

PLAYBILL

Alice!

A musical by Carol Weiss

Educators' 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 *Alice*!

First, we meet Alice, who is fed up with following the rules for math, grammar, and behavior. She throws her math book aside and falls asleep in her chair. When she wakes up, she is in a fantasy world where she meets a Rabbit, who seems to be unable to find his rabbit hole.



Suddenly, the Rabbit finds his way, and Alice follows him right down the rabbit hole. She takes a bite of a cookie and shrinks down to three inches tall and enters a strange new world populated by such creatures as the Caterpillar and the Cheshire Cat.

After meeting the Queen, who threatens to punish everyone, and the March Hare and Dormouse who talk nonsense, Alice is more than ready to return to her home and her math homework.



Watch our show to discover how Alice copes with an unusual trip through an illogical Wonderland!

Before Attending the Play:

Theatre Etiquette

Students who are new to the theatre need guidance in 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 her 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? (See “The Story of Making a Play” in this Teacher’s Guide) Do you think you would be interested in any of those jobs?

Vocabulary

- Silliness: absurdity
- Topsy turvy: utter confusion or disorder
- Shrinking: getting smaller
- Croquet: a game in which players use mallets to hit wooden balls
- Tart: a pie or pastry
- Flamingo: a large bird with long legs and a long neck
- Illogical: unreasonable
- Jabberwocky: meaningless speech or writing



After the Play:

Discussion/Writing

- Who was your favorite character? Why? List 3-5 adjectives to describe the character you liked best.
- What was your favorite part of the play? Why? Give a brief synopsis of what happened in that scene.
- "There is always something to smile about." Explain that statement and give an example from your own life or from a book you have read.
- The queen says, "We'll have a good time as long as I win." Is that the right attitude to have when playing a game? What is the right attitude?
- At the beginning of the play, Alice struggles with how many different rules there are! She says that in her ideal world, there would be no rules, just silliness! However, as Alice makes her way through Wonderland, she comes across more and more nonsense and finds herself wishing that there would be logical rules again. Do you think rules are necessary? Discuss why or why not.
- Would you want to be friends with Alice? List three or more activities that you would want to do with her.

Movement Activity

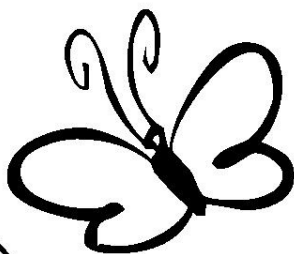
- All Hail the Queen of Hearts: In *Alice!*, the rules are constantly changing when she arrives in Wonderland, especially by the time they get to the court. Experience what it's like to live with constantly changing rules!
- In this game, the students will stand in a circle and take turns counting from 1-21 number by number. When someone gets to 21, they say "All hail the Queen of Hearts!" and everyone gives a round of applause. If a student messes up, they have to do 10 jumping jacks and the round starts back at 0. Whoever gets to say "21" gets to make up a new rule. For example, a rule could be "whoever says 7 has to clap 7 times instead of saying the number" or "whoever says 13 has to say the ABCs while hopping on one foot." If students seem to be doing well with this game, you can add on a "start-off" rule, which is a rule that already exists when the game starts. The start-off rule is that 6 and 12 are switched, so it goes "1, 2, 3, 4, 5, 12, 7, 8, 9, 10, 11, 6, 13, 14, 15, 16, 17, 18, 19, 20, 21, all hail the Queen of Hearts!"

Letter Writing

Write an invitation to one of the characters to come and speak to your class. Tell the character what you want the speech to be about.



