TEACHER STUDY GUIDE

2018/2019 SEASON

School Shows: November 28 - 30, 2018
10:00 & 11:45 AM
Atwood Concert Hall

Public Show: December 1, 2018
7:30 PM
Atwood Concert Hall

- Curriculum Connections
- Learning Resources
- Performance Background
- Activities for the Classroom
- Theatre Etiquette

Additional support provided by Alaska State Council on the Arts, the Atwood Foundation, the Municipality of Anchorage, National Endowment for the Arts and WESTAF.
Alaska Junior Theater is a private, nonprofit organization that has been bringing the best in professional theatre from around the world to Alaska’s young audiences since 1981. Each year, more than 40,000 students attend a variety of live performances at the Alaska Center for the Performing Arts. For many students, our school show presentations are their only exposure to live performing arts.

Each show we present has a strong educational component, and is linked to Alaska Content Standards. Alaska Junior Theater also offers teacher and student workshops, study guides and classroom transportation to our performances.

We are committed to keeping ticket prices low, allowing children of all financial levels to experience professional, live theatre. Our low educational ticket price of $8 covers only half our costs of presenting shows. To subsidize the remaining $8 of each ticket, we actively fundraise and rely on the support of corporations, foundations and individuals. In addition, we fundraise to offer full scholarships to students with financial need.

Alaska Junior Theater asked area teachers to review our 2018/2019 performances for direct connections to Alaska Content Standards. The direct connections for Air Play are listed to the below which will assist in lesson planning and will assure teachers that Alaska Junior Theater programs help classes meet curriculum connections.

To get a complete copy of the Alaska Content Standards, visit: https://www.asdk12.org/commoncore/.

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Special thanks to Deanna James, Brian Singleton and Michael Jereu for their help in this effort.
Resources Related to Air Play

Gymnastics and Acting
August acrobat by Ron Roy
Gymnastics School by Naia Bray-Moffatt
Fundamental Gymnastics by Linda Wallenberg Bragg
Break a Leg!: the Kids’ Book of Acting and Stagecraft by Lise Friedman
Acting out: six one-act plays!: six Newbery stars! edited by Justin Chanda
Best of Stuntology by Sam Bartlett
The Dangerous Book for Boys by Conn Iggulden
The Daring Book for Girls by Andrea Buchanan

Kites and Balloons
Asian Kites by Wayne Hosking
Catch the Wind!: all about kites by Gail Gibbons
How to Make and Fly Stunt Kites by Jeremy Boyce
Balloon Trees by Danna Smith

Wind
Wind by Marion Bauer

Check out ebooks and audio books by these authors and many more at the ListenAlaska and hoopla and download music at Freegal on the Anchorage Public Library Website: www.anchoragelibrary.org

The Library offer regular STEM programming for children and youth, check out their website for more information. www.anchoragelibrary.org
Air Play

Creators Seth Bloom and Christina Gelsone met at a circus in Afghanistan, were engaged while street performing in Scotland, and married in China. They have performed in over 20 countries, juggled on Letterman, headlined at the Big Apple Circus, and were featured in the The New York Times.

Air sculptor Daniel Wurtzel works in multiple disciplines. His air flow piece “Magic Carpet” went viral with millions of views. Since then, his work has been seen around the world, including pieces on Broadway and with Cirque du Soleil, Julie Taymor, Robert Lepage, and Diane Paulus. Director West Hyler is equally at home in the circus or on Broadway. He is working on a new Broadway show for Cirque du Soleil and has twice directed Big Apple Circus. As associate director of Jersey Boys, he staged productions of the show on five continents.

A comic adventure on an epic scale, Air Play is innovative and spectacular for audiences of all ages. Air Play packs small, plays big, and successfully merges the high art of Daniel Wurtzel’s extraordinary air sculptures with Seth and Christina’s crowd-pleasing comedy.

Watch flying umbrellas, larger-than-life balloons, kites that float over the audience, and the biggest snow globe you’ve ever seen. You will gasp in wonder and laugh until it hurts. Air Play is a visual poem to childhood, to the rite of passage in growing up while continuing to look at the world in childlike wonder.

