

A PLAY

A LONG NAME

KING NOB NOBE GOB GOBE CLAMBAKE BONES



A dialogue script for a beginning reader to read with an accomplished reader
Just read it together, or go all out and make costumes and put on a play.

It is also fun to read this into a tape recorder.

FOCUS:

words with vowel-consonant-silent "e"

Short vowel/long vowel pairs

General rule: When the letter “e” is added to a syllable ending with a consonant (a closed syllable), the “e” is silent and the vowel takes the long sound (“says its name”). The following words appear the story “**A Long Name**”. The student can practice the rule by reading these short vowel/ long vowel pairs.

Closed syllable word

(short vowel)

Nob

Gob

Tim

rob

cap

hat

rid

Sal

pin

fad

rip

bit

mad

not

with “e” at end

(long vowel)

Nobe

Gobe

time

robe

cape

hate

ride

sale

pine

fade

ripe

bite

made

note

A Long Name

The parts of **King Tim** and **King Nob** are to be read by the tutor or parent. The student reader reads the part of the **Messenger**. The Messenger parts focus on the “vowel-consonant-silent e” rule.

King Tim: I have a friend. He is king of the next kingdom over from mine. This friend of mine has a very long name. His name is *King Nob Nobe Gob Gobe Clam-bake Bones*. This long name is a problem. *King Nob Nobe Gob Gobe Clam-bake Bones'* name is so long that it is very hard for people to remember. It is especially hard on my messengers. When I send messengers with a message to *King Nob Nobe Gob Gobe Clam-bake Bones*, my messengers have such a hard time remembering *King Nob Nobe Gob Gobe Clam-bake Bones'* name that by the time the messengers get the name memorized, they forget most of the rest of the message. Usually the messengers will remember part of the message, but just delivering part of a message can make things very confusing. And something thing you need to know about my friend *King Nob Nobe Gob Gobe Clam-bake Bones* is that he doesn't like to be confused ... and another thing is that he has a bad temper. He can get very angry at my messengers when they forget so much of my messages.

I got a brand new messenger this morning. I plan to train this new messenger extra carefully. Then I'll and try to get a message to *King Nob Nobe Gob Gobe Clam-bake Bones* this morning. The message will be that I want *King Nob Nobe Gob Gobe Clam-bake* to come shopping with me today. Here is my new messenger now.

King Tim: So you are the new messenger. This is a hard job because you will have to take messages to my friend *King Nob Nobe Gob Gobe Clam-bake Bones*. A long name like that is hard for messengers to remember. So let's practice. The most important part of your training to be my new messenger will be to memorize *King Nob Nobe Gob Gobe Clam-bake Bones'* name. Let's start your training:

Say “King Nob”.

Messenger: King Nob

King Tim: King Nob Nobe

Messenger: King Nob Nobe

King Tim: King Nob Nobe Gob

Messenger: King Nob Nobe Gob

King Tim: King Nob Nobe Gob Gobe

Messenger: King Nob Nobe Gob Gobe

King Tim: King Nob Nobe Gob Gobe Clam-bake

Messenger: King Nob Nobe Gob Gobe Clam-bake

King Tim: King Nob Nobe Gob Gobe Clam-bake Bones

Messenger: King Nob Nobe Gob Gobe Clam-bake Bones

King Tim: Now say the whole name.

Messenger: King Nob Nobe Gob Gobe Clam-bake Bones

King Tim: Excellent! Now I warn you, *King Nob Nobe Gob Gobe Clam-bake Bones'* name is so hard to remember that once you've said his name you're likely to forget most of the rest of a message. I'm lucky if just a few words of my messages get delivered. *King Nob Nobe Gob Gobe Clam-bake Bones* has a bad temper and he'll get angry if you give him a confusing message. The challenge will be to remember all his long name, plus the message I'm going to give you. Will you try?

Messenger: I will.

King Tim: So I want you to go over to the castle of *King Nob Nobe Gob Gobe Clam-bake Bones* and say this to him: "*King Nob Nobe Gob Gobe Clam-bake Bones: King Tim* wants to know if you have **time** to go shopping with him today?" Can you give *King Nob Nobe Gob Gobe Clam-bake Bones* that message?

Messenger: Yes King Tim, I can.

King Tim: Well, my new messenger went over to *King Nob Nobe Gob Gobe Clam-bake Bones'* castle to deliver my message. My new messenger remembered *King Nob Nobe Gob Gobe Clam-bake Bones'* name, but that was such hard work that after the messenger got the name out, all the messenger could remember were just two other words from my message. Remember, my messenger was supposed to say: "*King Nob Nobe Gob Gobe Clam-bake Bones: King Tim* wants to know if you have **time** to go shopping with him

today?" Instead this is what all my new messenger could remember:

**Messenger: King Nob Nobe Gob Gobe Clam-bake Bones: ...
Uh ... Tim ... uh ... time**

King Nob: (growling softly) Grumblecumbs! Can't you remember the whole message? I don't like confusing messages!

King Tim: My new messenger ran back fast as possible, frightened that *King Nob Nobe Gob Gobe Clam-bake Bones* was so angry. I made the messenger go back with another message:

Messenger, give *King Nob Nobe Gob Gobe Clam-bake Bones* this message, say: "King Nob Nobe Gob Gobe Clam-bake Bones: please come shopping with King Tim. Can you believe that someone dared to **rob** King Tim's royal **robe**. He needs a new one." Messenger, can you remember all that message?

Messenger: Yes King Tim, I can.

