determined because...

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- Will is brave because...

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a) Choose another adjective. Look at the characters again. Choose one more adjective for each character. **Students own answer.**

Word bank: creative · sceptical · mysterious · loyal · determined · brave · curious ·
clever · scared · adventurous

Character

Another adjective

Laura

.....

Victor

.....

Eleven

.....

Dustin

.....

Joyce

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Will

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- c) **Explain your choice.** Choose TWO characters and explain your answers. **Students own answer.**

I think Laura is because

.....

I think is because

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2. **Role-play: how does it work?**

In this story, you are not just reading about the characters — you become a character! You will take part in a role-playing game.

A role-playing game (RPG) is a game where players pretend to be different characters and make decisions as the story develops.

The characters

Each player has a character. Your character has different skills and abilities. For example, your character might be very strong, very clever, or very good at talking to people.

You will have a character sheet with information about your character, including their skills and abilities.

The dice

Sometimes, you will have to roll the dice to decide what happens.

The number you get can change the story. A high number might mean that your character succeeds. A low number might mean that something goes wrong!

The Game Master

The Game Master (GM) is the person who controls the game. The GM describes what is happening, introduces problems and characters, and tells the players what they can do. The players then decide what their characters want to do.

**Character skills**

Characters have different abilities:

- Strength – How strong your character is.
- Wisdom – How well your character understands people and the world.
- Charisma – How good your character is at making people like or trust them.

Critical!

Sometimes you get an excellent result when you roll the dice. This is called a critical. It means you have achieved one of the best possible results!

So, how does the game work?

The Game Master describes a situation → You decide what your character does → You roll the dice if necessary → The result changes the story!

There is no single correct way to play. Your choices help create the story.

Match the word to its meaning.

WORD	MEANING
1. dice	a) the person who tells the story and controls the game
2. Game Master	b) small cubes with numbers, used to decide what happens
3. character sheet	c) how strong a character is
4. strength	d) a piece of paper with a character's information and skills
5. wisdom	e) how well a character understands people and the world
6. charisma	f) how good a character is at making others like or trust them
7. critical roll	g) a perfect roll — the best possible result

Answer: 1-b; 2-a; 3-d; 4-c; 5-e; 6-f; 7-g.



3. Grammar - Present Simple or Present Continuous

Present Simple and Present Continuous are both used to talk about things happening in the present, but we use them in different situations.

PRESENT SIMPLE

We use it for:

- habits and routines → *Dustin often calls his friends.*
- things that happen regularly → *They usually play board games.*
- facts, feelings and opinions → *Joyce believes Will is trying to communicate.*

Common time expressions: usually, often, always, sometimes, every day...

PRESENT CONTINUOUS

We use it for:

- things happening now / at this moment → *Eleven is hiding in the forest.*
- actions that are in progress around now.

Common time expressions: now, right now, at the moment, at this moment...

Remember:

Present Simple = usually / regularly

Present Continuous = happening now

a) Circle the correct verb form in each sentence.

- Laura and Victor usually (play / are playing) board games on rainy afternoons.
- Right now, Victor (feels / is feeling) bored and doesn't know what to do.
- Dustin often (calls / is calling) his friends to ask about Will.
- At this moment, Eleven (hides / is hiding) in the forest near Hawkins.
- Joyce (believes / is believing) that Will is trying to talk to her through the lights.
- Right now, the Demogorgon (chases / is chasing) Will through the Upside Down.



b) Write questions using the correct word order.

Example: *Eleven / trust / Dustin?* → *Does Eleven trust Dustin?*

- Will / see / the Demogorgon?

Does Will see the Demogorgon?

- Joyce / believe / in the lights?

Does Joyce believe in the lights?

- Dustin / search / the forest?

Does Dustin search the forest?

- Laura / know / the rules of the game?

Does Laura know the rules of the game?

- The Demogorgon / hide / in the dark?

Does the Demogorgon hide in the dark?

c) How often?

Fill in each sentence with an adverb of frequency: always – usually – often – sometimes – never.