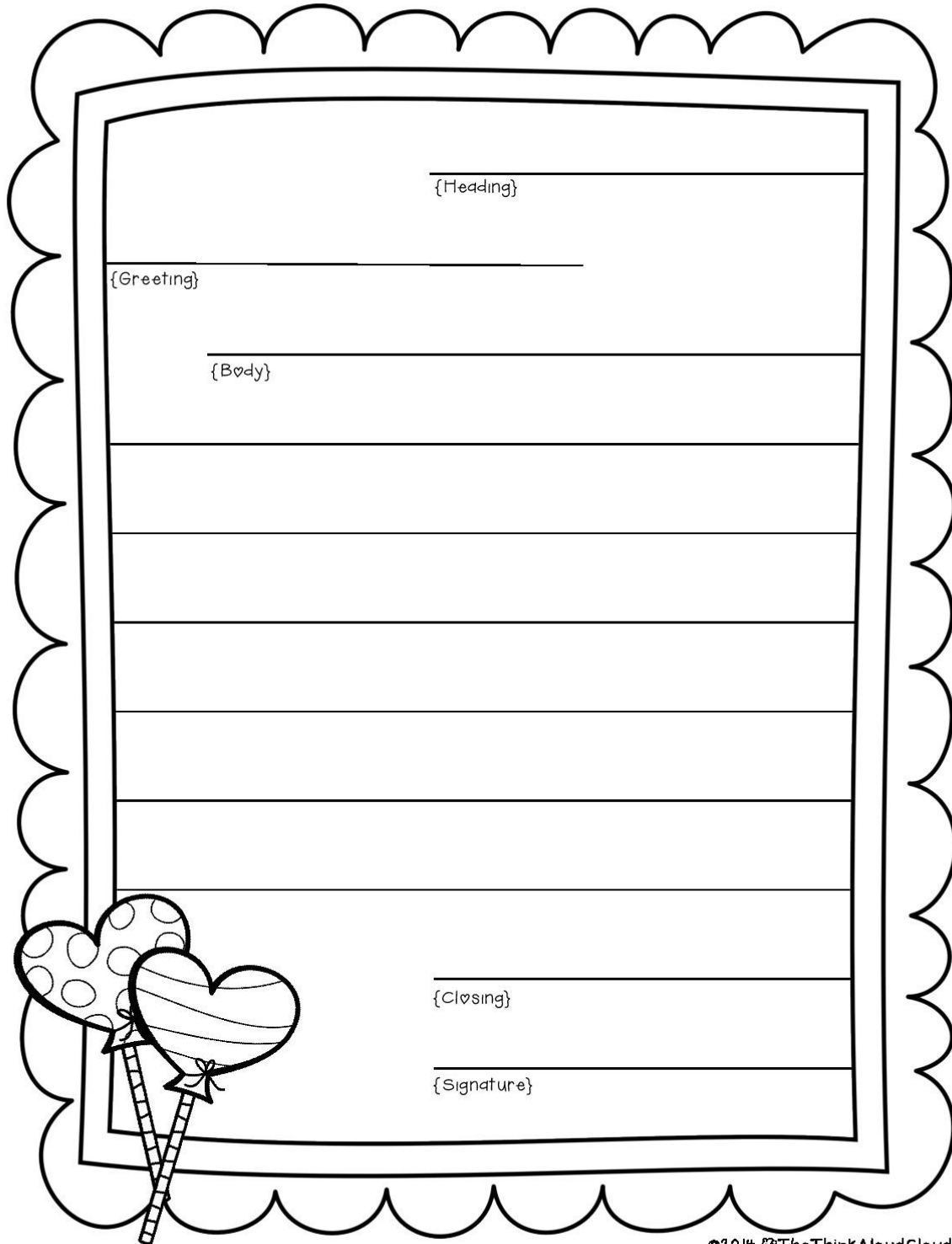
Dear _____

This image shows a full page of handwriting practice paper. It features ten identical rows of horizontal guidelines. Each row is composed of three lines: a solid top line, a dashed middle line, and a solid bottom line. The rows are evenly spaced across the entire page, providing ample space for practicing letter formation and alignment. There is no text or other markings on the paper.

Your Friend,

Letter Writing

Write a letter to the Queen with tips to improve her personality. Use the correct date, salutation, body, closing, and signature.



