

PINOCCHI@

prepared by

**NORTHWEST
CHILDRENS
THEATER and
SCHOOL**

EDUCATIONAL GUIDE


**THE
COLLINS
FOUNDATION**

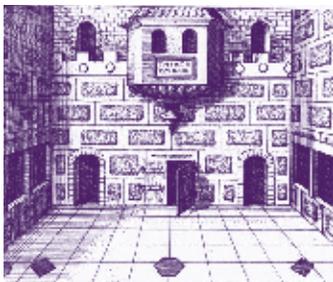

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HOW TO BE A GOOD AUDIENCE



The audience is an important part of live theater performance. Without the audience, there would be no one to laugh when the show is funny, to gasp when it is scary, or to applaud at the end. It is important to be a good audience.

If you have been to the theater before, you know it is different from watching television or going to the movies. The actors will be right in front of you. It is important to be quiet and attentive. You can't hit the rewind button if you miss something an actor says, and noise can be distracting for other people in the audience.

Here are some things you can do to make this a great experience for everyone:

- Stay in your seat. Make sure you use the bathroom before the show starts.
- Listen quietly. Save comments and questions for later.
- Keep your feet on the floor. It will keep the seats clean for the next audience, and nobody likes having the back of their seat kicked when they're trying to watch the play.
- Save snacks and treats for after the show. Food and drinks aren't allowed in the theater, and crinkling candy and gum wrappers can sound loud.
- Sit quietly during the performance. Don't pass notes, wrestle with your friends, wriggle around, or stand up. Your movements could distract or annoy others.
- Please don't take photographs. We don't allow photos during the performance because when a flash goes off, it is very hard for the actors to see and can be dangerous for them.
- The house lights (the lights in the theater) dim to signal that the show is about to start. That is your cue to settle down and get quiet so the play can begin.
- Stay in your seat when the performance ends. The actors will return to the stage for the curtain call (when the actors bow and you clap). Wait until they exit for the last time and the lights come up before you leave your seat.
- Turn off all cell phones, pagers and electronic devices.

ABOUT THE PRODUCTION

Synopsis

Geppetto, "a mad tinkerer and inventor," receives a magical Golden Gear from the mysterious Blue Fairy. He uses the gear to bring to life his most recent invention: a metal boy toy named Pinocchio. Crick, a large wind-up cricket toy is charged with the difficult task of keeping the lively Pinocchio safe.

Before long they encounter Catjack the Thief and his sidekick Foxtrot. Catjack convinces Pinocchio that being a thief is the only thing to do and off they go to the Theatre of Broken Toys, a sad place full of broken wind-up dolls. When the toys find out that Pinocchio is run by a gear made of gold they try to capture him to take the gear.

After escaping to The Land of Catchfools, Catjack swindles the golden gear from Pinocchio and leaves him to die. Crick arrives but is unable to summon help as his wind-up runs out, leaving them both broken and helpless.

The Blue Fairy appears, winds up Crick and gives Pinocchio a replacement wooden gear which she explains won't last.

Just then Pinocchio and Crick are arrested by the Judge of Catchfools and sentenced to jail for foolishly handing over the gear to Catjack.

In prison they meet Lampwick who explains to Pinocchio that the only thing a real boy wants to do is have fun. Also in jail are Catjack and Foxtrot in disguise who help the boys escape and take them to the Factory of Fun. Once again, Pinocchio is fooled by Catjack and finds himself turned into a donkey in the menacing Machine of Fun.

Pinocchio sadly returns to Geppetto, who is overjoyed and explains that making mistakes is part of growing up. Inspired and restored, Pinocchio vows to go and get his golden gear back from Catjack who is sailing over the city in a Zeppelin.

On board the Zeppelin, Pinocchio tricks Catjack into handing over the gear and triumphantly returns home. When he discovers Crick has been injured in the battle, Pinocchio decides to keep the wooden gear and give the Golden Gear to Crick to save his life. Pinocchio knows that without the Golden Gear he will not live for very long, but Pinocchio finally understands who he is, and that fun and adventure are only part of being a real boy; kindness and courage are important too. Finally, the Blue Fairy returns and to reward him for his selfless act, bestows upon Pinocchio the precious gift of electricity.

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ABOUT THE PRODUCTION



Kerry Ryan (Foxtrot)

Kerry started theatre when she was young, and has never looked back. She majored in theatre at Brown University, and spent a semester in New York with the La Mama Experimental Theatre Program. After graduation she moved to Portland and was cast in Imago's *Frogz* and *Biglittlethings* where she studied physical theatre for four years.

