



Erth's Dinosaurs

Creative Learning
Teacher Resource



Erth's Dinosaurs

Learning resource syllabus notes for ES1–3

- **Subjects:** Science and Technology, English, Drama, Creative Arts, Geography
- **General Capabilities and Cross-Curriculum Priorities:** Literacy, Critical and Creative Thinking, Personal and Social Capability, Sustainability
- **Genre:** A live, interactive science-theatre experience combining puppetry and real-time video to explore prehistoric life
- **Themes:** Key themes include evolution, adaptation, curiosity, scientific discovery, the relationship between humans and nature, and the power of storytelling in learning about the past

Erth's Dinosaurs explores themes of curiosity, scientific discovery, and our deep connection to the natural world. Through larger-than-life puppets, immersive visuals, and storytelling rooted in palaeontology, students are invited to step back in time and imagine what life was like millions of years ago.

The show celebrates observation, wonder, and evidence-based thinking—encouraging students to ask questions, compare creatures past and present, and think about how life adapts and survives. It also highlights the power of imagination in helping us understand things we cannot see with our own eyes.

With thanks to EARTH Visual & Physical Inc and Christine Huynh for developing this creative learning resource.

Performance Overview

Embark on a jaw-dropping prehistoric adventure where dinosaurs rule the stage in Erth's *Dinosaurs*. Designed to thrill, educate, and spark curiosity, this show invites students on an unforgettable journey into the world of ancient creatures.

On stage, expert puppeteers bring life-sized dinosaurs to life with astonishing realism—stomping, roaring, and moving with surprising personality. Using a clever mix of live performance and real-time video feed, the show creates the illusion that these giants of the past have returned.



Performance Overview

Students witness fascinating behaviours, explore the science of palaeontology, and come face-to-face with creatures from the Triassic, Jurassic and Cretaceous periods. The performance includes humorous narration and visual storytelling that makes science feel like an adventure.

Ideal for school groups across primary stages, Erth's *Dinosaurs* blends puppetry and science to ignite wonder, deepen understanding of evolution and adaptation, and offer a powerful reminder of Earth's ancient history—delivered with fun, facts, and a few friendly roars.



What to expect in the performance

Erth's Dinosaurs is a thrilling theatrical experience that brings prehistoric creatures to life through cutting-edge puppetry, live video, and science storytelling.

Lighting

- The show uses theatre and screen lighting that changes gently to match different scenes like forests, day/night, or spotlighting a dinosaur.

Seating

- Students will be seated in standard theatre seats with a clear view of the stage and large screen.
- They are encouraged to watch and respond naturally.

Music and Sound:

- The show features realistic dinosaur roars, jungle sounds, and music.
- Some dinosaur sounds may be loud or surprising, but they are used for excitement and fun—not to frighten.
- Sound is balanced so that all students can enjoy the experience without being overwhelmed.



What to expect in the performance

Performance

- Talented puppeteers and presenters use large-scale puppets, real-time video, and pre-recorded content to bring dinosaurs to life.
- Audiences meet a variety of dinosaur species and learn fun facts about their history and habits.
- Performers may speak directly to the audience or appear on-screen during the performance.

Interaction

- While there is no direct audience participation, students may be invited to respond with clapping, roaring, or reacting to questions. There may also be some direct audience participation

Post-Show Experience

- Teachers are encouraged to use the included learning activities and discussion questions to extend science, English, and creative arts learning in the classroom.
- Students can reflect on what they saw and deepen their understanding of dinosaurs and the science of the past.



Erth Visual & Physical Inc

Erth is a company fuelled by beautiful accidents – a team of creators, makers and performers pushing the limits of design, content and experience.

For over thirty-five years Erth's puppetry-based theatrical productions and innovative community projects have challenged and inspired audiences around the world, driven by a special interest in natural history, First Nations stories, sociology and urban mythology.

In addition to touring the world with their long-running shows Erth's Dinosaur Zoo and Erth's Prehistoric Aquarium, the company's ongoing push to explore boundaries and devise new work has seen the commissioning of The Liminal Hour and Winter Camp at Barangaroo for Vivid Sydney 2018 and 2019. Erth have also explored the realm of virtual reality, and the development of ARC – an expansive, collaborative, multi-year, cross-platform work which explores preciousness and conservation.



Glossary

An introduction to Earth's Dinosaurs

- **Dinosaur:** A type of reptile that lived millions of years ago. In this show, dinosaurs come to life using amazing puppets!
- **Palaeontologist:** A scientist who studies fossils to learn about life in the past – especially dinosaurs.
- **Fossil:** The remains or imprint of a plant or animal that lived a long time ago, now turned to stone.
- **Puppet:** A model or figure moved by a person to look like it's alive. The dinosaurs in the show are giant puppets!
- **Extinct:** When a type of animal no longer exists. Dinosaurs are extinct, but this show helps us imagine what they were like.
- **Adaptation:** A special feature that helps a living thing survive in its environment. Dinosaurs had claws, teeth, or tails that helped them live.
- **Roar:** A loud sound some dinosaurs are imagined to make! You'll hear lots of roaring in the show.
- **Timeline:** A way to show events in order. In this show, we learn about when different dinosaurs lived.
- **Interactive:** Something that invites the audience to join in. This show is interactive – you might even get to roar along!