{Heading}

{Greeting}

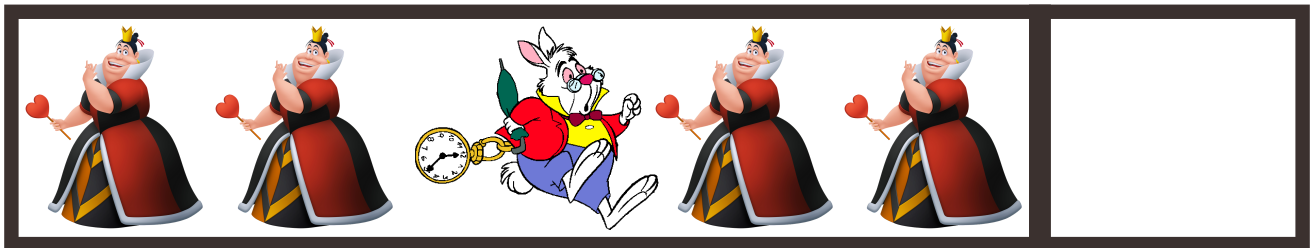
{Body}

{Closing}

{Signature}

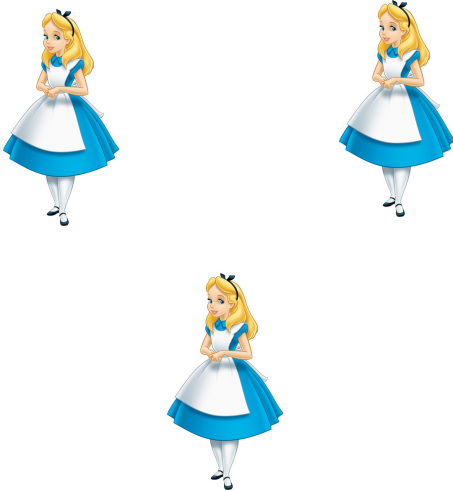
Patterns

Fill in the missing character to complete the pattern!



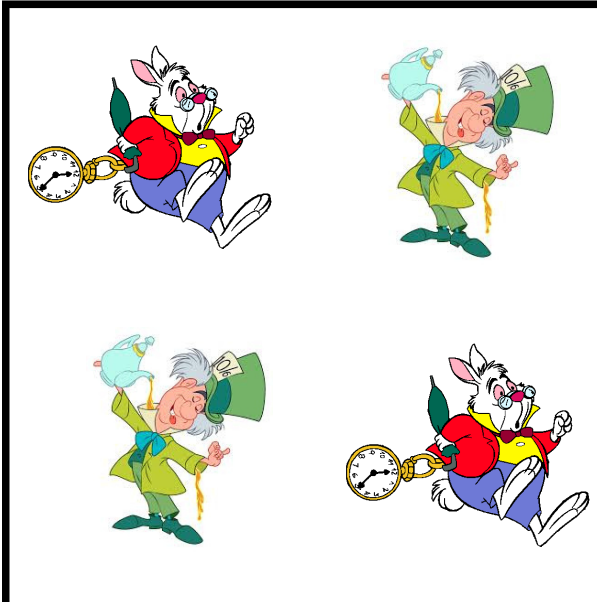
Counting Practice

Circle the correct number of characters in each box!

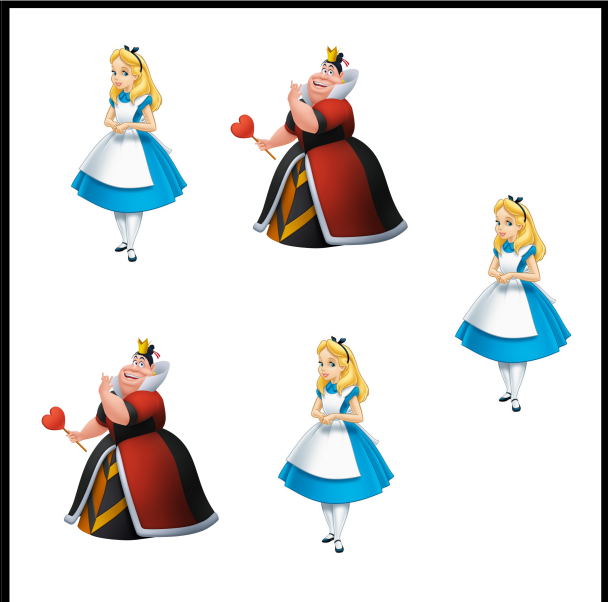
	
6 8 4	3 5 4
	
1 2 3	5 2 4

Counting Practice

Circle the correct number of characters in each box!



