

Discovery Series

2019-2020
Resource Guide



AESOP'S FABLES



VICTORIA THEATRE ASSOCIATION

**Wednesday, December 4 &
Thursday, December 5, 2019**
9:30 a.m. & 11:30 a.m.
The PNC Arts Annex

Written by Larry and Vivian Snipes
Produced by Lexington Children's Theatre

Curriculum Connections

Discovery Series

Welcome to the 2019-2020 Discovery Series at Victoria Theatre Association. We are very excited to be your education partner in providing professional arts experiences to you and your students!

How do children learn morals and what is right from wrong? Fables have been a tool in shaping the viewpoints of cultures since Ancient Greece around 550 BCE. That is when Aesop began telling his tales. AESOP'S FABLES ON STAGE is a show that will expand upon those well-known stories. We hope that your students enjoy seeing these tales come to life. As you watch the show, think about what these different characters are trying to teach you.

The information and activities in this resource guide have been carefully crafted to help you and your students explore the many ways a live theatre experience can open up learning opportunities. Grade level icons will help you determine which activities are good for students, too. And don't forget to take advantage of the local resources listed inside to extend the play-going experience and make even more curricular connections for you and your students. Thank you again and welcome!

The Education & Engagement Team



You will find these icons listed in the resource guide next to the activities that indicate curricular connections. Teachers and parents are encouraged to adapt all of the activities included in an appropriate way for your students' age and abilities. AESOP'S FABLES fulfills the following Ohio and National Education Standards and Benchmarks for Pre-K through fourth grade.



Ohio's New Learning Standards Related to AESOP'S FABLES

English: RL.K.3, RL.K.5, RL.1.3, RL.2.3, RL.3.2, RL. 3.3, RL 4.3

Arts: TH:Re7.1.K, TH:Re7.1.1., TH:Re7.1.2. TH:Re7.1.3.

This resource guide was created by Natalie Katona. All activities are available for distribution and use in the classroom or at home.

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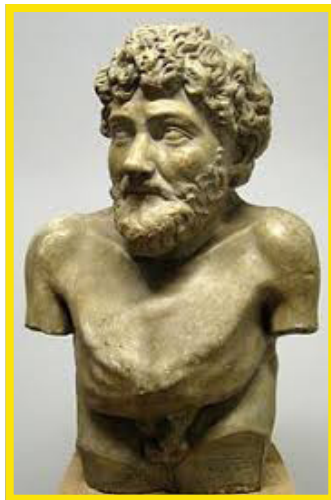
About the Play



What do a tortoise, a hare, a goose, a golden egg, a lion, and a mouse all have in common? Find out as storytellers use music, dance, and a dose of hilarity to re-enact some of Aesop's most famous fables! You'll laugh, clap, and cheer along with these beloved stories that teach us memorable lessons like "Don't count your chickens before they hatch" and "Slow and steady wins the race."



Spotlight on Aesop



Aesop is known as the Father of Fables. None of Aesop's stories survived to present day in a written form, so people speculate whether Aesop is the writer of all these well-known tales or if he is just credited with them. However, his tales are still told and celebrated in present day and people still use his influence to write their own stories. Other commonly known Greeks such as Aristotle, Herodotus, and Plutarch make mention of Aesop in their work. Aristotle and Herodotus wrote about Aesop's life as a slave in Samos. They also speculated that he must have been freed after he argued as an advocate for a wealthy Samian in court. Due to the legend-like quality of Aesop's life, very little is actually known or confirmed about his life.

Ohio Spotlight



Urbana University is home to a unique Folk Tale experience, with the Johnny Appleseed Museum. Johnny Appleseed was an American pioneer who is fabled to have taken apple seeds to different parts of America and spread apple seeds. One of the states he visited was Ohio. The image we mostly associate with Johnny Appleseed is him walking America in a tin hat and spreading seeds randomly across the land he would visit. However, the real Johnny Appleseed, John Chapman, planted apple tree nurseries to help spread apple trees across the nation. Many of the nurseries were in north-central Ohio, thus making him one of our folk tales. When you visit the Johnny Appleseed Museum you can see a cider press, wood and bark from the original trees planted by Johnny, and other artifacts that tell his store. To learn about visiting the museum, visit: <https://www.urbana.edu/about-us/community/johnny-appleseed-education-center-and-museum>.



