

Conversations

Work in size-appropriate groups to write or perform conversations that might have occurred in each situation:

- Milo and Tock talk about why Milo is bored. *(2 people)*
- Milo explains to his parents how he built the Tollbooth. *(3 people)*
- Whether Man describes the land of Expectations to Milo. *(2 people)*
- Tock explains the Doldrums to Milo. *(2 people)*
- The King's advisors invite Milo to the Market Place. *(6 people)*
- A Word Market seller deals with Milo, Tock, and Humbug. *(4 people)*
- Faintly Macabre tells the story of the land of Null to Tock, Milo, and Humbug. *(4 people)*
- Princess Rhyme and Princess Reason solve a dispute in the land of Wisdom between King Azaz and Mathemagician. *(4 people)*
- King Azaz and guests hold a conversation at the Royal Banquet. *(6 people)*
- Milo, Tock, and Humbug plan their trip to Castle in the Air. *(3 people)*
- Alec Bings describes Milo and friends to his family. *(4-6 people)*
- Milo interviews a resident of Illusion. *(2 people)*
- Dr. Discord works with Assistant Dynne in the Laboratory. *(2 people)*
- Soundkeeper explains the file system to Milo and friends. *(4 people)*.
- Threadbare Excuse, Gross Exaggeration, and Overbearing Know-It-All plan to capture Milo on the Mountains of Ignorance. *(3-4 people)*
- Milo explains his journey to his younger brother or sister. *(2-3 people)*.