Air Play’s color palette and themes are inspired by the paintings of Joan Miro. “My characters have undergone the same process of simplification as the colors. Now that they have been simplified, they appear more human and alive than if they had been represented in all their details.” – Joan Miro

Air Play
Written and Created by Seth Bloom and Christina Gelsone
Performed by Seth Bloom and Christina Gelsone
Air Sculptures in collaboration with Daniel Wurtzel
Directed by West Hyler

Technical Director: Todd Alan Little
Stage Manager: Flora Vassar
Lighting Design: Jeanne Koenig
Costumes: Ashley Dunn Gatterdam
Sound Design: Seth Bloom and Christina Gelsone
Additional Sound Design: Phil Ingle
Props: Seth Bloom and Christina Gelsone

Support for Air Play
Air Play has been made possible by support from Playhouse Square, New Victory Theater, Zoellner Arts Center, Flushing Town Hall.
Air Play Fallen Phrase Puzzle

E
E I G I E T H S
D I N E C C A M T H T H
M M O A T R E A A W D E N F F H U D
H I Y B C B V I C T S S O R A I S I T
N U L L R P H E N E S E T H E N L S H A Y
A A V A L S F R N E H I N E I I T E E D E
H H O L P E H E O A O T M O S L S F M M E N
T C D Y E L P A O N R T R R P E T A V E E Y
A S A N D E R P E R R P I E O A A A T E H I N
Joan Miró
Movements and Styles: Surrealism, Dada

What is Surrealism?
Founded by the poet André Breton in Paris in 1924, Surrealism was an artistic and literary movement. It proposed that the Enlightenment—the influential 17th- and 18th-century intellectual movement that championed reason and individualism—had suppressed the superior qualities of the irrational, unconscious mind. Surrealism’s goal was to liberate thought, language, and human experience from the oppressive boundaries of rationalism.

Create a Surrealist Collage

Items Needed:
- Colored Construction Paper
- Variety of Magazines
- Glue Sticks
- Scissors

Directions:
1) Cut images out of the magazines (if doing this project with younger children you may want to do this in advance of class).
2) Have your students search through old magazines to find a background for their surrealistic creation. A full-page image works best. Once they have selected a background, cut it out and paste it on a piece of construction paper.
3) Consider adding embellishments. While not essential, embellishments can take the collage up a notch by adding depth, interest and sparkle. Use ribbons, beads, string, feathers or fabric in the paper collage. Find these items around the house, or purchase them at a craft store.
4) Have your students arrange the pictures on the background image, and when satisfied with the design, glue the images in place.
Lickety-split Warm Your Face Up Game

- Start with your face in neutral.
- Rub your face with your hands, stretching and squishing your face.
- Shrink your face as small as you can, making it as small as a raisin.
- Open your face as big as possible, with your mouth open like a lion.

Most dramatic plays pretend that the audience is not present, creating an invisible barrier technically called the fourth wall.

Recently in New York City, some famous actors have broken the fourth wall to chastise rude audience members. The reason? With the rise of cell phones, people have started texting during shows. Though they are quiet, the glow of the cell phone makes them easily seen! When you go to a show, performers are grateful when you turn off your cell phone.

Theatrical actors are trained to ignore the audience. Of course, actors can always hear an audience reacting, but they never look directly at the public. If a spectator sneezes, for instance, an actor on stage will not break the scene to say “Bless you!”

But clowns are taught the opposite, because they originally came from circus and street performing. In circus, an acrobat must be able to do difficult tricks: an acrobat doesn’t pretend to do a handstand the way an actor does pretend to be a character. Likewise, clowns don’t pretend the audience isn’t there. Instead, clowns look right at the audience, and often go into the audience.

Plus, it’s funny. One of the biggest tricks in a clown’s bag is looking at the audience and sharing their emotional reaction with the public. It’s one thing to put your hand in the cookie jar. It’s quite a different thing to put your hand in the cookie jar and then look up and realize someone is watching you. That “uh-oh!” moment - if the audience can see it - is what is funny.

When you see Air Play, watch for:
- Do the performers look directly at the audience?
- Do they go into the audience?
- Does the audience come on stage?
Lickety-split Thought Experiment
-Imagine you are standing near the top of a tall tower.
- In your hands are two balls: a bowling ball and a tennis ball.
- When you drop the balls at the same time, which one reaches the ground first?

According to Aristotle, the ancient Greek philosopher and scientist, the heavier object should land first. But by 1588, Galileo Galilei thought they would land at the same time, and he wanted to test his idea. Perhaps that leaning tower next door would do?

Galileo Galilei came up with the thought experiment to disprove Aristotle, but we don’t historically know if he threw two balls off of the Leaning Tower of Pisa. (At the time, he was a math teacher in Pisa, Italy, though perhaps then the tower wasn’t leaning over quite as far.)

However, two other scientists living in the Netherlands - Simon, conducted the experiment Stevin and Jan Cornets de Groot (not related to “I am Groot!”) They dropped two objects off of their closest tower, the Nieuwe Kerk in Delft.

In 1586 Simon Stevin wrote “Let us take (as the highly educated Jan Cornets de Groot, the diligent researcher of the mysteries of nature, and I have done) two balls of lead, the one ten times bigger and heavier than the other, and drop them from 30 feet high, and it will show, that the lightest ball is not ten times longer under way than the heaviest, but they fall together at the same time onto the ground. …This proves that Aristotle is wrong.”