By living by her bootstraps, and finding creative ways to make things work, Kerry gets to work with people she loves. As Thomas Edison said, "Genius is one percent inspiration and ninety-nine percent perspiration." An actor has to try very hard to get what you want. Learn to market your skills and nail your auditions. Live in a city where you will be cast (as opposed to an oversaturated city where you could get lost in the throng). Write your own show, produce it, market it, get accepted into fringe festivals, and push for bigger venues until you are making a living. If you are smart about how to get what you want, you will be virtually unstoppable.

Milo Mowery (Playwright)

The idea for adapting *Pinocchio* came to Milo while reading the original version to his children. In Collodi's story, Pinocchio is a true trouble maker who learns from his mistakes. Milo began imagining the story with Pinocchio as a machine instead of a puppet. As the world of cogs and wheels grew in his mind, he decided the Cricket character could also be a machine.

Milo began writing story and dialog for comic books in seventh grade, working with a friend who could draw. He was influenced by Ernest Hemingway, and later in college he discovered that plays are mostly conversations—dialog. *Pinocchio* is Milo's first musical, and while



Bryce Earhart (Lampwick)

Bryce began taking acting classes in elementary school, and has been a performer for as long as he can remember. He has been in several plays with established scripts, but *Pinocchio* is the first new work he has been able to contribute to. He has enjoyed the exploration of characters and relationships, and the way the songs and lines are continually "tweaked" to get them just right. The most challenging part in this project by far has been learning to skate while singing and moving on stage.

Bryce hopes the audience will enjoy Lampwick but not leave sharing the character's bad view of what a "real" boy is; and that they will embrace the modern spin on the original's moral lessons. Other pieces of the show that are fun are the magical elements, and the back-and-forth comic genius of Catjack and Foxtrot.



writing dialog is comfortable, music was a complete mystery to him. Working with the composer, Rody Ortega, Milo found the story coming to life through song in a magical way that dialog alone couldn't accomplish. As collaborators, Milo and Rody discussed how the story should progress, and decided what elements were needed to make it the best story they could create.

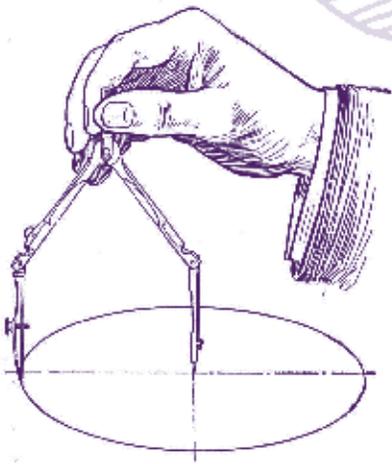
ACTIVITIES

Science: Make a Simple Machine

A simple machine is a machine that has less than five parts. You can build a simple machine to aid in your experiments and projects. One example is a *moving crank machine*. You will need:

- a crank (handle)
- two gears
- the object you wish to move.

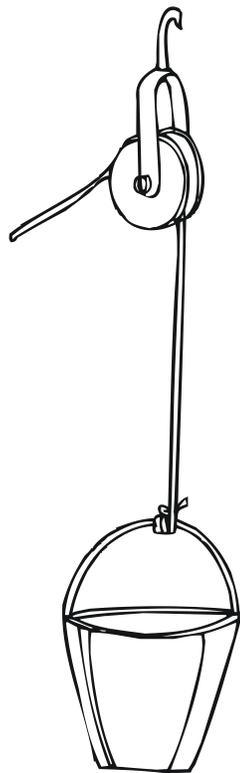
Attach the two gears together, and then attach the crank to one of the gears. Finally, attach the object you wish to move to the second gear. The object can be whatever you choose but start with something simple like a stick or a small bucket. By turning the crank with your hand the first gear will move the second gear, and the second gear will move your object.



Other Simple Tools & Machines

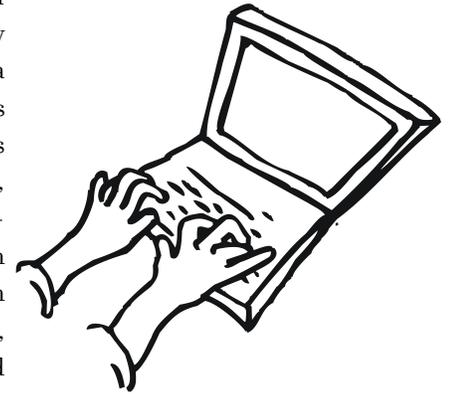
Compass:
used to draw circles

•
Pulley System:
used to
lift and lower objects



Research: The Original “Pinocchio”

The original stories of *Pinocchio* were written by Carlo Collodi in 1883 as a series of cautionary tales that highlighted the virtues of compassion, integrity, wisdom, aspiration, self-reliance and community in the guise of learning from one’s mistakes. Originally, Collodi had not intended the stories to be children’s



