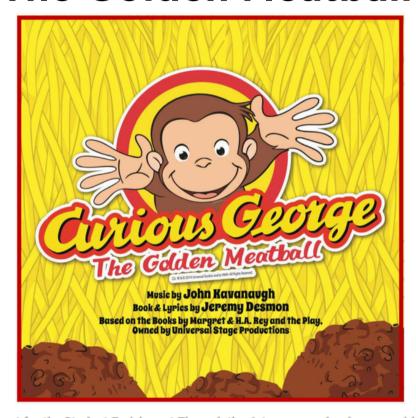






CURRICULUM CONNECTIONS

Curious George The Golden Meatball



Support for the Student Enrichment Through the Arts program has been provided by



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Know Before you Go:

- Arrive at the theater 15 to 20 minutes before show time. Allow extra time for Broward County traffic. We are unable to start a show late.
- Please stay on the bus until greeted by a SEAS usher. At that time, please
 give the usher your BUS document and the usher will escort you to the
 theater.
- Remember to watch our Know Before You Go Video:

https://tinyurl.com/ElementarySeasWelcome







Dear Educators,

We are excited to present this Curriculum Connection
(Study Guide) as a valuable resource to support your teaching journey. This guide has been carefully designed to offer engaging and meaningful activities for use in your classroom before and after seeing a S.E.A.S. performance at The Broward Center's Amaturo Theater, The Parker, or Miniaci at NSU. Each section is structured to make it easier for you to integrate cross-curricular connections, providing a seamless experience for students to deepen their understanding while exploring the creative process.

The activities and lessons in this guide have been intentionally crafted to complement Florida's B.E.S.T. standards. By utilizing these resources, you will be able to foster a dynamic and creative learning environment while ensuring students meet key academic goals. We encourage you to adapt the materials to best fit your classroom's needs and objectives, empowering students to think critically and creatively across all disciplines.

We want to take a moment to express our sincere appreciation for the passion and dedication you bring to your classrooms every day. Your commitment to infusing art-full moments into education not only enriches your students' learning experiences but also ignites their curiosity and creativity. Thank you for inspiring the next generation of thinkers, creators, and innovators. We are truly grateful for the impact you have on your students' lives. Consider joining the Teacher's Lounge (QR code below) to be notified of special events and discounts just for Teachers.

Don't forget to distribute your S.E.A.S. stickers when you return to school (after the trip) and share the magic that is Student Enrichment Through the Arts!





Theater Etiquette

There is so much that goes into creating a show for the stage. Behind the scenes, there are people who control the lights and the sound, the sets and the props. There are directors, writers, producers, musicians, and choreographers. So many people work together to create the performance you and everyone in the audience watches.

It is helpful to remind students of appropriate audience etiquette by explaining and discussing WHY these rules of behavior are important:

- Restroom visits are best made prior to the performance.
- Listen carefully to the ushers and your teachers. This gets everyone to your seats quickly and ensures a pleasant experience.
- Turn watches and cell phones to silent.
- Walk single file, hold hand rails as you use the steps for your safety.
- Listen carefully to each performer. They are working hard to entertain and inform with lots of clues about the story.
- Refrain from TALKING. This allows everyone to enjoy the show without distraction. Sometimes we think that if we whisper it is okay. But, if everyone in the audience whispers, it becomes disruptive.
- Laugh if something is funny, but not too loudly, you don't want to miss any dialogue.
- Photography and recording are not permitted.
- Pay attention to the lighting, scenery, costumes and music. All of these elements help provide more details to tell the story in an interesting way.
- Applaud (clap) and laugh at the right moments. This shows the performers that you respect and appreciate their work.

FROM PAGE TO STAGE

An adaptation in theater is when a book, short story, novel, or even a poem is transformed into a stage performance, like a musical or play. The original story is usually kept at the core, but parts may be changed or added, such as songs, dialogue, or characters to make it work better for a live audience.

VOCABULARY OF AN ADAPTATION

Adaptation: Something that has changed so that it can be presented in another form.

