

THE STICKY RICE CAPER

EPISODE RESOURCES

Use this guide to teach your students valuable lessons in geography, history, and culture. The activities below are inspired by the *Carmen Sandiego*™ Netflix® episode, “**The Sticky Rice Caper.**” Students discover more about the places and cultures featured in the show. You can use these activities on their own too!

About the Episode

In episode 3, Carmen and her crew travel to Java, Indonesia, to infiltrate a secret lab. The caper takes them to a *wayang* shadow puppet festival where they cross paths with Tigress—Carmen’s worst frenemy from her school days.

This Episode Resource Guide Includes:

Create a Shadow Puppet

Students recognize a *wayang kulit* (WY-yahng KOOH-leet), which is a type of Indonesian shadow puppet. They construct a shadow puppet and perform a simple puppet show.

Listen to Gamelan Music

Students analyze a video of people playing *gamelan* (GAM-uh-lan) music. They record and evaluate their observations of the musicians and the music.

Play a Game

Students learn how to play the Indonesian version of the game Rock, Paper, Scissors and then demonstrate the game to a partner.

Fun Facts: Indonesia

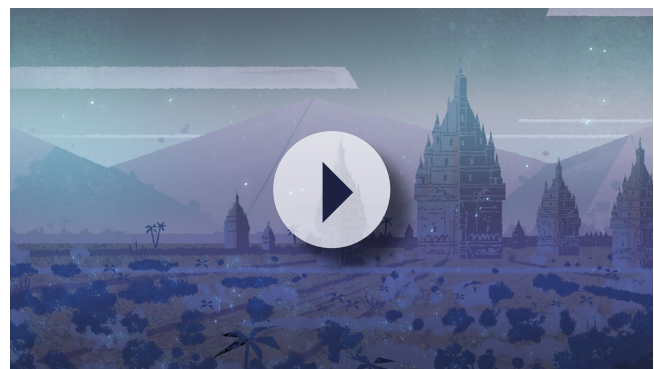
Official language: Indonesian

Well-known place: Island of Bali

National dish: Satay (grilled meat on skewers)

Popular sports: Badminton, soccer

Popular music: Folk music, pop, rock



Watch “**The Sticky Rice Caper**” on Netflix to introduce your students to Java, Indonesia!



Create a Shadow Puppet

Students create shadow puppets and put on a simple puppet show.

Estimated Time: 45–60 minutes

Materials Needed: Construction paper, photos of *wayang kulit*, wooden craft sticks, glue, projector, screen

1. Tell the students that the shadow puppet show that Carmen and her crew visited is an Indonesian tradition that goes back more than 1,000 years. Share with students that there are several different forms of Indonesian shadow puppets. The puppets they will be making are similar to *wayang kulit*, flat puppets that traditionally are made out of leather. Show students photos of *wayang kulit*. Indonesian puppet shows usually tell a traditional story from the Mahabharata (*muh-HAH-BAH-ruh-tuh*) or Ramayana (*rah-MAH-yuh-nuh*) epics.
2. Show students how to construct shadow puppets by cutting out silhouettes of figures and gluing them to craft sticks.
3. Have students work in small groups to create short, simple puppet shows. Students should base their puppet show on a traditional story or folk tale. Each student should make a puppet of one of the characters in the story. Then, as a group, the students can retell the story using their puppets.
4. Allow students to perform the puppet shows by moving their puppets between the projector and the screen while the audience sits on the other side of the screen.

Listen to *Gamelan* Music

Students watch a video of *gamelan* music and discuss their observations.

Estimated Time: 30–45 minutes

Materials Needed: Video of people playing *gamelan* music

1. Share with students that *gamelan* is a traditional instrumental musical ensemble from Indonesia. Tell them to pay attention to the details of what they see and hear when they watch the video.
2. Show students a video of people playing *gamelan* music.
3. After watching the video, ask students what they saw, what they think based on what they saw, and what they wonder about what they observed. Encourage them to distinguish between what they actually saw or heard and what they thought, inferred, or assumed based on what they saw and heard.



Play a Game

Students learn and play an Indonesian version of Rock, Paper, Scissors.

Estimated Time: 15 minutes

Materials Needed: None

1. Explain to students that there is a game in Indonesia that is very similar to Rock, Paper, Scissors. It is called *Semut, Orang, Gajah* or Ant, Person, Elephant.
2. Tell students that in this game an elephant, or *gajah* (GAH-jah), is represented by pointing your thumb at your opponent. A person, or *orang* (OH-rahng), is represented by pointing your pointer finger at your opponent. An ant, or *semut* (SEM-ooht), is represented by pointing your pinky finger at your opponent. A *gajah* beats an *orang* because an elephant can trample a person. An *orang* beats a *semut* because a person can step on an ant. A *semut* beats a *gajah* because an ant can get into an elephant's ear and bite and annoy the elephant.
3. Allow the students to play the game with a partner.



To learn more about Carmen Sandiego, visit hmhco.com/carmen.

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