- Laura and Victor **usually** play board games on rainy days.
- Dustin **always** helps his friends when they are in trouble.
- Eleven **sometimes** talks about her past.
- The Demogorgon **often** hides in the dark.
- Joyce **never** gives up hope.

d) Write about yourself

Write 4 sentences about you:

- Two in the Present Simple (things you usually do)
- Two in the Present Continuous (things you are doing now)



Example:

I usually read in the evening.

Right now, I'm studying English.

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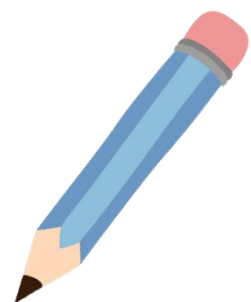
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4. Fill in the gaps

Word bank: forest / powers / portal / darkness / flashlight / brave / trust

The Upside Down is a strange, dark world hidden behind our own. It is full of and dangerous places. To get there, someone must open a — a kind of door between the two worlds. Eleven has special that not even she fully understands. When Will gets lost in the, he uses his to see, but he is still afraid. He needs a friend to help him get home, and slowly he learns to Eleven, even though she is a complete stranger.

Answers: darkness / portal / powers / forest / flashlight / brave / trust





5. Reading comprehension - Welcome to Hawkins

a) Read the text and choose the correct answer.

A Strange Adventure

Imagine it is a rainy Sunday afternoon. You are at home with nothing to do. Your friends are busy, you can't go outside, and you are starting to get bored.

This is exactly the kind of afternoon when Laura and Victor decide to try something different. Laura loves stories and adventures, while Victor isn't so sure. He thinks role-playing games are strange and maybe a little bit too much like something for "nerds". However, Laura has an idea: they can create their own adventure using characters from a story they both know.

In a role-playing game, players don't just watch a story — they become part of it. They create characters, make decisions and sometimes roll dice to find out what happens next. One person, called the Game Master, controls the adventure. The Game Master describes places, introduces problems and decides what happens after the players make their choices.

A character can also have different skills and abilities. A character might be strong, intelligent, wise or good at talking to other people. These abilities can affect what happens in the game. Sometimes a player gets a very high number when they roll the dice. This is called a critical roll, and it can give the character an excellent result.

Laura and Victor decide to enter the world of *Stranger Things*. Their adventure includes some familiar characters, but this isn't exactly the same story as the TV series. They can change things, make different decisions and create their own version of the adventure.

But what happens when a game becomes more than just a game?

- Why are Laura and Victor looking for something to do?
 - a) They have finished school.
 - b) It is raining and they are bored.
 - c) Their friends have invited them outside.
 - d) They want to watch a film.
- How does Victor feel about role-playing games at first?
 - a) He loves them.
 - b) He doesn't understand the rules.
 - c) He isn't very interested in them.
 - d) He plays them every Sunday.



- What does Laura suggest they do?
 - a) Play a video game.
 - b) Read a book together.
 - c) Create a role-playing adventure.
 - d) Go outside and meet their friends.
- What is the Game Master's job?
 - a) To play every character.
 - b) To win the game.
 - c) To control and describe the adventure.
 - d) To choose who gets to play.
- What is a "critical roll"?
 - a) A very low number.
 - b) A mistake during the game.
 - c) A very high or excellent result.
 - d) A special type of character.
- What does the text suggest about role-playing games?
 - a) There is only one possible ending.
 - b) Players can use their imagination to create an adventure.
 - c) They are only suitable for people who know lots of rules.
 - d) They are more difficult than watching TV.
- What do players do in a role-playing game?
 - a) Only listen to the Game Master.
 - b) Become characters and make decisions.
 - c) Always follow a fixed story.
 - d) Compete to get the highest score.
- Why are character skills important?
 - a) They decide which character is the most popular.
 - b) They can affect what happens in the game.
 - c) They make the game shorter.
 - d) They tell the players what to say.
- Is the adventure exactly the same as the TV series?
 - a) Yes, every detail is the same.
 - b) Yes, because the players follow the original script.
 - c) No, the players can change the story.
 - d) No, because they don't use any characters from the series.
- What question does the final sentence introduce?
 - a) Whether Laura and Victor will stop playing.
 - b) Whether Victor will become the Game Master.
 - c) Whether their adventure might become something more serious.
 - d) Whether they will watch the TV series.



