

Joey's long night

History/Art&Design/literacy

LEARNING OBJECTIVES

- To use a combination of images and words to tell a story
- To understand and create a picture of Joey's Long Night
- To create written responses in the form of either poems or reports

SKILLS TARGETED

- Understanding of text and character
- Imaginative responses to dramatic and textual stimuli
- Mapping
- Art and Design
- Poetry writing
- Report writing
- Characterisation

RESOURCES

- The text of Joey's Long Night from the play War Horse
- Maps and images of World War 1 trench warfare and no-man's land

SUGGESTED TIME SCALE

2-3 sessions depending on how many steps are followed

Step 1

Read the children the stage directions for Joey's Long Night below:

Step 2

Using a map of the trenches, or drawing their own maps on A3 paper, the children can mark out the route of Joey's journey and what happened to him.

Step 3

Ask the class to draw, paint or collage a picture showing the worst part of Joey's Long Night.

Step 4

Give the children cut up words from the text below – they could stick these onto their pictures if they wish

Step 5

Ask the children to make a report or write a poem about Joey's Long Night – writing as if they were Joey. What does he see? What does he feel? What can he hear?

Step 6

The children could create a performance of Joey's Long Night in small groups. Give each group a small section of text – about 4 lines per group.

The groups should find a way to present their lines as a movement sequence. These sequences can then link together so that the class as a whole presents the whole scene

Step 7 – variation

Ask the children to work in groups of about 5 or 6. Read the Joey's Long Night sequence aloud to the whole class.

Now ask the groups to discuss together what they heard and the images they remember. Each group should choose at least 5 images and make frozen pictures of each image.

They can then add movement to link the images into a continuous sequence.

Experiment with different music and sound effects to see how best the sequences can be supported with sound.

SUCCESS CRITERIA

- Children will map Joey's journey in the text onto images of the battlefield
- They will use text and images together
- They will use words and images to create their own imagined versions of Joey's Long Night



War Horse Learning

War Horse drawings by
Rae Smith

Resources © National Theatre

warhorseonstage.com
nationaltheatre.org.uk

Joey's long night

History/Art&Design/literacy

Stage directions for Joey's Long Night:

*For the first time ever in his life, Joey's alone...
He runs
He crosses a river,
He gallops through a farmyard.
He jumps fences. He jumps ditches.
He clatters through a deserted village.
He finds a stream. He drinks.
Night comes. He dozes standing up. He's woken by a white flare.
A machine gun chatters into life.
Joey runs again in the dark.
He stumbles.
He runs into barbed wire.
He screams.
His efforts to free himself worsen his injuries.
Eventually he breaks free.
He's limping. He's in pain.
A battle starts up next to him in the dark.
He tries to limp away from it but it breaks out in that direction too.
Every way he tries to limp, the battle breaks out.
He's in the middle of it, with nowhere to run.
Joey stands still. Above and around him, tracer flickers;
Lines of red and white and yellow and green.
All around
Him are muzzle flashes, and the flares of explosions.
Joey sways. He might fall.
If he falls he might never rise again.
Suddenly everything stops, the war stops.
Joey doesn't change but around him appears a mist.*