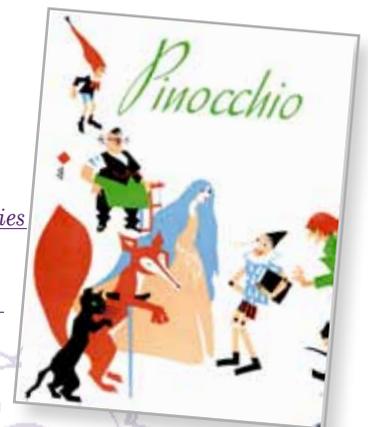
literature and the earliest version sees Pinocchio dying, unpleasantly at the end. At the request of his editor however, Collodi added extra chapters to the book in which Pinocchio is brought back to life by the blue fairy and transformed into a real boy, making the stories suitable for children.

The book, originally written in Italian, has been translated into multiple languages including English, French, and Russian. *Pinocchio* has been adapted into films, plays, musicals, television shows, and opera; and it has inspired visual artists to create paintings, sculptures, drawings and photographs.

What else can you find out about the original stories of *Pinocchio*? Visit the library to find the original stories and read them, or use the internet to research the author and the book.

Recommended Reading

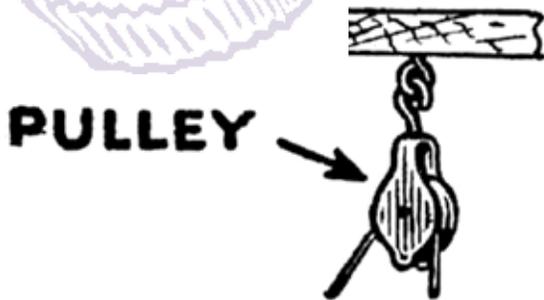
- [*The Adventures of Pinocchio*](#)
by Carlo Collodi
- [*Swiss Family Robinson*](#)
by Johann Wyss
- [*Around the World in Eighty Days*](#)
by Jules Verne
- [*The Little House on the Prairie Series*](#)
by Laura Ingalls Wilder
- [*Amelia Earhart Young Air Pioneer*](#)
by Jane Moore Howe



ACTIVITIES

Art: Drawing

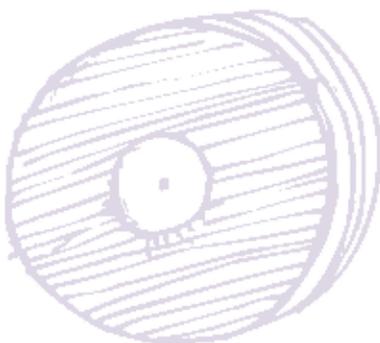
Throughout our history, inventors have used their imagination to create things that change the way we live: computers, cars, electricity, and plastic—it's hard to imagine our world without them! Geppetto's workshop is filled with make believe inventions; a discombobulator, a punk lantern, a flying machine and de-donkifier that turns donkeys back into boys. Use your imagination to create a machine that does something that you do every day. Draw the machine and use arrows to show which part of the invention does what.



Discussion: Law of the Land

*In the Land of Catchfools
the only crime is being foolish.*

- Pinocchio is thrown in jail for being foolish and handing over his gear to Catjack. What does this tell us about the Land of Catchfools? What are some of the rules of your home or school? What do those rules tell you about the people who decide them? What are some of the laws of the United States, and what do those laws tell us about America? Discuss the laws that govern you.
- Imagine you had to draw up the rules for your school or family. How would you decide what should be a rule?



History: The Zeppelin

In the play, Catjack flies over the city of Fiero in a Zeppelin. A Zeppelin is a type of rigid airship invented by the German Count Ferdinand von Zeppelin in the early 20th century.

Zeppelin airships were lighter-than-air flying machines with a rigid, ribbed, frame construction and an aerodynamic outer shell. Several separate balloons called 'cells' were contained completely within the frame. These cells contained the "lighter-than-air" gas: hydrogen. A small compartment for passengers and crew was built under the frame. Several internal combustion engines provided propulsion power.

The Zeppelin business was successful for about 30 years. Zeppelins were used as long range bombers against England during World War I, but their slow speed, large size, and highly flammable hydrogen lifting gas made them easy targets for anti-aircraft guns. The Zeppelin business was closed down in the late 1930s after a series of crashes.

Writing: Our Journeys

In our play Pinocchio discovers that being a real boy means a lot of things and that learning from your mistakes and taking responsibility are important parts of growing up. Can you think of any mistakes you have made and learned from that have helped make you who you are? Write a play, song or poem that tells your story.