b) Vocabulary in context. Find a word or expression in the text that means:

- not interested or entertained → **bored**
- people who take part in a game → **players**
- abilities or things a character is good at → **skills**
- a person who controls a role-playing game → **Game Master**
- a series of events or experiences that happen to someone → **adventure**

c) THINK! Before watching the play, answer this question:

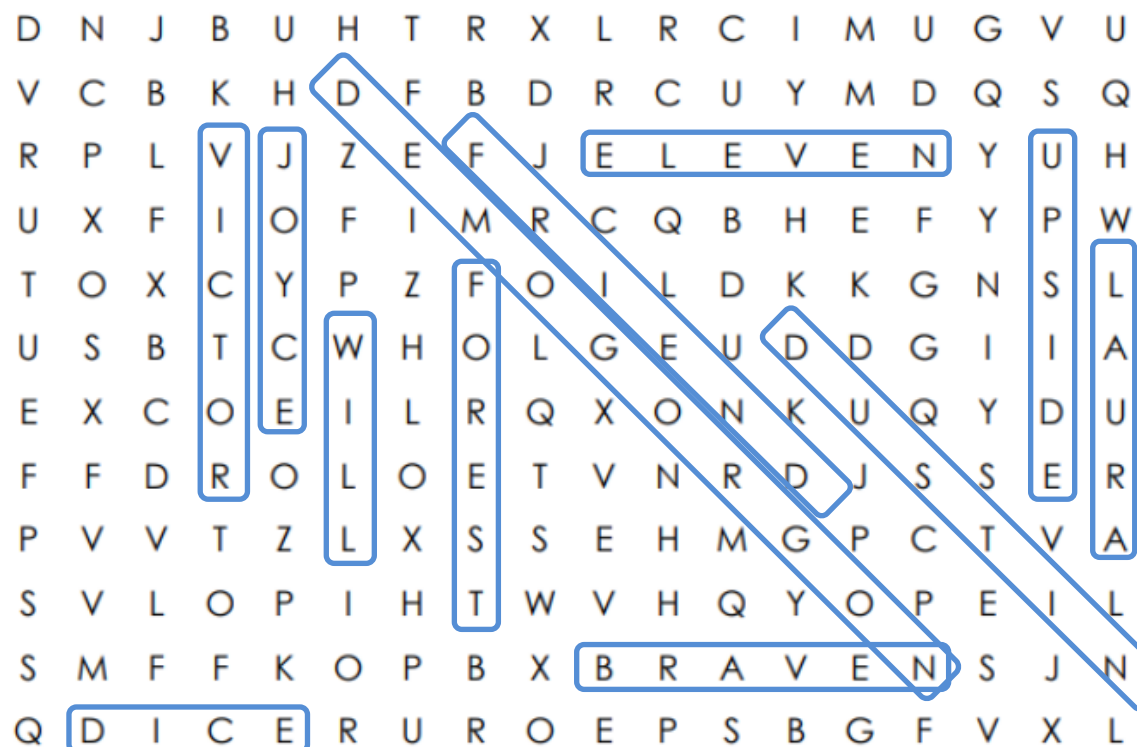
What do you think could happen when a role-playing game becomes "more than just a game"?