Pre-Show Conversation Starters



AESOP'S FABLES is a show that walks you through stories that have been passed down through generations of cultures and people. Stories like The Town Mouse & Country Mouse, The Wolf in Sheep's Clothing, The Tortoise & The Hare, and many more have used animals and different character types to try and teach children different life lessons. As you prepare for the show think about:

- 1) What are some animal and character trait connections you know? (example: sly as a fox)
- 2) Why would stories be used to teach morals and lessons?
- 3) Do we still use stories today to teach others how to act morally?
- 4) What are some moral sayings you are already familiar with? (example: an apple a day keeps the doctor away)
- 5) Define the word moral, what does it mean to you?

What is a Fable?



Whenever you are taught a lesson or a moral when reading a story, there is a good chance that story is a fable. Here are some common traits you will find in most fables:

- The main characters of the fable are animals
- Those animals take on human traits and behave as humans would. This is an example of the literary term **personification**.
- Other natural elements such as clouds, trees, or wind will also be personified.
- There is a moral or a rule for how you should behave that is present within the story.
- Animals in fables will repeat certain human traits, wolves and foxes are always cunning in fables. Lions are a powerful being in the story.



Fable Summaries



In the show **AESOP'S FABLES** you will see actors perform a variety of Aesop's stories. Familiarize yourself with the following characters and plots so you will recognize them during the play.



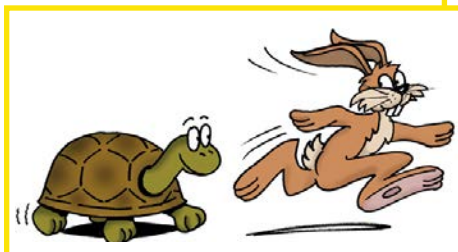
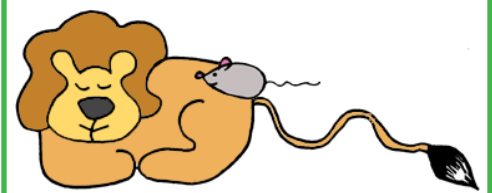
Eagle and the Fox - An eagle and a fox vowed to one another that they could live with the other and they would share the forest. The eagle took built its nest in the tree and the fox made its den for her and her babies in the bushes at the base of the tree. The fox left her babies in her den to go hunting and the eagle took the babies and gave them to his children. When the fox realized what had happened, she tried to think on how to get revenge. Before she could hatch a plot, the eagle took a piece of meat from some shepherds who were cooking at a camp fire. When the eagle brought the meat back, it was still warm from the fire and caught the nest on fire and the young eagles fell out where the fox then ate them, getting her revenge without much planning.

The Frog - There were two frogs who met one day in the forest. One frog lived in the swamp and listened to the details about the small pond the other frog lived in. The first frog began to yearn for the bright grass, cool waters, and the lack of neighbors in the small pond. One day, the second frog invited the swamp frog to come and live with them. While travelling to their new home, the frog got run over by a cart and never made it to the pond.



The Boy Who Cried Wolf - A boy's job for the village was to go out to the hill and watch the sheep to protect them from predators. One day, the boy grew bored watching the sheep and called down below to the village "wolf, wolf!" The villagers stopped what they were doing and ran to meet the boy and help him chase off the wolf. The boy then laughed at the great joke he played on his fellow villagers. He did this for the next two days as well. On the fourth day, the boy looked out over the hill and realized that a wolf was stalking the sheep, ready to attack. He yelled, jumped, and waved to get the villagers' attention. No one came to help him, and his entire flock was eaten.

The Lion and the Mouse - A lion was napping out in the sun when he heard mice rustling in the grass. He sleepily reached out his paw and swatted down, catching one of the mice in his paw. The mouse begged to be let go and the lion lifted his paw, letting the mouse escape. A few days later, the lion was walking in the shade of the trees and became entangled in a hunter's net. The mouse walked past the lion and remembering how the lion had let him free, he gnawed against the rope with his teeth until the ropes fell away and the lion was let loose.



