

# A FREE PLANNING GUIDE

### By Joe Dean/Quest Experiences <u>http://www.themepartyhub.com</u>

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Introduction

We're really excited that you chose to download this planning guide! That may be a strange way to start, but it excites us when others get as excited as we are to plan creative and imaginative experiences for others!

This guide is divided into two main sections. In the first secion, THE EXPERIENCE, we'll explain the overall concept for planning the experience for your princess. We'll discuss what it might look like so you can decide how involved you'd like to make it. The second section, THE STORYBOOK ELEMENTS, detail activities that you will string together to create the actual experience.

Before you get started, remember to have fun with it yourself. Have you ever wanted to be a Disney Princess yourself? Imagine yourself going through the experience and savor the moments dreaming of how much your little princess will get in return for your efforts. They're only young once!



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## THE EXPERIENCE

Although we've designed experiences for individuals that were as complicated as a full blown motion picture, every effort has been made to provide an easy to use guide that will allow YOU to make the experience that you create perfect for your own energy level. The MOST important part of the entire planning process is to keep from getting overwhelmed. If you have the most amazing experience planned, but never get to finishing it because of over-ambition, your little princess won't receive anything. A small experience that is completed will be much appreciated than a GRAND experience that was never realized. Remember, keep it as simple as you need to in order to complete it.

Ok, let's get started...

In simple terms you'll be taking the story of Snow White and breaking down into specific 'episodes,' key points in the story that propel the tale. With each of these episodes, you'll provide an activity of some sort for your princess to actually DO. In this way, she'll be retracing the steps of the storybook character in experiencing everything Snow White actually did. The next section will provide a healthy list of possible activities to choose from, but don't let that stop you from creating your own!

In SOME way, you'll want to provide the actual story to the experience. By this we mean the action of reading the story as you progress in the experience. This serves more than one purpose. First, it is a way to frame the experience for the princess. It will set the stage at the beginning and will provide closure at the end. Second, it will help fill in the gaps of the experience/story that might have been forgotten. For example, everyone remembers Snow White eating the apple but does everyone remember her frightened run through the forest? Third, it provides context for the activities. She'll hear the story portion and then get to live it, feeling like the story was written about HER. The best scenario is to allow her to 'open' the story pieces (as in an envelope.) Why is that? Because children LOVE to open gifts and envelopes. She'll look forward to the story unfolding because she'll be able to open up another envelope/box/whatever.

Here are some suggestions before you jump right into choosing your storybook elements:

- Allow your princess to dress as Snow White as much as possible. There is something magical that happens when we wear the clothes of another. It's a great way for her to truly imagine that she is someone else.
- 2. Include some type of 'traveling' of sorts. Not that you have to leave your home, just make sure that everything doesn't happen at the kitchen table. Allow her to wonder where the next location might be. A simple note left behind would do the trick as included on the story sheet, for example. It doesn't have to be anything elaborate as in a treasure hunt. Just supply the next location to go to kudos for working those instructions into what's currently going on in the story.
- 3. Take LOTS of photos. You'll have lots of great opportunities to take 'action' shots of all kinds. Don't waste the opportunity to take lots of photos. Because your princess will be going through the whole story, you'll then be able to string together the images chronologically to create a great scrapbook page series or even a bound photo book!
- 4. Do what you can to create a tactile experience. We've made an attempt to create a small line of products that will help give an idea to what we mean. We offer realistic gems (similar to those mined by the dwarfs in their mine) and authentically aged paper to write on for any number of purposes. Involve as many senses as possible...which leads to the next suggestion...
- 5. Incorporate music as much as possible. When providing an experience for someone, no one idea or experience element is as

much as it is when combined with all the other elements together. Music is a part that is often underestimated in it's part in creating the mood or atmosphere. Do what you can to get the soundtrack to Snow White and play the appropriate portions of the music at the appropriate times, according to the story. You're basically RECREATING the scenes...and the music will help place your princess IN the movie.

6. Although it may take some doing, you might consider pulling in a volunteer or two to play another character in the overall experience. This would include having someone dressed as the Queen meet her along the way – or simply see her from afar. This would work especially well to have someone dressed as an old hag to give her the apple toward the end. Another example is to have a man in her life whom loves her (perhaps her father) dress as a prince at the end and then kisses her on the forehead to waken her from the spell. You get the idea. This single component, though may be a lot of extra work, gives much more return for your effort than just about any other suggestion listed.

Answers to some common questions:

HOW LONG SHOULD IT LAST? - As long as you'd like. You know your child and their attention span. You won't have a difficulty keeping their attention because the experience is activity based. However, it's HIGHLY advised to keep it short enough so that she is left wanting more. Why? I mean, isn't a better answer "until she's satisfied?" Yes, but achieving that is nearly impossible and once she passes that split second point, it turns quickly into "When is this going to be over?" The last part you want to avoid at all costs. You'll want to end her experience with a good memory and not a fatigued one. One hour is often the best time (give or take, depending on your own child and what you have planned.)

CAN I DO THIS FOR MORE THAN PRINCESS AT A TIME? – It CAN be done, but it will break the illusion of the experience itself. Remember, you're trying to help your princess FEEL like they ARE Snow White. They can't truly feel like Snow White when there's another Snow White standing right in front of them. Again, it can absolutely be adapted to a party situation, but you'll lose a lot of the magic of the process.