I think

because

6. Wordsearch.

LAURA - VICTOR - ELEVEN - DUSTIN - JOYCE - WILL - FOREST - DICE - BRAVE - FRIEND - UPSIDE - DEMOGORGON





7. Decode the numbers in each sentence to reveal the hidden words. Each sentence is its own puzzle!

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

- **Sentence 1**

Numbers: 12, 1, 21, 18, 1 - 16, 12, 1, 25, 19 - 18, 15, 12, 5 - 16, 12, 1, 25, 9, 14, 7

Decoded Sentence: LAURA PLAYS ROLE PLAYING

- **Sentence 2**

Numbers: 23, 9, 12, 12 - 7, 5, 20, 19 - 12, 15, 19, 20

Decoded Sentence: WILL GETS LOST

- **Sentence 3**

Numbers: 5, 12, 5, 22, 5, 14 - 8, 1, 19 - 19, 16, 5, 3, 9, 1, 12 - 16, 15, 23, 5, 18, 19

Decoded Sentence: ELEVEN HAS SPECIAL POWERS

- **Sentence 4**

Numbers: 20, 8, 5 - 21, 16, 19, 9, 4, 5 - 4, 15, 23, 14 - 9, 19 - 4, 1, 18, 11

Decoded Sentence: THE UPSIDE DOWN IS DARK

- **Sentence 5**

Numbers: 10, 15, 25, 3, 5 - 19, 5, 1, 18, 3, 8, 5, 19 - 6, 15, 18 - 23, 9, 12, 12

Decoded Sentence: JOYCE SEARCHES FOR WILL

- **Sentence 6**

Numbers: 4, 21, 19, 20, 9, 14 - 20, 18, 21, 19, 20, 19 - 5, 12, 5, 22, 5, 14

Decoded Sentence: DUSTIN TRUSTS ELEVEN



- **Sentence 7**

Numbers: 20, 8, 5 - 4, 5, 13, 15, 7, 15, 18, 7, 15, 14 - 9, 19 - 4, 1, 14, 7, 5, 18, 15, 21, 19

Decoded Sentence: THE DEMOGORGON IS DANGEROUS

- **Sentence 8**

Numbers: 6, 18, 9, 5, 14, 4, 19, 8, 9, 16 - 1, 14, 4 - 3, 15, 21, 18, 1, 7, 5 - 3, 1, 14 - 19, 1, 22, 5 - 20, 8, 5 - 4, 1, 25

Decoded Sentence: FRIENDSHIP AND COURAGE CAN SAVE THE DAY

8. Write an email.

Imagine you are one of the characters in *Stranger Kids*.

You have just experienced a strange and exciting adventure involving the Upside Down, Eleven, Will, Dustin and the Demogorgon. You are writing an email to a friend who wasn't there. Tell them what happened!

What to include in your email:

- a) Greeting
Start with a friendly opening.
→ Example: Hi Alex, or Dear Sam,
- b) Tell your friend where you are
Explain where you are or what you have been doing.
→ *I'm writing to you from... / You won't believe where I am!*
- c) Describe the strange place
What is it like? What can you see?
Use adjectives such as:
→ *dark, strange, scary, dangerous, mysterious, frightening, unusual*
- d) Describe what happened
Tell your friend about your adventure.
What happened first? What happened next?
→ *First... / Then... / Suddenly... / After that... / Finally...*
- e) Describe a character or creature
You could describe Eleven, Will, Dustin, Joyce or the Demogorgon.
What does the character look like? What are they like?



- f) Talk about your feelings
How did you feel during the adventure?
→ *I was scared / excited / nervous / surprised / relieved.*
- g) Say what you learned
Think about the themes of the play.
→ *I learned that friendship is important because...*
→ *I discovered that working together can...*
- h) Ask your friend a question
→ *What would you do if you were me?*
→ *Would you be brave enough to enter the Upside Down?*
- i) End the email. Use a friendly closing.
→ Example: Talk soon, / Best wishes, / See you later,
→ Sign your name.

Remember to:

- Use past tenses to describe what happened.
- Use adjectives to make your description interesting.
- Use linking words: *first, then, suddenly, after that, finally.*
- Include your feelings and opinions.
- Check your spelling and punctuation.
- Give your email a creative subject line.