Author: A person who writes something such as a book or an article. **Characters:** the individuals portrayed by actors in a play or musical.

Composer: A person who writes music.

Director: A key creative figure in theater responsible for overseeing the artistic aspects of a production.

Lyricist: A person who writes the words of a song.

Playwright: A person who writes plays.

Scriptwriting: Turning narration into dialogue and scenes.

Here are 10 of the most famous stage adaptations:

Les Misérables

The Lion King

Wicked

Matilda the Musical

Harry Potter and the Cursed Child

The Phantom of the Opera

To Kill a Mockingbird

Hamilton

The Wizard of Oz

Oliver!

Les Misérables by Victor Hugo

Based on Disney's animated film (inspired by Hamlet)

Wicked by Gregory Maguire (a reimagining of The Wizard of Oz)

Matilda by Roald Dahl

Harry Potter series by J.K. Rowling

Le Fantôme de l'Opéra by Gaston Leroux

To Kill a Mockingbird by Harper Lee

Based on the Alexander Hamilton biography by Ron Chernow

The Wonderful Wizard of Oz by L. Frank Baum

Oliver Twist by Charles Dickens

Consons George The Cottee Meathou

Curious George The Golden Meatball is a delightful musical adventure, featuring the beloved mischievous monkey and his iconic friend, the Man in the Yellow Hat.

The story centers around All-You-Can-Eat Meatball Day, a day George has been eagerly anticipating. He helps his friend Chef Pisghetti prepare delicious meatballs for the big event. However, this year, the crowd mysteriously disappears. The culprit? A flashy competitor named Phinneas T. Lightspeed and his high-tech Meatballs-o-Matic machine, which steals the spotlight.

Disheartened, Chef Pisghetti decides to give up cooking. But George, ever the loyal friend, hatches a plan to restore the chef's confidence. He sets off on a whirlwind journey to Rome, aiming to enter Chef Pisghetti's meatballs in the prestigious Golden Meatball Contest.

Through catchy songs, playful antics, and heartfelt moments, George learns about friendship, perseverance, and the secret ingredient to great cooking-love and care!



Where did the curious monkey come from?

Let me tell you the amazing true story of the people who created Curious George, the curious little monkey we all love.

Hans and Margret Rey were a husband and wife who loved animals and storytelling. They were both born in Germany and later moved to Paris, France. There, they began creating stories together, combining Hans's illustrations with Margret's writing.

In 1940, during World War II, Paris became a dangerous place for the Reys because they were Jewish. They needed to escape the city quickly. However, trains weren't running, and they didn't have a car. So, Hans built two bicycles from spare parts. They packed their belongings, including their drawings and stories, and rode away from Paris just before it was occupied by enemy forces.

Their journey took them through France to Spain and then to Portugal. From there, they traveled to Brazil and finally settled in New York City. Throughout their travels, they kept their precious manuscript safe—a story about a curious monkey named Fifi.

Once in New York, they decided to rename Fifi to Curious George. In 1941, the first book was published, and children everywhere fell in love with the mischievous monkey and his adventures.

Hans and Margret continued to create stories about Curious George, bringing joy to readers all over the world. Their tale is not just about creating a beloved character but also about bravery, creativity, and the power of storytelling.

So, the next time you read about Curious George's adventures, remember the incredible journey of his creators, Hans and Margret Rey, who showed that with courage and imagination, you can overcome any obstacle.



Where did the Curious monkey come from? Text Evidence

Directions: Reflect on key details and use text evidence from the story of the REY'S to answer the questions below.

