

PLAYBILL



Teacher's Guide



The Story of Making a Play

Act I: Getting Started

First, a Play is chosen, one that is appropriate for young audiences. The Production Chairman then selects the following individuals who will help to tell the play's story:

- The Director, who plans how to tell the story by using actors who learn dialogue, songs, and dances
- The Musical Director, who teaches the actors musical numbers and orchestrates the music throughout the entire play
- The Costume Designer, who creates costumes based on the characters
- The Scenic Designer, who builds sets to make the different places in the play appear on stage
- The Prop Designer, who fills the stage with objects (such as tables and chairs) to help the actors tell their stories
- The Lighting Director, who chooses colored lights to make the sets and stage look like real places
- The Sound Engineer, who teaches the actors how to use “mics” (microphones) they will wear during the play

Act II: The Play Comes Alive

- Actors audition for the parts in the play. They sing a song, read lines from the script, and are given a role to play.
- Beginning with rehearsals, the actors learn their lines, songs, and dances, have costumes fitted, learn to use props, and move scenery.

Act III: On With the Play!

The members of the audience arrive and are ushered into the theatre. They take their seats and see the pianos and other musical instruments used by the musical director. An announcer says that the show is about to begin and asks the audience to practice theatre etiquette by remaining quiet while the actors are speaking and to enjoy the play by clapping for the parts they like.

After the play is over, audience members can talk to the actors and ask them about their characters or the play itself.

Synopsis of *OZ*

You have most likely heard about Dorothy and her little dog, Toto, and their friends, the Scarecrow, the Tin Woodsman, and the Cowardly Lion. In this production, you will follow their adventures on the yellow brick road on their way to ask the Wizard of Oz to grant their wishes.



All Dorothy wants is to get back to Kansas and her Aunt Em. The Scarecrow wants a brain, the Tin Woodsman wants a heart, and the Cowardly Lion wants courage. Along comes Glinda the Good Witch, who helps Dorothy and her friends battle the Wicked Witch of the West, the winged monkeys, and other obstacles in their path to reach the Wizard of Oz.

Will Dorothy, Toto, the Scarecrow, the Tin Woodsman, and the Cowardly Lion get to see the Wizard of Oz and have their wishes granted?



Come and see this magical production on stage at the Assistance League theatre to find out!

Before Attending the Play:

Theatre Etiquette

Students who are new to the theatre need guidance on how to behave while attending a play. Some pointers you can share with your students are:

- How the audience acts is important—it helps to make the play fun for everyone. Students must not walk in the aisles while actors are present or try to touch the actor or their props. They can applaud when appropriate, but loud talking or clapping when individual actors are speaking or singing is to be avoided.
- Audience members may not use any photographic device (flash, digital, cell phone cameras).
- Please explain to the students the differences between watching live theatre, movies, and television.

Discussion

- What are the responsibilities of the actors and the audience?
- What careers are involved in producing a play? Do you think you would be interested in any of those jobs?
- Characters in our play include: Dorothy, the Scarecrow, the Tin Woodsman, the Cowardly Lion, the Wizard of Oz, the Wicked Witch of the West, and Glinda the Good Witch. Choose one. When you get to the theatre, notice how your character reacts to the other characters. Think about how you would describe your character to your classmates

Vocabulary

Confidence: belief in yourself; a feeling of assurance, certainty; feeling good about yourself

Courageous: brave; not fearful; not afraid to act

Coward: someone regarded as fearful and uncourageous

Cyclone: a violent rotating windstorm

Humbug: someone who pretends to be something he or she is not; a fake

Magic powers: special, mysterious qualities; hocus pocus

Munchkins: friendly and helpful small people

Oz: a city of magic; a magical land

Wisdom: understanding; knowledge; common sense; good judgment

Wizard: a magician or person who performs tricks with a wand or spells

After the Play:

Discussion/Writing

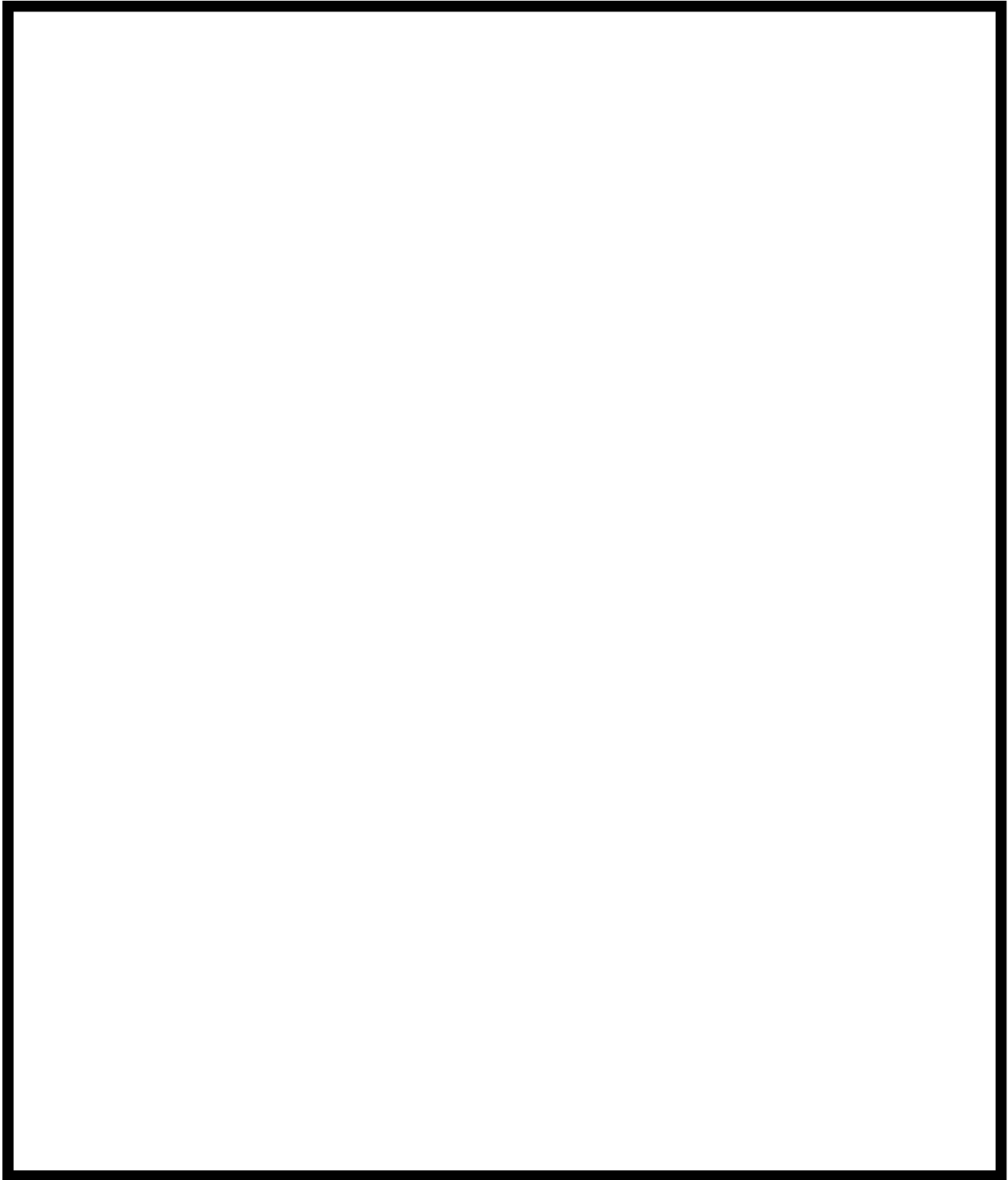
- Write your own summary or synopsis of the play, but add a different ending. Present your summary to the class.
- Identify the main characters, setting, and major events in the play. Describe the characters and tell which one is your favorite. Why?
- Write a conversation you might have via email or texting with one of the characters in the play. Ask a question of the character; then let the character answer.
- Report to the class on the character that you followed during the play. Was the character smart or foolish, nice or mean, successful or unsuccessful, brave or cowardly? In what ways?
- The Cowardly Lion says that he is afraid of everything and wants to be courageous. Write a paragraph describing a time when you were either fearful or courageous.
- What is a cyclone? Research some of the most recent cyclones in the United States. Describe the damage that has been done by cyclones.
- Dorothy and her friends all wished for something that they did not have. If you had a chance to visit the Wizard of Oz, what would you wish for? Why?