Useful vocabulary

Places:

forest · Upside Down · dark world · strange room · portal

People & creatures:

friend · stranger · monster · creature · Demogorgon · brave girl

Feelings:

scared · nervous · excited · confused · surprised · relieved · worried

Actions:

run · hide · escape · search · help · fight · discover · trust



Write about 100–120 words.

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9. Speaking - roll the dice!

Discuss these questions in pairs or small groups before the show:

- Have you ever played a role-playing or board game with dice? What happened?
- If you could roll a d20 (a 20-sided die) right now, what would you wish for a critical success on?
- What do you think the Upside Down looks like? Describe it in your own words.
- Why do you think Eleven doesn't talk very much at the beginning of the story?
- Do you think Dustin should trust a stranger like Eleven? Why or why not?

What would you do if your best friend suddenly disappeared?



POST SHOW ACTIVITIES

10. Hello again! Did you enjoy the adventure? Let's see how much you remember. **Students own answer.**

a) How many characters were there in the play? How many actors played them?

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b) How did Laura and Victor start their game? What did they use?

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c) What did Eleven and the Demogorgon look like on stage?

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d) What do you think was the funniest or the scariest scene?

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11. True or false. Read each sentence. Write T (True) if it is correct or F (False) if it is not.

- ☐ **F** Laura and Victor decide to play a video game together.
- ☐ **T** Will disappears in the forest on his way home from a D&D session.
- ☐ **T** Eleven can't remember where she came from.
- ☐ **F** Dustin doesn't believe Eleven at all and sends her away.
- ☐ **T** Joyce discovers she can talk to Will through the Christmas lights.
- ☐ **F** The Demogorgon is afraid of sunlight.
- ☐ **F** Eleven and Will manage to defeat the Demogorgon together.
- ☐ **F** At the end, Victor decides he never wants to play role-playing games again.

12. Who said what? Match the quote to the character.

Characters: Victor / Laura / Dustin / Eleven / Joyce

Phrase	Who said it?
"Imagining means everything: living impossible adventures, meeting mysterious characters..."	LAURA
"One more roll and we're done!"	VICTOR
"I don't know. I was... there. In a white room."	ELEVEN
"Did you kill them, Eleven?"	DUSTIN
"It's Will! He's my son! Please help me!"	JOYCE



13. Characters, actions and places. Draw a line (or write the letter) to match each character with their action.

CHARACTERS	ACTIONS	PLACES
Laura / Victor	a) turns Christmas lights on and off to spell a message	1. The living room
Joyce	b) rolls the dice and explains the rules of the game	2. Joyce's house
Dustin	c) meets the Demogorgon and runs to hide	3. The forest
Eleven	d) uses her powers and gets a nosebleed after a big effort	4. The school
Will	e) searches the forest with a flashlight, calling for Will	5. The Upside Down

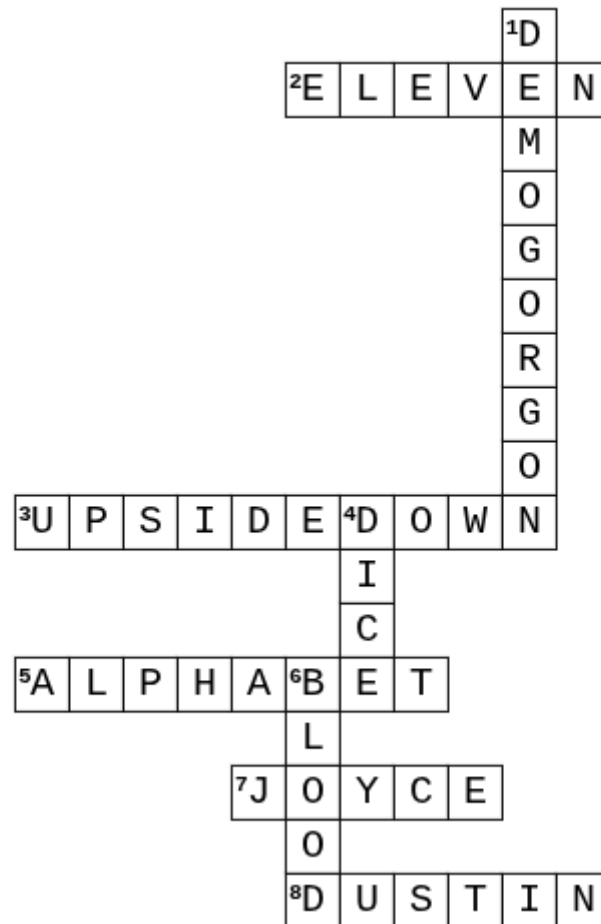
Answer: Laura / Victor – b – 1; Joyce – a) – 2; Dustin – e) – 3; Eleven – d) – 4; Will – c) – 5.