Back then it was dangerous to say, ‘Aristotle is wrong,’ and this “drop test” was part of a massive turning point in the history, thought, and practice of science. In fact, when the Apollo 15 was on the moon, Commander David Scott honored Galileo by doing his own “drop test.” The astronaut dropped a feather and a hammer at the same time in the near vacuum of the moon’s surface, and, yes, they did indeed land on the ground at the same time. In fact, you can see video of this lunar experiment by searching “Apollo 15 Hammer-Feather Drop.”
Solve the Maze!

Cryptogram

START

| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z |
| 21|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

21 12 11 4 13 6 14 7 7 16 5 21 16 6 14 14 20 10 21 6 6 23

21 5 22 11 9 14 26 15 5 22 14 5 22 14 21 5 14 4 16 26 4 16 10 7

21 15 13 9 11 13 14 4 15 21 4 5 9 10 7 14 10 9

Alaska Junior Theater
Air Play Crossword Puzzle

Across
1) The expression or application of human creative skill and imagination.
2) A traveling show that is often performed in a tent and that typically includes trained animals, clowns, acrobats, etc.
6) A building or outdoor area in which plays and other dramatic performances are given.
7) A development of concrete poetry but with characteristics of intermedia in which non-representational language and visual elements predominate.

Down
1) An entertainer who performs gymnastic features.
3) The art of making two or three dimensional representatives.
4) A pre-selected range of colors.
5) A drama of light and amusing character.
Memory Game

Print the memory cards on card stock and cut each card along the dotted lines. Once all of the pieces are cut out flip them over and mix them up. Shuffle the cards and lay them on the table, face down, in rows. Turn over any two cards and keep them if the match! The trick is to remember which cards are where.
The Power of Wind

Wind, even if it is your breath, can be very powerful. Sailboats have a large piece of material that is blown by the wind to make the boat move. Try this experiment. Make a pinwheel, then use your breath to blow the wheels around.

**Supplies needed:**
1. Paper, any color, size of square to the right.
2. Scissors.
3. Crayons or markers to decorate the paper.
4. Push Pin.
5. Pencil with an eraser.
6. Your breath.

**Directions:**
1. Trace the square to the right of a piece of paper.
2. Be sure to put the lines, dot, and numbers in the same places, on your square.
3. Color both sides of the paper.
4. Cut along the 4 DARK diagonal lines.
5. Bend the 1st numbered corner to the center dot.
6. Bend the 2nd numbered corner on top of the first.
7. Bend the 3rd numbered corner on top of the second.
8. Bend the 4th number corner on top of the third.
9. Carefully insert a push pin through all the papers in the center, holding them together.
10. Insert the pinwheel and the push pins into the eraser on the top of the pencil.
11. Gently blow towards the push pin and watch the pinwheel go around, demonstrating the power of your wind (or breath)!
Does Air have Mass and Weight?

Materials:
- 6 balloons (same size and shape)
- 7 pieces of string about 8 inches in length
- Marker
- Ruler

Terms, Concepts, and Questions to Start Background Research

- **Mass**: the size or amount of something compared to its weight
- **Weight**: heaviness; the amount something weighs
- **Inflate**: to fill with air

Air is all around us. Because air is mostly invisible, many young children mistakenly assume it has no mass or weight. Air is made up of different gases, including nitrogen, carbon dioxide, water vapor, oxygen, and others. All of these gases are composed of particles, or molecules. In this investigation, balloons filled with air are compared to show that air does have mass and weight.

Research Questions
- Does air have weight?
- Does air have mass?
- What inflates a balloon?

Direction:
1. Gather the necessary materials.
2. To show that air has mass, have an adult help inflate the balloons to six different sizes.
3. The mass of the air causes the balloons to inflate.
4. Tie off the end of each balloon and then tie a piece of string to the end of each balloon.
5. Using the marker, label the balloons A, B, C, D, E, and F.
6. Predict which balloon is the heaviest. Record your prediction.
7. Tie one end of a piece of string to the center of the ruler. Tape the other end of the string to a table so that the ruler hangs freely below. Be sure that the ruler balances straight across when it is hanging. Move the string to make adjustments.
8. Compare the weight of the balloons by tying different combinations of balloons to the ends of the ruler exactly one inch from the end. The balloon that tips the ruler down weighs more than the other balloon.
9. Record the data.
Balloon Activities

Balloons – in one form or another – have fascinated human beings for centuries. Ask students to guess who invented the modern balloon and when it was invented (Answer: In the mid-1800s by Michael Faraday). However, it wasn’t until 1931 that there was mass production of modern-day blow-up-by-yourself colored latex balloons.

