

STUDY GUIDE

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Theatre for Youth & Outreach Program

Let Your **Imagination** Take You Places!



AESOP BOPS!

Featuring David Gonzalez accompanied by David Kelly on keyboard

Thurs., Oct. 8, 2015, 10:30 am

For additional copies visit
kingcenter.com

click Theatre For Youth
section & proceed to
Study Guides &
Resources.

With Special Thanks



Sponsored in part by the State of Florida, Department of State, Division of Cultural Affairs and the Florida Council on Arts and Culture.



Season 2015-2016

Dear Friends and Patrons of the Arts,

Thank you for your interest in the King Center Theatre For Youth Program. The mission of the program is to inspire, nurture and sustain a lifelong appreciation for the performing arts among our youth theatre patrons. This is accomplished by the diverse array of entertaining and educational arts offerings.

Study resource materials made possible by each artist and their management teams, is being provided to augment the live theatre experience. We hope you find the materials useful.

A live theatrical experience can leave a memorable impact even after the show is over....so, *Let Your Imagination Take You Places!*

We are looking forward to your attendance at the show.

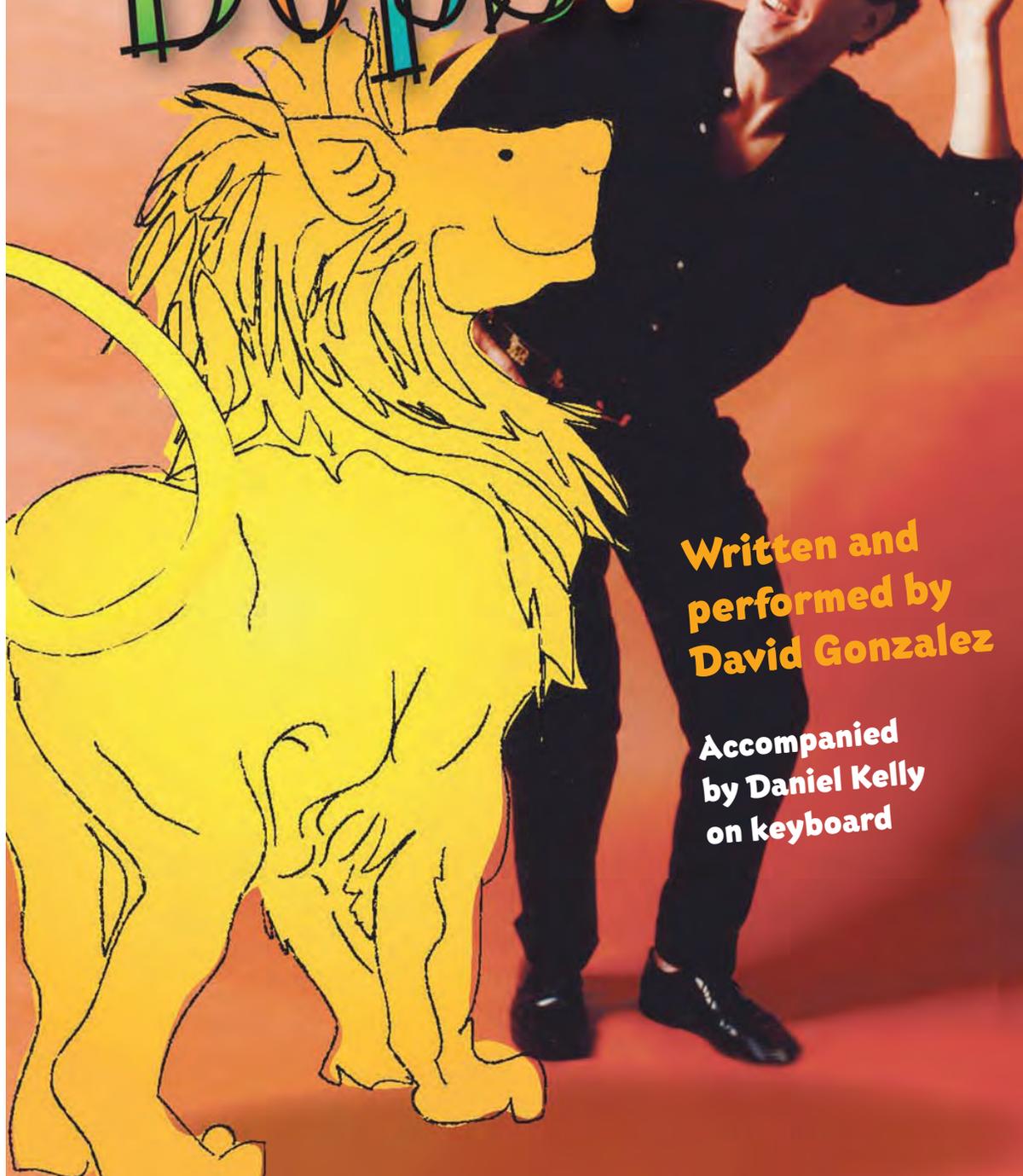
Yours in the arts,

A handwritten signature in cursive script that reads "Karen".