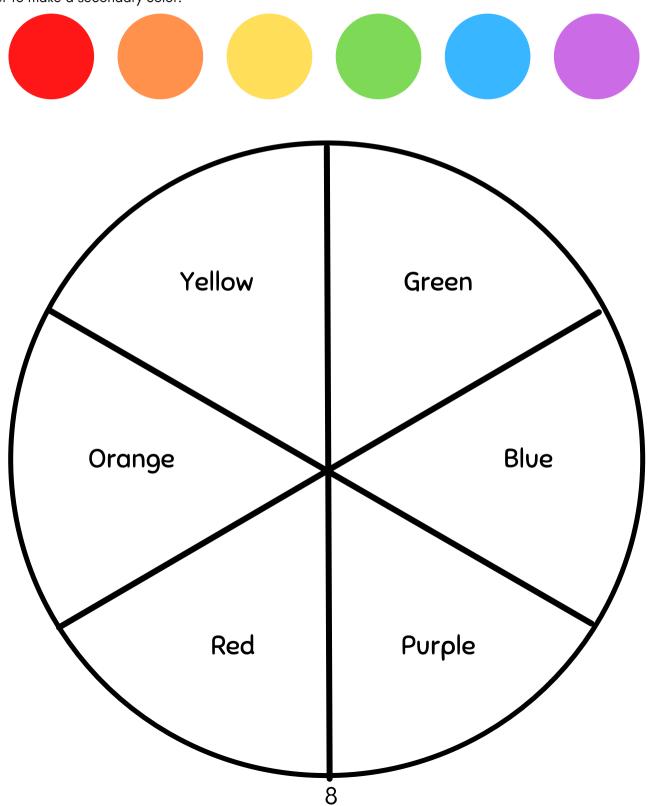
1.Who were the creators of Curious George?

- 2. Why did Hans and Margret Rey have to leave Paris in 1940?
- 3. What clever idea did Hans use to leave the city when the trains stopped?
- 4. What did the Reys carry with them while they fled Paris on bicycles?
- 5. Which countries did they travel through on their journey from Europe to New York?
- 6. What was Curious George's original name before he became "George"?
- 7. When was the first Curious George book published, and where did it happen?
- 8. Why did the Reys decide to change Fifi's name to Curious George?
- 9. What special skills or jobs did Hans and Margret use on their journey and later in America?
- 10. Can you think of a time you had to be brave or creative like the Reys? How did you feel?



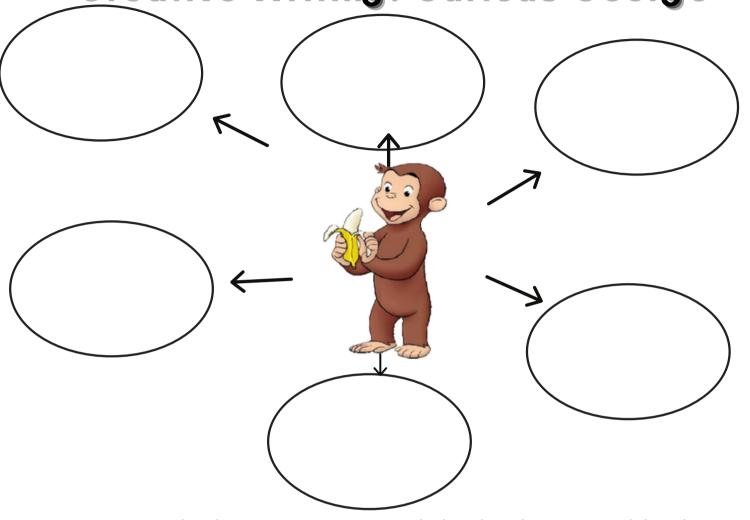
The Color Theory - Color Wheel

At the very beginning of the play, two painters are arguing over whether yellow or blue is the best color. They soon discover they were both right! They bump into each other accidentally mixing their paints, creating a brand new color! What could it be? Use paint or colored pencils to color the color wheel below to discover how primary colors can come together to make a secondary color!