The Tortoise and the Hare - A hare was surrounded by animals and boasting about how fast he could run. As he bragged, the tortoise slowly went by to get home. The hare called attention to the tortoise and laughed at him for being so slow. The tortoise responded to the teasing by challenging the hare to a race. The hare laughed, thinking this would be an easy win, and accepted the dare. At the beginning of the race, the hare took off quickly and got to be much further down the path than the tortoise. Once the hare realized he had a big lead, he decided to play around in the trees near the path. Playing in the trees tired him out and he decided to take a nap, because he still couldn't see the tortoise. As the hare napped, the tortoise kept along the path. The tortoise never distracted himself with play or napping, he just continued his path towards his goal. When the hare finally woke up, he took off quickly but when he made it to the finish line, the tortoise was already at the finish line.

A Fable Analysis



Name _____

Take one of the fables listed in this resource guide or presented in the show and guess the **moral of the story!** The moral of the story is the lesson you've learned on how to be a better person.

Name of Fable: _____

Character 1

Character 2

--	--

Who was the character who behaved in the right way in the story? What did they do wrong? _____

Who was the character who behaved in the right way in the story? Why were they the character who acted the right way? _____

What did you learn from the character who behaved in the wrong? _____

What did you learn from the character who behaved in the right? _____

What was the moral you learned from the whole story? _____

Name _____

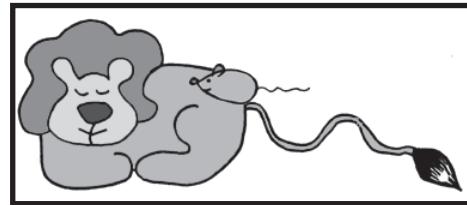
Read aloud the fables contained in the resource guide as a class. Then, read the morals on this worksheet and determine which moral goes along with each fable. Students will draw a line from the moral to its matching fable.

1. Keep trying and slow and steady will always win the race.



The Frog

2. Keep your promises if you want to live a good life.



The Lion and the Mouse

3. People will remember when you do nice things for them and then do nice things for you.



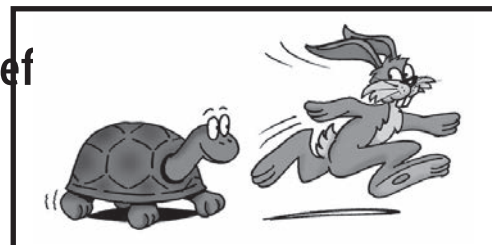
The Eagle and the Fox

4. If you lie often enough, no one will believe you when it really matters.



The Boy Who Cried Wolf

5. Always be careful of being jealous of what someone else has.



The Tortoise and the Hare

Animal Figurative Language



Name _____

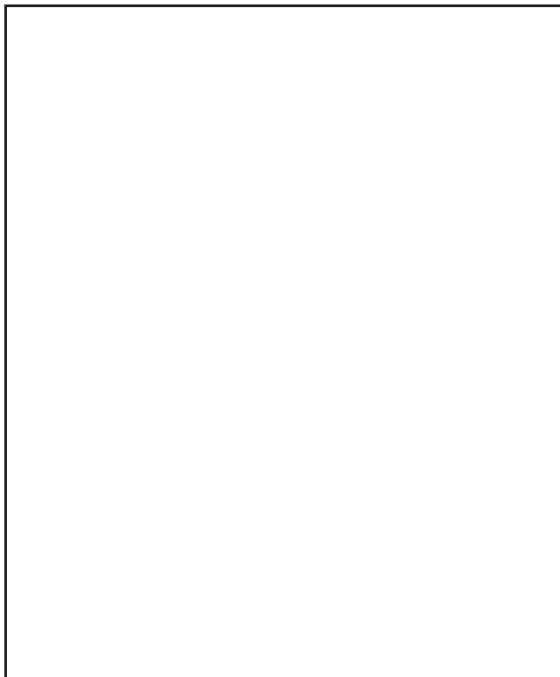
A **simile** is a figure of speech that compares two completely different objects using “like” or “as” in the middle of the phrase. Authors use **similes** to paint a picture in the reader’s mind. When animals are used in **similes**, it is to give the animals a human characteristic.