Karen Wilson
Director
Theatre For Youth and Outreach Program

The Kennedy Center

AESOP BOPPS!



**Written and
performed by
David Gonzalez**

**Accompanied
by Daniel Kelly
on keyboard**

Cue sheet

Welcome to *Cuesheet*,
a performance guide
published by the
Education Department
of the John F. Kennedy
Center for the Performing
Arts, Washington, D.C.
This *Cuesheet* is designed
to help you enjoy the
performance of *Aesop Bops!*

What's in *Cuesheet*?

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Stories, pages 2-3

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page 5

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COVER AND INSIDE
ILLUSTRATIONS BY
EVE VATERLAUS

PHOTO BY V. SEXTON

The Kennedy Center



A Storyteller and r

Welcome to Aesop Bops!

Storytellers tell stories without any sets or costumes. They use their words, voices, and bodies to tell you where the story happens and what the characters say, feel, and do. At the performance, you will hear three stories:

- The Lion and the Mouse
- The Fisherman and His Wife
- The Turtle's Shell

Read a little about the stories on this page and the next one.

ROAR

The Lion and the Mouse

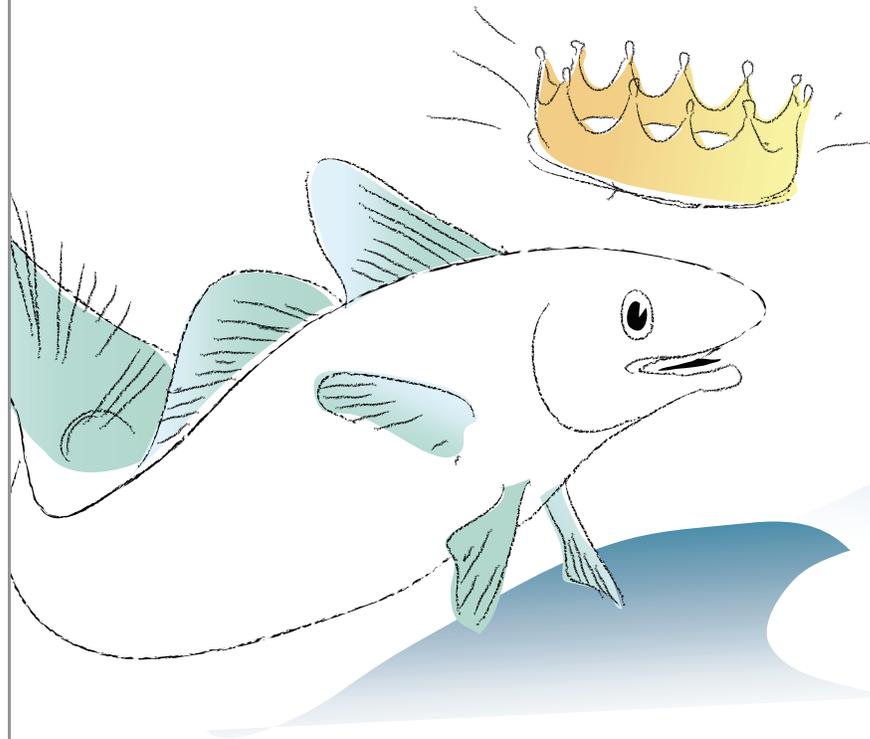
One day while a lion sleeps, a mouse runs across his paw. The lion wakes up with a big ROAR! He wants to eat the mouse, but then the mouse says something that makes the lion laugh. If the lion sets him free, the mouse says he might be able to help the lion someday.

Do you think a little mouse could help a big lion?

How?



Three Stories



The Fisherman and His Wife

One day, a fisherman catches a magic fish. The fish says he will grant all the fisherman's wishes if the fisherman lets him go. When the fisherman tells his wife what happened, she makes him go back. Ask the fish to make you the king and me the queen, she says! When the fish grants those wishes, the wife asks for more.

Will the fish keep granting the wife's wishes?

The Turtle's Shell

Why do turtles' shells look like they do? The answer comes from the story of the world's first turtle. The turtle loved the blue sky and wanted to live there. Then he met a big bird called a vulture. The vulture let the turtle climb on his back. They began to fly. But there was one problem. The turtle complained about the vulture's smell, and that made the vulture mad.