Movement Activities

- Step One: The teacher can say, "During the play, Dorothy met a scarecrow, a tin man, and a lion. Discuss how the Tin Woodsman was unable to move because his joints got rusted, and how he could begin to move when he was oiled.
- Step Two: The teacher pretends to be the oil can and says, "I am going to oil your toes, ankles, knees, back, shoulders, elbows, neck, face, etc." Children respond in movement as each part is called until they are moving their entire bodies. Children can be put in pairs with one person being the oil can and the other the Tin Woodsman. Partners switch roles.

Emerald City

The Emerald City is entirely green! Design a grand city made entirely out of your favorite color. Make sure to name it!



Scarecrow Math

Scarecrow doesn't have a brain so he needs help doing math! Solve the questions to help him.



$2+10=$

$9+5=$

$6+8=$

$3+9=$

$13+7=$

$5+5=$

$8+9=$

$7+11=$

$6+10=$

$7+4=$

$2+5=$

$7+9=$

$9+7=$

$8+16=$

$20+13=$

$23+8=$

$27+18=$

$22+10=$

$26+9=$

$8+19=$

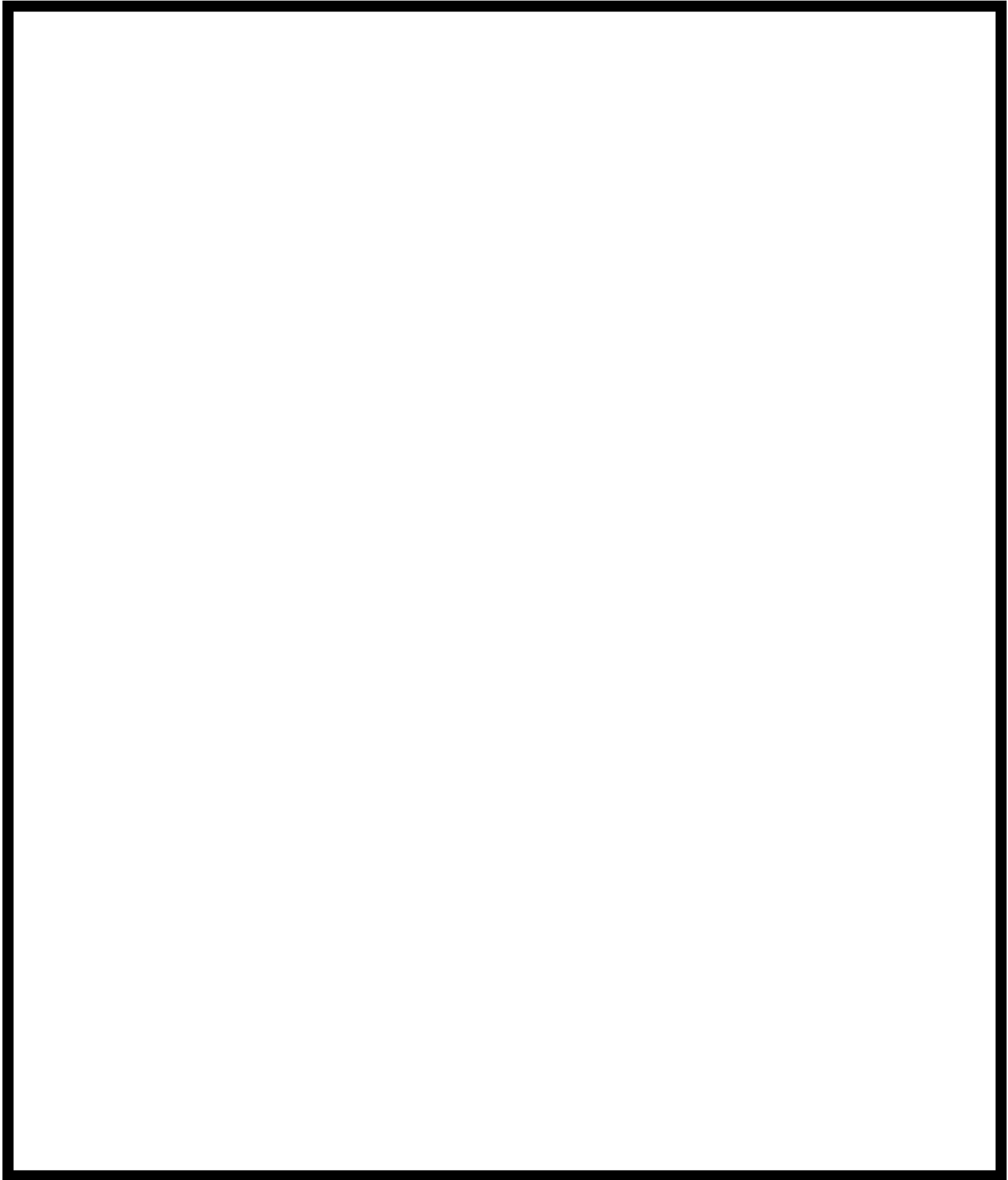
Courage

Decide if the words below describe courage or cowardice. Write the word in the correct box.

Courage	Cowardice	
Brave	Fearful	Spirit
Timid	Heroic	Adventurous
Fearless	Bold	Scared
Weak	Wimpy	Daring

Magic Shoes

Dorothy gets a pair of silver slippers with magical powers. Design a pair of your own magical shoes!