CAN THE IDEAS BE MODIFIED? - Absolutely. This is a guide and not necessarily a step-by-step 'how-to.' YOU get to choose which storybook elements you can incorporate and in what way. Look online for other ideas to make it your own. Every parent as access to different resources and it's highly advisable that you concentrate on using what you have versus worrying about what you don't have. Again, it won't do any good to give up from discouragement. Allow yourself to have fun with it and feel good about what you put together!





# THE STORYBOOK ELEMENTS

This section contains a list of episodes and activities to choose from to create the experience for your princess. Remember that although you can pick and choose any of the activities listed (as well as including all of your own), it is highly recommended that maintain the proper chronology to allow your princess to relive the actual story.

We've broken the ideas up into possible episodes that are logical to the story. Of course, you can choose any episodes you'd like but it's always good to have a place to start. We chose the following episodes:

Snow White's time in the castle before she ran away Snow White with the huntsman in the woods Finding the Dwarfs cottage Meeting the Dwarfs and their party that evening Encountering the Queen/The Apple The final sleep

#### Episode #1: Snow White's Time in the castle before she ran away

• Provide an opportunity for her to make a wish. Ideally there might be a fountain close to your home (i.e. at a public park) that she can drop a coin in to make her wish. Allow her time to truly consider her one wish, making sure it's of her heart's desire. You might also remind her that Snow White was very kind and that she might consider wishing something special for someone else. If you have the opportunity, play the song "I'm Wishing For The One I Love" from the Snow White movie. Of course, the idea of making a wish can be done in any number of ways that don't involve dropping a coin into a well...it only that she called down into a well as she sang in the movie.

- There are unglamorous aspects to EVERY Princess's life. For Snow White, she was forced to do difficult chores from morning to evening every day. Give her some older clothes for her to wear (she can always change into her 'costume' later) and provide opportunities for her to help with chores that she normally wouldn't do. Although unglamorous, she will appreciate Snow White's life so much more when she relives every aspect.
- Do you have a pond or lake near your home? Give her an opportunity to feed the birds and ducks. Perhaps you might even be fortunate enough to have birds frequent your yard enough to allow for this without leaving your home.

#### Episode #2: Snow White with the huntsman in the woods

 Visit some local woods. You mean get into your car? Absolutely. Depending on where on the planet you live, you're likely to have some type of woods/forest near you in the form of a public park or friends large backyard. Look for a park with a nature trail for best results (preferably one not



paved.) Be sure to point out all of the animals that you see, allowing her to find all that she sees. Along the way help her see all the strange shapes that the branches make, as well.

#### **Episode #3: Finding the Dwarfs cottage/Meeting the Dwarfs**

• Make a delicious dessert. That was a part of Snow White's grace, to cook something special for the Dwarfs as a way of saying thank you for allowing her to stay in their cottage (after all, she did enter without being invited.) Choose a special dessert such as a berry pie (it was gooseberry pie in the movie.)

- Play the music (or portion of the video) to "The Silly Song" and allow her an opportunity to dance freely (if young enough to enjoy that.) Snow White had a great time that evening, really the best time she had during the entire movie (except, of course, being carried away by her prince at the end.)
- Of course, this WAS where Snow White did more chores, her thinking that if she helped keep their house then she might be allowed to stay. Consider a dusty place to help clean such as the garage, attic or storage shed.
- If she enjoys drawing, you might allow her to either draw each of the Seven Dwarfs. If not, then coloring a picture of them would also work just fine (as this was the time when she first meets them.)
- Help the Dwarfs find some lost gems Although not in the story, this activity can be a lot of fun and help her imagine the Dwarfs when she

sees and handles the gems. For this activity, have some gems that are hidden about a specific room of the house. Make sure you know how many there are so that you'll know when they are all found.



#### Episode #5: Encountering the Queen/The Apple

- As mentioned before, it would be perfect to have a volunteer come dressed as an old woman to give her an apple to eat. However, if you find yourself without a volunteer, this could be an opportunity for you to play the part.
- It's crucial to the story that she bites into the apple. Make sure you have a real apple handy. By this time she'll probably understand that she'll need to fake like she passes out after taking a bite. If not, you may need to give her a gentle reminder.

#### Episode #6: The final sleep

 As in any good movie, you're going to want a grand finale. In the story, the Dwarfs fashioned a coffin out of glass, gold and precious gems. Although you may have the actual gold and gems to work with, that doesn't mean that you don't have an opportunity to make something very cool. Remember, this is the last 'scene' of her experience so you're going to want this last bit to something to remember. A large cardboard box cut just right along with a can of gold spray paint will work wonders. The 'coffin' does not need to have a lid of any kind. Make sure there are 'windows' cut out of the side so that it's very open. Attaching a few well placed fake gems and you'll have a beautiful site. A nice pillow and bedding will allow for more comfort, as well. Once she climbs inside and poses (by closing her eyes as though asleep) be sure to take a picture – this is likely to be the best photo of the bunch and the one she'll most remember. If the box is shallow enough, her father (or other respected/loved male figure in her life) can bend over and kiss her on the forehead to wake her up. A PERFECT way to end the story and the full experience!



## Also available!

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