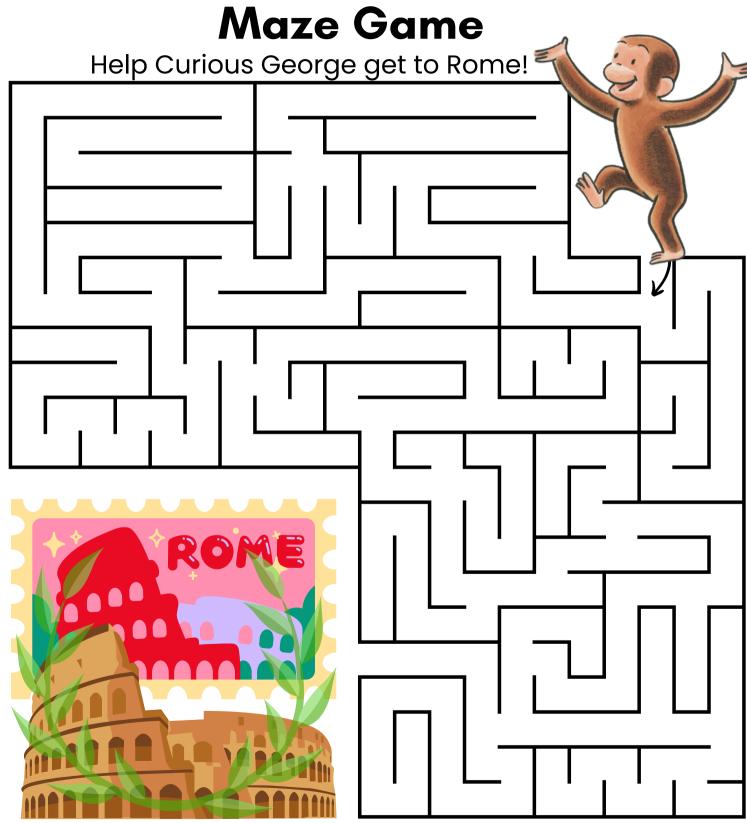
Controlls Georgie

Creative Writing: Curious George



Directions: Use the character map to use words that describe GEORGE (above). Next, write a story using the words you used to describe GEORGE (below):







REASONS WHY I AM GRE

| I am | |
|------|------------|
| I am | |
| I am | THIS IS ME |



By:

Theater Vocabulary: From Script to Spotlight

<u>Play:</u> A story told live on stage by actors in front of a live audience.

Musical: A story told live on stage by actors in front of a live audience that also involves singing and dancing.

Genre: The style of a play.

<u>Plot:</u> The timeline of actions in the story from beginning to end.

Setting: Where a story takes place.

Characters: Who the story is about.

<u>Conflict:</u> A problem that the characters in the story have to face and overcome. A conflict arises when a character wants something but something else gets in their way.

Objective: What a character wants to achieve or solve in the story. In other words, a character's goal.

<u>Protagonist:</u> The story's *hero.* This is the character who is out to accomplish a goal or find purpose.

Antagonist: The story's *villain*. This character is usually against what the protagonist(s) needs to accomplish their objective or goal.

<u>Dialogue:</u> a conversation between two or more people in a play or musical.

<u>Moment Before:</u> an acting term that encourages actors to consider what is going on in their character's life just before the present moment.

<u>Blocking:</u> Movement the director give to the actors to show them where to go on the stage

<u>Choreography:</u> A sequence of dance moves assigned to a dancer in a musical number (song) that are used to help tell the story.

<u>Cue:</u> In theater, a cue signals when another action should begin. Ex: The actor's cue to enter the stage might be after they hear the thunder sound effect.

Make-Up: Artistically designed cosmetics to enhance an actor's portrayal of a character.

Playwright: The writer or writers of the play. Playwrights write the dialogue between characters in a play.

Composer: The artist who writes music for a musical.

Lyricist: the artist who writes words to the music in a musical.

Actor: the artist who embodies or puts themselves "in the shoes of" a character or characters in a play or musical to tell that character's story to the audience.

<u>Audience:</u> a group of people who attend a live event like a theatre performances to watch, listen, and respond to the event on stage.

<u>Director:</u> the artist who works with the writers, actors, and designers to tell a clear story on stage for the audience.

<u>Stage Manager:</u> The artist who manages the onstage and backstage areas before, during, and after a performance.

<u>Costume Design:</u> A costumer designer chooses and creates the articles of clothing that characters wear on stage to help tell the audience who the characters.