What will happen to the turtle?



Telling the Stories

Who Is Aesop?

Aesop (pronounced EE-sop) was a man who told stories thousands of years ago. His stories almost always had animals in them, and the stories always taught lessons. Because the stories showed people how to behave, people told the stories over and over again. The stories in this performance are like stories Aesop told.



The Storyteller's Toolbox

A storyteller uses special tools. Not tools like hammers, but tools that we all have in our own bodies and brains. They are:

- Different voices, like a squeaky voice for the mouse
- Different movements, like showing the fisherman rowing a boat
- Different faces, like showing surprise or fear
- Words that rhyme, like “shack” and “cracked”



Meet Your Storyteller

Your storyteller is David Gonzalez. David also plays the guitar, and he uses music to help him tell the stories.

The Sound of the Stories

With just a voice, a guitar, and a keyboard (a piano), the storyteller can make many different sounds that help tell you what is happening in the story. Listen for:

- The tip-toeing of the mouse
- The roar of the lion
- The turtle's walking through the mud

The Grown-Up Page

Information for Adults Accompanying Children to the Performance

Dear Grown-Up,

This page features background information that can help teachers, parents, and other adults discuss the performance with children. We've also included learning activities ("Things to Do") for the children to try before or after the performance.



About the Performance

Enduring Tales

All three stories in this performance are in the spirit of Aesop, with animal characters and morals. You might recognize Lion as classic Aesop. To create *The Turtle's Shell*, David Gonzalez combined an Aesop fable with a South American folk tale. The resulting Turtle story is also a *pourquoi* tale, a story that explains how something came to be. *Fisherman* is a Grimm's fairy tale. After the performance, you may want to help the children explore other Aesop's fables and *pourquoi* tales at the library.

A Multitalented Storyteller

David Gonzalez is not only an award-winning storyteller, but also a musician and poet. Gonzalez, who is also a music therapist, performs nationwide and conducts educational workshops.

Things to Do

Ways to Tell a Story

Choose a short story or nursery rhyme that you can remember, like "Jack and Jill Went Up the Hill." Tell the story with just movement but no words or sounds. Then, tell the same story again using just words but no movements. Finally, tell the story once more using both sounds and movements.

Words to Live By

The stories in *Aesop Bops!* contain morals, or lessons about doing the right thing. After the performance, discuss what you learned from each story. (For example, be happy with what you have.) Then think of another lesson that is important for people to remember. Create a short story that could teach that lesson.

Things to Talk About After the Performance

- Which story was your favorite? Why?
- If you could be any of the characters, which one would you be? Why?
- Did you feel sorry for any of the characters?
- Choose two of the stories to compare. How are the two stories different? Alike?

The Write Stuff

Write a letter to David Gonzalez. Tell him what your favorite part of his show was and why, and ask him questions. Draw a picture of your favorite part to include with the letter. Send to: David Gonzalez, c/o ARTSEdge, The Kennedy Center, P.O. Box 101510, Arlington, VA 22210.

A Good Audience

At the  , you are the .

This is different from  ing  or

a  . You are in the same room with

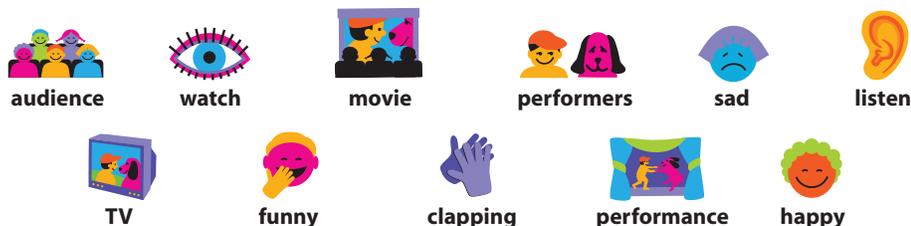
the   . They do best when you 

and  carefully.   like it when

the  reacts to parts of the story

that are  ,  , or  . If you like

the  , show it by  at the end.



Resources

For more about storytelling, go online to www.artsedge.kennedy-center.org/

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Chairman

Michael M. Kaiser
President

Darrell M. Ayers
Vice President, Education

Aesop Bops!

Written and performed by
David Gonzalez

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Cuesheet

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For more information about the performing arts and arts education, visit our Web sites:

www.kennedy-center.org/education
www.artsedge.kennedy-center.org

Questions, comments? Write us at cuesheets@artsedge.kennedy-center.org.

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