King Tim: My brave new messenger returned to the castle of *King Nob Nobe Gob Gobe Clam-bake Bones*. Again, the hard work of memorizing my friend's name made the messenger forget most of the rest of the message.

**Messenger: King Nob Nobe Gob Gobe Clam-bake Bones:
Uh ... rob ... uh ... robe**

King Nob: (growling louder) Grumblecrumbs ... Blotskip ... I don't like confusing messages!

King Tim: And so this is how it went. The new messenger would come running back frightened, but I'd send the messenger out again with another message for *King Nob Nobe Gob Gobe Clam-bake Bones*:

King Tim: Messenger, this time say this: "King Nob Nobe Gob Gobe Clam-bake Bones: King Tim needs you to help him choose - should he buy a new royal **robe**, or should he get a royal **cape** instead. Also, should he get a new royal **cap** or a new royal **hat**. He'd **hate** to go and decide without you." Messenger, can you remember all that message?

Messenger: Yes, King Tim, I can.

King Tim: The messenger ran to the castle of *King Nob Nobe Gob Gobe Clam-bake Bones* and again delivered some, but not all, of the message.

Messenger: King Nob Nobe Gob Gobe Clam-bake Bones:
Uh ... robe ... cape cap ... hat hate

King Nob: (growling louder) Grumblecrumbs ... Blotskip! ... Fugglewarts! ... I don't like confusing messages!

King Tim: My messenger returned even more frightened, but I sent the messenger out again, telling the messenger:

This time say this: "*King Nob Nobe Gob Gobe Clam-bake Bones: please come shopping with King Tim. There is a **sale** at **Sal's** Department Store. King Tim could get **rid** of the royal carriage and both of you could **ride** into town in his new **race** car.*" Messenger, can you remember all that message?

Messenger: Yes, King Tim, I can.

King Tim: The messenger ran to the castle of *King Nob Nobe Gob Gobe Clam-bake Bones* and delivered some, but not all of the message.

Messenger: King Nob Nobe Gob Gobe Clam-bake Bones:
Uh ... sale Sal ... rid ride ... race

King Nob: (growling louder) Grumblecrumbs ... Blotskip! ... Fugglewarts! ... Flubmuck ... I don't like confusing messages!

King Tim: My messenger returned even more frightened, but I sent the messenger out again, telling the messenger:

This time say this: "*King Nob Nobe Gob Gobe Clam-bake Bones: King Tim also needs a new **cape-pin**. He heard that the new **fad** in royal cape-pins is golden pins that look like **ripe pine**-cones. He also heard they have new capes that don't **rip** or **fade**. He wants to see if **Sal's** Department store has them.*" Messenger, can you remember all that message?

Messenger: Yes, King Tim, I can.

King Tim: The messenger ran to the castle of *King Nob Nobe Gob Gobe Clam-bake Bones* and delivered some, but not all, of the message.

Messenger: King Nob Nobe Gob Gobe Clam-bake Bones:

Uh ... pin pine ... ripe rip... fade fad

King Nob: (growling louder) Grumblecrumbs ... Blotskip! ... Fugglewarts!... Flubmuck ... Klopsmack! I don't like confusing messages!

King Tim: My messenger returned even more frightened, but I sent the messenger out again, telling the messenger:

This time say this: "King Nob Nobe Gob Gobe Clam-bake Bones: King Tim and you could get a **bite** to eat after you shopped a **bit**. Last week King Tim **ate at** Pete's Pizza. King Tim would **like** to go there again." Messenger, can you remember all that message?

Messenger: Yes, King Tim, I can.

King Tim: The messenger ran to the castle of King Nob Nobe Gob Gobe Clam-bake Bones and delivered some, but not all, of the message.

Messenger: King Nob Nobe Gob Gobe Clam-bake Bones:

Uh ... bite bit ... ate at ... like

King Nob: (screaming) Grumblecrumbs... Blotskip!... Fugglewarts!...Flubmuck ... Klopsmack! ... Zarf, Zigglydinks and Dumbadukes! ... I don't like confusing messages!

King Tim: This time my messenger returned shaking uncontrollably. I was afraid my messenger might not be able to go out and face King Nob Nobe Gob Gobe Clam-bake Bones much longer, so I sent the messenger out with one last try. I told my messenger: This time say this: "King Nob Nobe Gob Gobe Clam-bake Bones: King **Tim** is sorry his new messenger **made** a mess of these messages to you. King Tim is **not** mad at the messenger, but this **time** King Tim is writing you a **note**, please read it." Now, Messenger, can you deliver this note?

Messenger: Yes, King Tim, I can.

King Tim: The messenger ran to the castle of King Nob Nobe Gob Gobe Clam-bake Bones and delivered some of the message and **ALL** of the note.

Messenger: King Nob Nobe Gob Gobe Clam-bake Bones:

Uh ... Tim time ... made mad ... not note.

King Nob: Ahh, this time there is a note (deep breath). Let me read it... (reads) Now I understand! Of course I'll go shopping with King Tim! Say this to King Tim: "*King Tim, shopping is fun, let's go!*"

King Tim: Now of course my name is very short so my messenger had no trouble giving me **all** of *King Nob Nobe Gob Gobe Clam-bake Bones'* message.

King Tim: What's the message from *King Nob Nobe Gob Gobe Clam-bake Bones*?

Messenger: **King Nob Nobe Gob Gobe Clam-bake Bones** says: "**King Tim, shopping is fun, let's go!**"

King Tim: So my friend *King Nob Nobe Gob Gobe Clam-bake Bones* and I, King Tim, finally went shopping. I let the messenger have the rest of the day off and the messenger came shopping, too.

the end