Sound Designer: an artist that creates the mood or atmosphere of the play through the use of sound, sound effects, and music in a play or musical.

Props: Objects used by a character on stage to help tell the story. Ex: A character may use a prop like an umbrella on stage if it is raining in that scene of the play.

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K-5 Student to Family Cooperative Activity Ideas:

- Create a home theater space: Dedicate a specific area in your home as a temporary theater space. It can be anywhere with a little bit of space to "put on a show". Create a cozy ambiance with lighting and comfortable seating.
- Create tickets and programs: Design and print them at home or even hand made. Deliver the tickets to family members, and the programs can include information about the performance, cast, and crew. This adds a touch of authenticity and excitement.
- Snack bar and concessions: Set up a snack bar or concessions stand with a variety of treats and
 refreshments. You can even create special themed snacks related to the performance you are watching.
- Interactive viewing experience: Encourage audience participation during the performance. For example, during a musical, you can sing along to the songs and clap during applause-worthy moments!
- Post-show discussions: After the performance, have a family discussion about the show. Share your thoughts, favorite moments, and discuss the themes or lessons portrayed. This can foster critical thinking and encourage creativity in your kids.
- Remember, the goal is to create a memorable and immersive experience. Adapt these ideas
 based on your family's preferences and the resources available to you. The key is to have fun
 and enjoy the theater experience in your digs!

Additional Activity Ideas:

- Memory jars: Create a memory jar with your children. Write down favorite childhood memories on small
 pieces of paper and put them in a jar. Each week or month, take turns pulling out a memory and sharing
 it. This can spark conversations and lead to further discussions about your childhood experiences, and
 theirs too!
- Bedtime stories: Instead of reading traditional bedtime stories, take turns sharing personal stories from your childhood. These could be tales of adventure, funny incidents, or heartwarming experiences. This can create a strong bond between you and your children as you share personal narratives.
- Encourage your kids to create their own journals or scrapbooks to document their childhood memories. Take the opportunity to share your childhood stories as you help them with their own projects. You can even contribute by adding some of your own stories or mementos to their journals.
- What was your favorite song, band or genre growing up? Play a few songs for your child/children and let them play a few of their favorites for you!
- Create traditions with your child/children!: Establish special rituals or traditions that you can share. It could be a weekly movie night, cooking together on weekends, going for a walk after dinner, or singing at the top of your lungs before bedtime.

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Curious George The Golden Meatball

Standards Alignment: The activities in this guide are aligned with the standards listed below. When teachers incorporate the arts, they increase student engagement, offer multiple points for students to access the curriculum, and provide alternate means for students to demonstrate what they know.

| Florida's Benchmarks for Excellent Student Thinking (B.E.S.T.) | | | | |
|---|---|--|--|--|
| Kindergarten through Grade 12/ English Language Arts | | | | |
| ELA.K12.EE.1.1 | Cite evidence to explain and justify reasoning. | | | |
| ELA.K12.EE.2.1 | Read and comprehend grade-level complex texts proficiently. | | | |
| ELA.K12.EE.3.1 | Make inferences to support comprehension. | | | |
| ELA.K12.EE.4.1 | Use appropriate collaborative techniques and active listening skills when engaging in discussions in a variety of situations. | | | |
| ELA.K12.EE.5.1 | Use the accepted rules governing a specific format to create quality work. | | | |
| ELA.K12.EE.6.1 | Use appropriate voice and tone when speaking or writing. | | | |
| Theater | | | | |
| TH.K.C.3.2 | Share reactions to a live theatre performance. | | | |
| TH.1. H.3.1 | Identify similarities between plays and stories. | | | |
| TH.2. O.3.1 | Identify theatrical elements and vocabulary found in everyday life. | | | |

My Theater Review

| I saw: | | |
|--------------|--|--|
| Reviewed by: | | |
| - | | |

This play/musical was about...

Here's a drawing of my favorite character:

It made me feel:

I learned:

I gave this play/musical stars.

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We'd love to hear from you! If you'd like to submit this review, please send to jenriquez@browardcenter.org