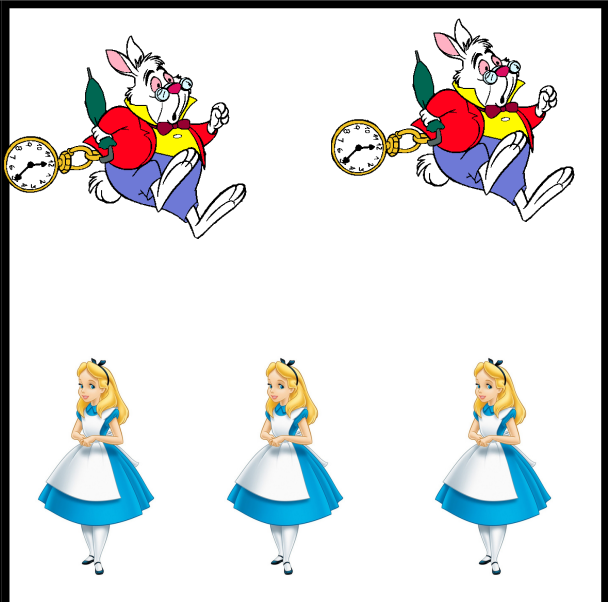
7 6 4



5 7 6



13 10 8



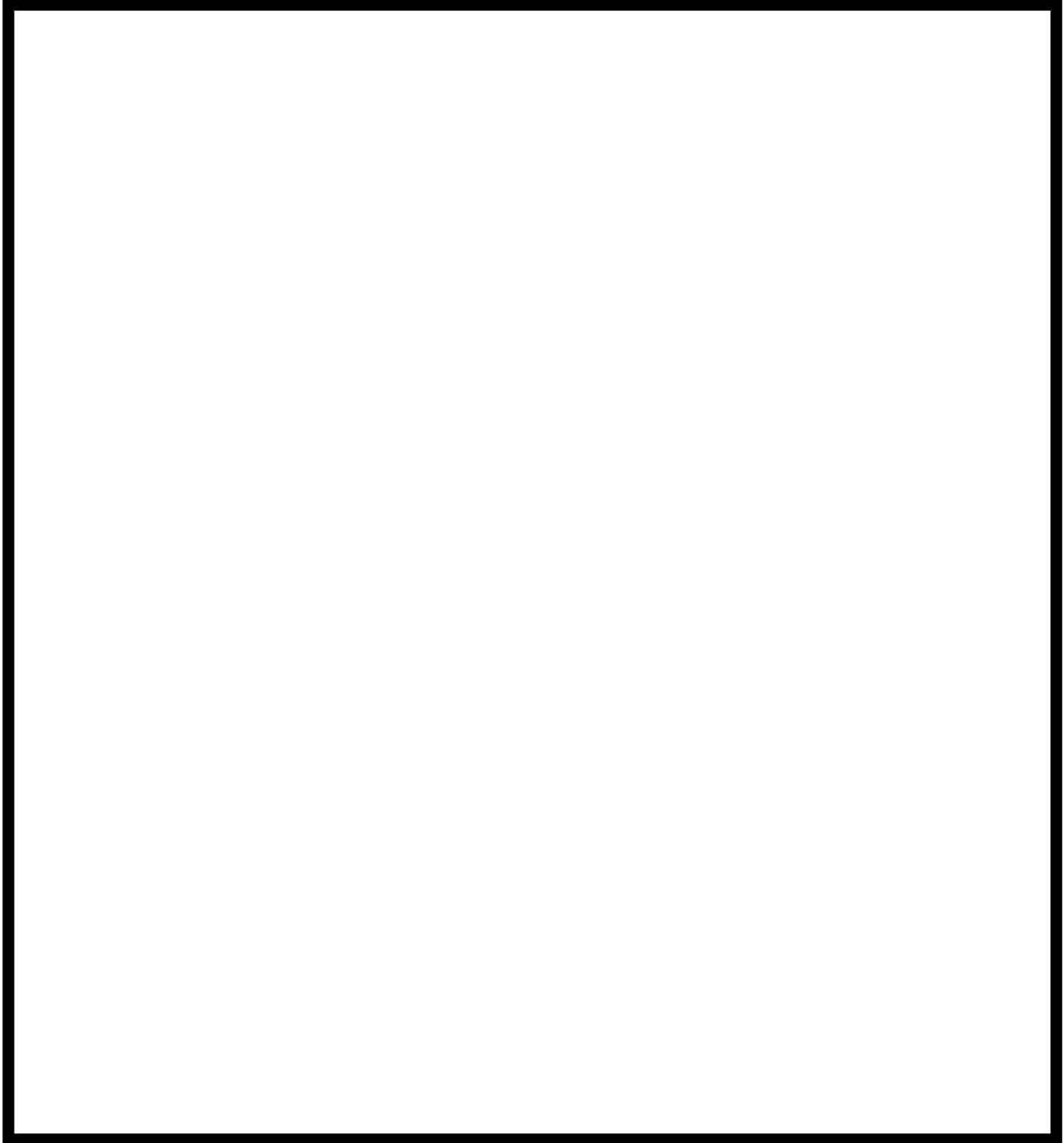
6 5 4

If I could make my own rules...