Activities in the classroom



English activities for the classroom

Dino Descriptions: Play a short clip from the [ERTH's YouTube](#) page. Ask students to describe a dinosaur using sensory language:

- What does it look like?
- What does it sound like?
- What does it feel like to be near it?

Ask a Paleontologist: Brainstorm questions students would ask a paleontologist. Use these as a basis for a writing task or class Q&A roleplay.

Dinosaur Diary: Imagine you are a baby dinosaur exploring earth for the first time. Write a diary entry about a day in your prehistoric life.

Recount the Show: Have students write a personal recount of the show using the following prompts:

- What did you see?
- What was exciting or surprising?
- What would you tell a friend about it?
- What was the most surprising thing you saw in the show?
- How did the puppets make the dinosaurs feel real?
- What did you learn about dinosaurs that you didn't know before?
- Would you like to be a palaeontologist? Why or why not?

Create a Dino Dialogue: In pairs, have students write and perform a short conversation between two dinosaurs from the show. Include expressions of emotion and movement cues.

Poem - When Dinosaurs Ruled the Earth: Write a poem inspired by the show. Use rhythm and repetition to mimic the stomping and roaring of dinosaurs.

Creative Arts (Drama) activities for the classroom

Design Your Own Dinosaur Puppet: Students draw or build their own dinosaur using craft materials. Have students consider how the dinosaur moves and interacts with others by having their drawings or builds interact with one another.

Prehistoric Movement Exploration: Explore how different dinosaurs might move: stomp like a T-rex, scuttle like a Raptor, sway like a long-necked Titanosaur. Use music to support movement play.

Soundscapes of the Past: In small groups, create a short soundscape of a prehistoric scene using classroom instruments or body percussion.

Recreate a Scene: In small groups, use toy animals, puppets, or drawn figures to recreate a moment from the show. Focus on puppetry and narration.

Design a Dinosaur Zoo: Students imagine and draw a layout for their own dinosaur zoo. Consider enclosures, habitats, and visitor paths.

Make a Mini-Documentary: Using tablets or classroom technology, students create a short “documentary” about one dinosaur from the show – with facts, drawings, and a voiceover.

Science and Technology activities for the classroom

Meet the Dinosaurs: Have students research and create a short fact file on an Australian dinosaur of their choice. In the fact file have students include where it lived, what it ate, and when it lived. What do those places in Australia look like now? What is and who lives there now?

Fossil Dig Simulation: Create a mock fossil excavation in a sandbox or sensory tray using small objects and tools. Discuss what palaeontologists do and how they make discoveries.

Then vs Now – Animal Adaptation: Have students compare features of dinosaurs with modern-day animals (e.g. claws, teeth, tails). What features helped dinosaurs survive? Which animals today have similar traits?

Dinosaur Timeline: Create a class timeline of the Mesozoic era (Triassic, Jurassic, Cretaceous) and place the dinosaurs from the show in the correct time period.

Fact vs Fiction: Discuss what in the show was based on real science and what was added for theatrical fun. What can we learn from mixing science and imagination?

Build a Dinosaur Skeleton: Use pasta, sticks, or paper cut-outs to assemble a model dinosaur skeleton. Label the parts and explain what each one helps the dinosaur do.

Curriculum links and resources



Curriculum Links

Connecting with the classroom

English

- **Early Stage 1: ENE-OLC-01** communicates effectively by using interpersonal conventions and language with familiar peers and adults
- **Stage 1: EN1-OLC-01** communicates effectively by using interpersonal conventions and language to extend and elaborate ideas for social and learning interactions
- **Stage 2: EN2-10C** thinks imaginatively, creatively and interpretively about information, ideas and texts when responding to and composing texts
- **Stage 3: EN3-7C** thinks imaginatively, creatively, interpretively and critically about information and ideas and identifies connections between texts when responding to and composing texts

Creative Arts (Drama)

- **Early Stage 1: DRAES1.4** Responds to dramatic experiences
- **Stage 1: DRAS1.4** Appreciates dramatic work during the making of their own drama and the drama of others
- **Stage 2: DRAS2.4** Responds to, and interprets drama experiences and performances
- **Stage 3: DRAS3.4** Responds critically to a range of drama works and performance styles.

Curriculum Links

Connecting with the classroom

Science and Technology

- **Early Stage 1: STe-3LW-ST** explores the characteristics, needs and uses of living things
- **Stage 1: ST1-4LW-S** describes observable features of living things and their environments
- **Stage 2: ST2-4LW-S** compares features and characteristics of living and non-living things
- **Stage 3: ST3-4LW-S** examines how the environment affects the growth, survival and adaptation of living things

Resources

More about the Sydney Opera House

Sydney Opera House: Our Story

- <https://www.sydneyoperahouse.com/our-story>

How we work – strategic plans and programs

- <https://www.sydneyoperahouse.com/about-us/how-we-work>

Community projects

- <https://www.sydneyoperahouse.com/about-us/in-the-community>

Careers and opportunities

- <https://www.sydneyoperahouse.com/about-us/careers-and-other-opportunities>

Creative Learning resources

- <https://www.sydneyoperahouse.com/schools/learning-resources>

Get in touch

Got questions? Contact us with any enquiries about our education programs for schools via phone or email.

P +61 2 9250 7770

E creativelearning@sydneyoperahouse.com