14. Order of the story. Put the story in order. Number the events from 1 to 8.

- **4** Dustin finds Eleven in the forest and makes a Charisma roll to gain her trust.
- **3** Eleven appears near Hawkins, alone and silent.
- **7** Eleven faces the Demogorgon and uses her powers to make it flee.
- **6** Dustin and Eleven enter the Upside Down to look for Will.
- **5** Joyce discovers she can communicate with Will through the lights.
- **1** Laura and Victor decide to play a role-playing game on a rainy afternoon.
- **2** Will disappears into the Upside Down on his way home.
- **8** Will, Dustin and Eleven work together to close the portal and defeat the Demogorgon.

**16. Crossword.**

Read the clues and write the answers.

**ACROSS**

2. The girl with special powers who has no memory of her family.
3. The dark, mirror world where Will gets lost.
5. The tool Joyce and Will use to spell out messages.
7. Will's mother, who talks to him through the lights.
8. Will's friend, who searches for him with a flashlight.

DOWN

1. The monster that lives in the Upside Down.
4. Small cubes with numbers used in role-playing games.
6. What Eleven gets from her nose after using her powers too much.



- **Character vocabulary – Who are they?**

Choose four adjectives from the box. Use them to describe the characters in *Stranger Kids*.

brave · curious · mysterious · silent · chatty · protective · determined · anxious

For each adjective:

1. Choose a character who you think fits the adjective.
2. Write one sentence explaining why.
3. Use evidence from the play to support your idea.

Example:

Brave – Eleven

→ *Eleven is brave because she faces the Demogorgon even though it is dangerous.*

1.

Character:

2.

Character:

3.

Character:

4.

Character:

ACT IT OUT!

Choose one of your four adjectives. Without speaking, act it out for your partner.
Can your partner guess the adjective?

My adjective:

My partner guessed:



- **Listening.**

Use scenes #01, #02, #03 and #04 from *Stranger Things*.

Part A – Understanding

- Why is Will scared when he realises he is alone in the woods?

Because it is dark, he does not know where he is, and he cannot find his house.

- Who does Dustin find in the woods?

He finds Eleven, a mysterious girl who does not seem to know where she is.

- What does Eleven say about the place where she lived?

She says she lived in a white room and that some bad people hurt her.

- Why is Will frightened when he sees the Demogorgon?

Because it is a terrifying creature that he recognises from a book, and he realises that he is in a dangerous place.

- How does Joyce communicate with Will?

She communicates with him through the Christmas lights.

Part B – Vocabulary & Meaning

- What do you think the word “mysterious” means in the story?

Something strange or unknown that is difficult to understand or explain.

- What does Eleven mean when she says that the people who hurt her were “bad”?

She means that they treated her badly and hurt her while she was living in the white room.

- What does Joyce mean when she says “Mom. Help”?

She understands that Will is trying to communicate with her and ask her for help.

Part C – Thinking & Feelings

- If you were Dustin, would you help Eleven even though you didn't know her? Why?

Example answers: “I would help her because she looks scared and needs someone.” or “I wouldn't help her because I wouldn't know if she was dangerous.”

- How do you think Eleven feels when she talks about the people who hurt her? Why?

Example answer: “She feels scared because she remembers the people who hurt her and the strange place where she lived.”