Silliness! Lots of Silliness!

In the beginning of the musical, Alice sings a song about how she wants a life full of silliness. She ends up in Wonderland where she encounters plenty of silly characters. Draw a picture of your own made-up silly creature!



Let's Make 10!

$$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = 10$$

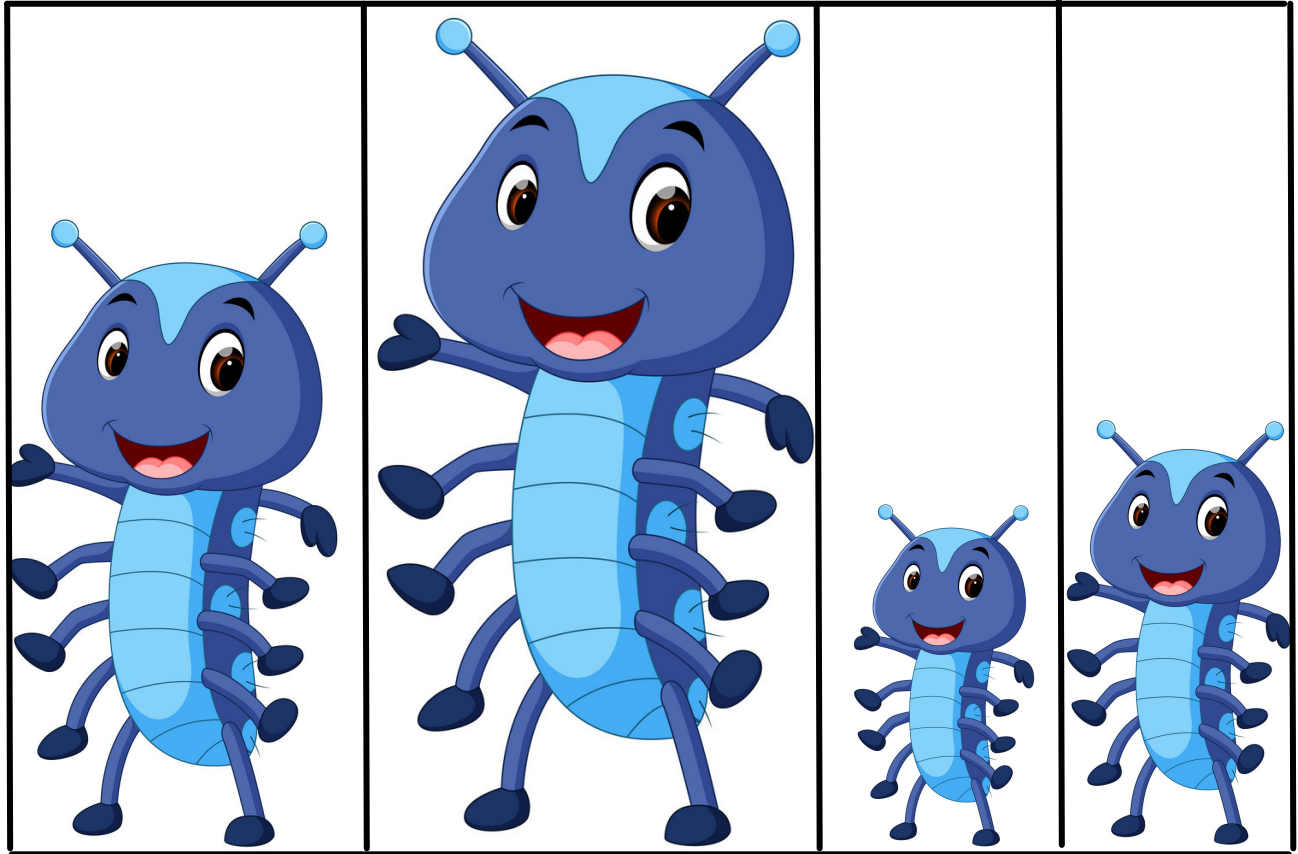
$$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = 10$$

$$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = 10$$

"What Size is the Right Size?"

Using whatever units you want, measure and record the height of each caterpillar!



_____ units

_____ units

_____ units

_____ units



"The Crazy Tea Party" Coloring Page



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