Character Descriptions

How would you describe Dorothy??
(circle one or more)

Kind Brave Sad Bossy Outgoing Scared Other

Why? _____

When Dorothy says _____

When Dorothy does _____

What do other characters say or think about her?

Do you think Dorothy would be a good friend to have? Why or why not?



Character Descriptions



How would you describe Scarecrow?
(circle one or more)

Kind Nurturing Sad Bossy Outgoing Serious Other

Why? _____

When Scarecrow says _____

When Scarecrow does _____

What do other characters say or think about him?

Do you think Scarecrow would be a good friend to have? Why or why not?

Word Search

K G C W I T C H E S E N H R Q E X K
Y D Y O C M O N K E Y S J C T D P Y
Y O M Y U S G M R W I Z A R D O O I
H R U R C R C O N F I D E N C E M W
C O N R K Q A A I V F X J T D M T O
Y T C W C Z K G R H C P V Z M O I M
C H H L I O D U E E U G M B A Z N S
L Y K F I S W R T O C M P U G E M Z
O M I K B O D A E O U R B O I B A M
N U N N S L N O R D T S O U C J N J
E E S L M P X G M D N O H W G L Z I
J D M O B A L L O O N Z H K N O X B

Find the following words in the puzzle.
Words are hidden → ↓ and ↘ .

BALLOON
CONFIDENCE
COURAGEOUS
COWARD
CYCLONE
DOROTHY
HUMBUG

LION
MAGIC
MONKEYS
MUNCHKINS
OZ
SCARECROW
TINMAN

TOTO
WISDOM
WITCHES
WIZARD

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