Balloon Inflation

Each student blows up a balloon. Balloons work best for games at about 85% of inflation capacity. Keen participants often over-inflate which leads to higher burstage. Less confident participants may underinflated. You can turn the ideal inflation into a game and demonstration. Show the ideal inflation and walk around coaching children. 85% inflation also allows a handy distance for tying a thumb-knot in the neck of the balloon. Some students may need a hand to tie the balloon off. Encourage cooperation among students rather than doing it yourself.

Balloon Juggle and Sort

Challenge students to keep all balloons (1+ per person) in the air. This gets the class moving and cooperating. Once they’ve got the hang of it, make it harder by adding in more balloons or placing restrictions e.g., no hands to keep balloons up. Ask students to keep juggling the balloons while sorting them into colors (works best with large groups).

Balloon Frantic

You will need two or three inflated balloons per student and a stopwatch for this activity. Each child has a balloon, with the rest in a nearby pile. Everyone begins bouncing their balloons in the air. Every five seconds, another balloon is added. See how long the group can keep the balloons bouncing before receiving six penalties. A penalty is announced loudly (to create excitement!) by the leader when a balloon hits the floor, or once on the floor, if is not got back into play within five seconds. The leader keeps a cumulative score by shouting out “one”, “two”, etc. When the leader gets to “six”, time is stopped. After some discussion, the group tries to improve its record with another attempt.
Air Play
Word Search

Word List:

- Acrobat
- Art
- Air Play
- Acrobuffos
- Balloon
- Circus
- Comedy
- Color Palatte
- Fabric
- Joan Miro
- Sculpture
- Spectacle
- Theater
- Umbrella
We have a wonderful opportunity at this performance to help youth learn about attending live performances. Please discuss the following with your students:

1. Sometimes young people do not realize how a live performance differs from watching a movie or television show. A live presentation has not been pre-recorded with the mistakes edited out. This makes it riskier for the performer and more exciting for the audience. It also means the audience has a real contribution to make to the overall event. Each audience member affects those around him/her as well as the performer. Concentrate to help the performers. The audience gives energy to the performer who uses that energy to give life to the performance.
2. An usher will show you where to sit. Walk slowly and talk quietly as you enter the theater.
3. For safety’s sake, do not lean over or sit on the balcony railings or box ledges. Please be careful on the stairs. Avoid horseplay and running throughout the building.
4. If necessary, use the restroom before the performance begins. Adults need to accompany young students.
5. You may talk quietly to the people next to you until the performance begins.
6. When the lights in the theater begin to dim, it is the signal that the performance is about to begin. Stop talking and turn your attention to the stage.
7. Stay in your seat throughout the entire performance.
8. During the performance, listen quietly and watch closely. Talking during the performance will distract other audience members and performers. Try not to wiggle too much and don’t kick the seat in front of you. These disruptions make it hard for others around you to concentrate on the show.
9. Sometimes during a performance you may respond by laughing, crying, or sighing. By all means feel free to do so! LAUGHING IS APPROPRIATE. (Teachers, please do not hush the students while they are laughing.) If something is funny, it’s good to laugh. If you like something a lot, applaud. This will let the performers know that you are enjoying the show.
10. At the end of the show, applaud to say thank you to the performers. The performers will bow to acknowledge your appreciation and thank you for coming.
11. When the lights get brighter in the theater, the show is over. Stay in your seats until the OnStage Coordinator dismisses your school.
12. Please remember:
   - Taking photographs or using recording devices is strictly prohibited.
   - Beverages and food, including gum and candy, are not allowed in the theater.
   - You are only one person among several hundred in the audience.
   - Please respect the performers and your fellow audience members.

Please inform your adult chaperones that ushers will be available throughout the performance if there are any difficulties.

Thank you!
Air Play Vocabulary

**Acrobat**: An entertainer who performs gymnastic features such as a tightrope walker, trapeze artist or using the cyr wheel.

**Circus**: A traveling show that is often performed in a tent and that typically includes trained animals, clowns, acrobats, etc.

**Sculpture**: The art of making two- or three-dimensional representative or abstract forms.

**Comedy**: A drama of light and amusing character and typically with a happy ending or a ludicrous or farcical event or series of events.

**Color Palatte**: Refer to a pre-selected range of colors.

**Visual Poem**: Literary theorists have identified visual poetry as a development of concrete poetry but with the characteristics of intermedia in which non-representational language and visual elements predominate.

**Theater**: A building or outdoor area in which plays and other dramatic performances are given.

**Art**: The expression or application of human creative skill and imagination.
“My characters have undergone the same process of simplification as the colors. Now that they have been simplified, they appear more human and alive than if they had been represented in all their details.” - Joan Miró.