Some examples of animal similes are:

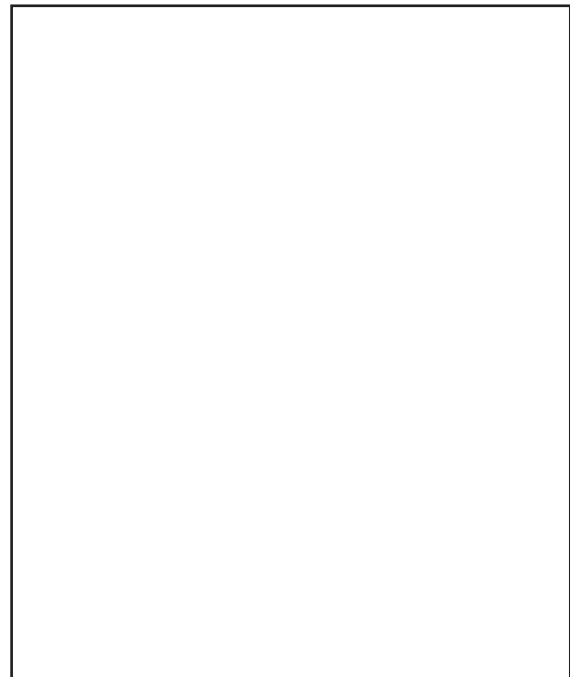
- Sly as a fox
- Hungry like the wolf
- As brave as a lion
- Strong like a bull
- Blind as a bat
- Gentle as a lamb
- Proud like a peacock
- As wise as an owl
- As free as a bird
- Hairy as a gorilla

Choose **one animal simile** and create an entire sentence with the short phrase. Your sentence should have a **human subject** and a reason why that human could be described by the simile. Example: (When **Mike** lifted the heavy box he was as **mighty** as an **ox**.)

Now do a comparison of the literal meaning of the simile and what it means when you use it in writing. In the first box, draw the picture that comes into your head with just the simile.



Picture I see with just the simile



Picture the reader sees when I use the simile in a sentence

AESOP'S FABLE

Comic Strip



Name _____

A **comic** is a written and illustrated cartoon that tells a story. Comics can be funny or serious, depending on the author's choice. In a sequence of drawings, comics feature **illustrations, a line describing the action in the illustration, and dialogue in bubbles from the character's mouths.**

Choose one of the fables you saw in AESOP'S FABLES and retell the story with your own comic strip and in your own words.

1)

A large empty rectangular box for drawing the first panel of a comic strip.

2)

A large empty rectangular box for drawing the second panel of a comic strip.

3)

A large empty rectangular box for drawing the third panel of a comic strip.

4)

A large empty rectangular box for drawing the fourth panel of a comic strip.

5)

A large empty rectangular box for drawing the fifth panel of a comic strip.

Fable Character Mask



Name _____

Materials Needed:

- A paper plate for each student
- Cotton balls, yarn, string, buttons, construction paper, and other art materials to build characters
- Markers, crayons, and colored pencils
- Scissors
- Glue
- Elastic string. 2 pieces for each student
- Hole punch

Steps:

- 1) Cut your paper plate to form the shape of your character's face.
- 2) Fold your paper plate in half and cut out two half circles to create eyeholes. Have an adult help you determine where those eye holes should be!
- 3) Use the materials provided by your teacher to make fur, hair, and other decorations and glue them onto or around your plate.
- 4) Color in any other decorations you would like on your plate to bring your character to life.
- 5) Take a hole punch and punch a hole on each side of your paper plate. A good way to measure where that should be is right below where you made your eye holes.
- 6) Have an adult help you tie your string to each punched hole and tie on your mask to fit your head.

Examples of Characters:



Lion



Mouse



Hare

Resources for Students and Adults

Books for Students about Fables:

Aesop's Fables (The Classic Edition), Written by Aesop and Illustrated by Charles Santore. Applesauce Press 2018.

Cornelius: A Fable, Written by Leo Lionni. Turtleback Books 1999.