- What do you think is the most important idea in these scenes?

Example answers: “Helping people when they are scared.”, “Never giving up when someone you love is in danger.” or “Being brave when you are in an unknown situation.”



- **Grammar** – The story in the past

We use the Past Simple to talk about actions that started and finished in the past.

Regular verbs:

- appear → **appeared**
- talk → **talked**
- open → **opened**

Irregular verbs:

- find → **found**
- see → **saw**
- go → **went**

a) Complete the story

Complete the sentences with the **Past Simple** form of the verb in brackets.

- Eleven **appeared** near Hawkins. (*appear*)
- Dustin **found** Eleven and **talked** to her. (*find / talk*)
- Joyce **saw** the lights turn on by themselves. (*see*)
- The Demogorgon **chased** Will through the Upside Down. (*chase*)
- Eleven and Will **opened** a portal back to Hawkins. (*open*)
- Will **became** lost in the Upside Down. (*become*)
- Joyce **searched** for Will. (*search*)
- Dustin **gave** Eleven some clothes. (*give*)
- Eleven **used** her special powers to fight the Demogorgon. (*use*)
- Will and Eleven **worked** together to defeat the creature. (*work*)

b) Make the sentences negative. Rewrite the sentences using didn't + verb.

Example: Eleven appeared near Hawkins.

→ Eleven **didn't appear** near Hawkins.

- Will escaped from the Upside Down.
→ **Will didn't escape from the Upside Down.**



- Joyce believed that Will was dead.
→ **Joyce didn't believe that Will was dead.**
- Dustin ignored Eleven.
→ **Dustin didn't ignore Eleven.**
- The Demogorgon disappeared immediately.
→ **The Demogorgon didn't disappear immediately.**
- Eleven used her powers only once.
→ **Eleven didn't use her powers only once.**

c) Ask questions. Write a **Past Simple question** for each answer.

Example: What did Dustin find?
→ He found Eleven.

- **Where did Eleven appear?**
→ Eleven appeared near Hawkins.
- **Who did Dustin find?**
→ Dustin found Eleven.
- **What did Joyce see?**
→ Joyce saw the lights.
- **What did Eleven and Will open?**
→ Eleven and Will opened a portal.
- **Who did they defeat?**
→ They defeated the Demogorgon.



d) **Past Simple detective.** Read the sentences and find the **mistake** in each one. Correct it.

Example: ✗ Dustin *finded* Eleven. ✓ Dustin **found** Eleven.

- Joyce see the lights.
→ Joyce **saw** the lights.
- Eleven *didn't appeared* near Hawkins.
→ Eleven **didn't appear** near Hawkins.
- Dustin *find* Eleven in the forest.
→ Dustin **found** Eleven in the forest.
- The Demogorgon *chased* Will?
→ **Did the Demogorgon chase Will?**
- Eleven *used* her powers to defeat the creature?
→ **Did Eleven use her powers to defeat the creature?**

e) **Final challenge.**

Write 3 sentences about something that happened in *Stranger Kids*. Use:

- one regular Past Simple verb
- one irregular Past Simple verb
- one negative sentence

Eleven **appeared** near Hawkins.

Dustin **found** Eleven in the forest.

Will **didn't escape** from the Upside Down.

- **Writing — A diary entry.**

Imagine you are Eleven, Dustin or Will on the night of the adventure. Write a diary entry (100–120 words) about what happened. Include:

- How you felt at the beginning of the day.
- What happened in the Upside Down.
- How you felt when you met your new friend.
- What you learned about courage or friendship.

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- **Speaking — Final discussion.**

- Do you think role-playing games are only for a small group of people, or can anyone enjoy them? Why?
- What does Laura mean when she says a video game “can’t improvise a story with four dice and some character sheets, but we can”?
- Why do you think Victor changes his mind about role-playing by the end of the play?
- What was your favourite part of the play, and why?
- If you could join Laura and Victor’s next adventure, what character would you like to play.



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