The hungry fox: The Rhyming Fables, Written by Cole Adams. 2018M04077 2018.

Fables, Written by Arnold Lobel. HarperCollins 1980.

The Fable of the Snake Named Slim, Written by Doug Snelson. Petalous Public 2012.

Leela The Chinchilla: An Adventure Story of How to Make a Dream Come True, Written by David Emil. Independently Published 2018.

Publications for Teachers and Parents:

Math Fables, Written by Greg Tang. Scholastic Press 2016.

I, Doko: The Tale of a Basket, Written by Ed Young. Philomel 2004.

Watership Down, Written By Richard Adams. Avon 1975.

Life of Pi, Written by Yann Martel. Houghton Mifflin Harcourt 2002.

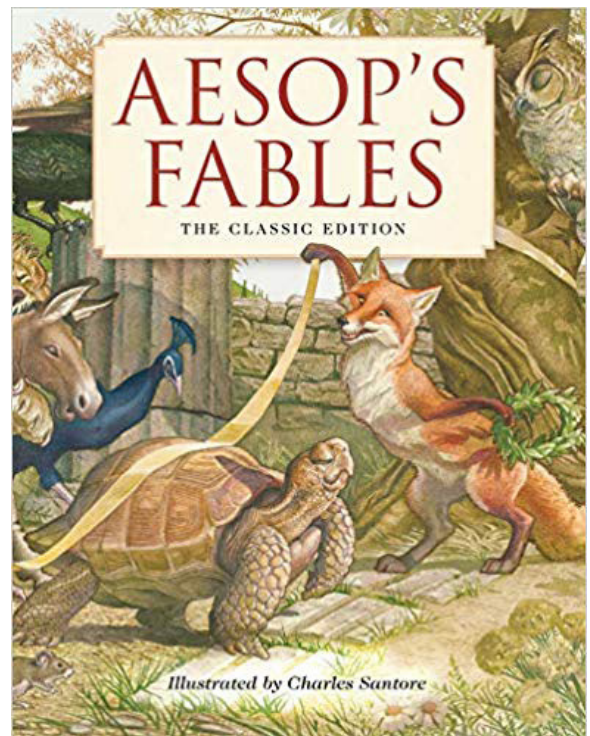
Websites for Teachers and Students:

<http://aesop.clubefl.gr/>- This site has many fables and their audio version. Students can listen and read along with the Fables and the site is designed specifically for English language learners. There is also a quiz for each fable.

<http://www.umass.edu/aesop/index.php>- This website offers different versions of many of Aesop's Fables. There is also a brief history of Aesop on the site. The site also offers short, illustrated videos for each Fable.

https://www.youtube.com/watch?v=C_VqCjyd75E- On Youtube there is an entire animated video dedicated to Aesop's Fables.

<http://read.gov/aesop/018.html>- The Library of Congress has an interactive book of all of Aesop's Fables.



Victoria Fuse's Local Resource



Where is the best place to find all the fables that have been written over time? You should head over to your local Dayton Metro Library. Patrons of the library can enjoy a vast collection of books, periodicals, and movies to rent as well as use their E-Book catalog to download books to their E-Reader devices. The library also provides the community with many events. They offer parenting classes, school organization presentations, history presentations on Dayton, and many more learning opportunities. They also have on-site technicians who offer tips and lessons on how to use new devices. To learn more about the programs offered by the library please visit: www.daytonmetrolibrary.org.



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Lexington Children's Theatre (Producer) Founded in 1938, Lexington Children's Theatre LCT is a fully professional, non-profit organization dedicated to the intellectual and cultural enrichment of young people.

Mission Statement and Vision: LCT creates imaginative and compelling theatre experiences for young people and families. LCT shares a collective aspiration to impart, explore, foster, and develop artistry at all levels and ages in every theatrical discipline and educational opportunity.

LCT is one of the oldest continuously operating theatres for young people in the country and is proud to be the State Children's Theatre of Kentucky, a distinction granted to LCT by the Kentucky Legislature in 1986.

DON'T FORGET

All schools that receive scholarships for a show and/or transportation are asked to create thank-you letters or cards for our sponsors. Please address your students' thank-you notes to:

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