Welcome!

We’re so glad you and your students will be joining us for North Shore Music Theatre’s production of *Curious George: The Golden Meatball*.

Since his first appearance in 1941, George has embodied many of the traits we hope your young students possess: curiosity, exploration, ingenuity, opportunity, and determination.

The *Curious George* stories have so much to teach children about these five traits. There are endless ways you can tie aspects of these stories into lessons across the curriculum. We’ve included a variety of ideas in this guide to help get you started; however, the most important lesson students can learn from this theatrical experience isn’t included in this packet. In an age when schools are becoming more responsible for students’ social and emotional well-being, drama provides young children with a way to express themselves and relate to others—to develop a greater sense of empathy, even in a comedic story about a monkey and a meatball!

In this performance, your students will see a monkey come to life and effectively communicate his feelings. They will see that body language and facial expressions are key parts of telling those around you how you feel. Although he does not speak actual words, George knows how to communicate with the Man in the Yellow Hat and the other characters. Theatre is such a powerful tool to teach students about emotions. In your post show discussions, I encourage you to ask students how they think characters were feeling at various points in the show. Ask them how it made them feel to see the characters go through those experiences.

We hope you enjoy your trip to NSMT and find this guide to be a useful resource as you prepare for your visit. We encourage any feedback you may have, and can’t wait to share the adventures of George, the Man in the Yellow Hat, and others with you soon!

Enjoy the show!

KYLA MOULTON
Director of Education
How to use this Guide:

NSMT’s Education Department has prepared this performance guide to enrich your theatre-going experience. Whether you’re a teacher, group leader, or just an avid theatregoer looking to further your musical experience, there’s something for everyone. In this guide, you’ll find information on the theatre, background on the show, activity resources, suggested activations, and more.

Table of Contents

Welcome to North Shore Music Theatre
History of NSMT & Fun Facts ................................................................. 4
What is a ‘Theatre in the Round’? ......................................................... 5
NSMT Vocabulary ..................................................................................... 5
Preparing for Your Visit & Theatre Etiquette........................................ 6

Curious George: Background
About Curious George, The Authors & Show ........................................ 7
Who’s Who? ............................................................................................. 8
Full Show Synopsis & Song List ............................................................. 9–10

Activities
Activity 1: Writing Invitations ................................................................. 11–12
Activity 2: Creating a Recipe Card/Cookbook ........................................ 13–14
Activity 3: Technology (Create a Time-Saving Invention) .................. 15
Activity 4: Environment (Experiencing the Wind) ................................. 16
Pre/Post-Show Discussion Questions ..................................................... 17

Worksheets
Who’s Got Time? (Clocks/Telling Time) ............................................... 18
Go, Monkey, Go! (Word Search w/ Answer Sheet) ................................. 19–20
Ah, Roma! (Coloring) ............................................................................. 21
Meatball Launcher (Online Game) .......................................................... 22
NSMT Stage: Map & Worksheet .............................................................. 23–24
History & Background

Since 1955, North Shore Music Theatre (NSMT) has become one of the most attended theatres in New England, with over 250,000 annual patrons.

Located in coastal Beverly, Massachusetts, NSMT is a 1500-seat regional theatre-in-the-round producing exceptional Broadway musicals, celebrity concerts, kids’ shows, and year-round education programs for all ages (eight and up). Under the new ownership of Bill Hanney in 2010, NSMT continues to be a catalyst for the arts on the North Shore and across the country—entertaining hundreds of thousands of theatre goers with productions created solely for our unique theatre in the round.

Fun Facts!

• NSMT was the first permanent stage in the country to be designed in the arena style—and remains one of the few professional theatres in the US performing in the round!

• None of our shows are tours! All NSMT productions are craft solely our theatre: from the casting professional in NYC and Boston, to set building, scenic/prop design, costumes, and more!

• NSMT produced the World Premiere of Memphis (2003) which went on to win four Tony Awards including Best Musical in 2010.

• No seat is more than 50 feet from the stage.
Theatre in the Round

The most common theatres across the country utilize the “proscenium” structure, consisting of a raised stage with rows of seats directly in front. Most schools that have an auditorium will find it is set up in proscenium. Most the theatres on Broadway are prosceniums, and many movie houses are designed in this fashion.

The arena stage, or 'theatre in the round’ is vastly different from the proscenium and requires many different approaches to mounting a more immersive production. Traditional proscenium settings offer audiences a singular view of the play or musical. At NSMT, our audience is seated all around the stage and each section gives audiences a different view of the show. Fun fact: arena staging was a preferred method of the ancient Greeks.

NSMT uses a clock system to navigate our circular stage (reference map/ worksheets on pages 23–24). Actors enter from backstage primarily through the 6 o’clock ‘breezeway’ (and walk to other aisles for their specific entrances), underneath the stage via our center lift, or through the VOM (either by ascending platform or walking up the ramp).

NSMT Vocabulary

Aisles: walkways leading from the lobby to the stage that are used for entrances and exists by performers. Each aisle is named after a clock number. For example, when an actor enters from backstage at 6 o’clock, and walks onto the stage, the aisle ahead of them is 12 o’clock. The other aisles are 2, 4, 8, and 10 o’clock.

Catwalk: attached to the steel frame of the theatre building 18 feet above the audience, this walkway allows technicians to operate spotlights and flying scenery; connected to the catwalk is the truss, used to hold the lighting and sound equipment.

Center Lift: an 8’ x 8’ platform used to raise and lower pieces of scenery or actors through the center of the stage.

Orchestra Pit: a lowered section underneath the stage where NSMT’s orchestra plays.

Slip Stage: motorized platform that travels across the stage to move actors, reveal scenery, and allow crew to load props/actors beneath stage on center lift (primarily used during our annual production of A Christmas Carol).

VOM: from the Greek word, “vomitorium,” which refers to the exit area on either side of the Greek stage; it leads underneath the stage and is used for entrances and exits.

The Bridge: located at 12 o’clock, this flat ramp guides actors over the orchestra pit to the aisle, and is used heavily for entrances/exits.

Satellite Stage: platform used as additional performance space, located in the ‘stadium seating’ section of the audience. Another way NSMT’s immerses folks into the action.
Preparing Your Visit to NSMT & Theatre Etiquette

New to the Theatre?

Unlike movies and television, the interplay between actors and the audience during live theatre is what brings the show to life. Understanding your role as an audience member can help you enjoy the theatre more.

- Please place chaperones in appropriate seats to monitor your students at all times. Groups that disrupt the performance will be asked to leave the theatre.

- Plan to arrive at least 30 minutes before curtain time. Groups that arrive late will be seated at the discretion of the House Manager. If there is a possibility that your group may arrive after that time, please notify the Box Office at 978.232.7200.

- In preparing young people to attend NSMT, many make the mistake of telling them they must be completely quiet, thus denying them their rightful role. When the students are playing an active role in the performance, they discover the true excitement of theatre.

Encourage students to...

- Listen carefully.
- Respond as they feel (laugh, applaud, etc.) but please no talking.
- Remain seated during the performance. Actors and stage crew use the aisles, and we ask that everyone remain seated until the house lights are on.
- Turn off all cell phones and cameras.
- Not bring their iPods, recording devices, or selfie sticks.
- Remove their hats before entering the theatre.
Background

Curious George: The Golden Meatball follows the adventures of Curious George, an inquisitive little monkey who first appeared in a series of children’s books created by the team of H.A. and Margaret Rey. This brand-new musical is a lovable adventure that is sure to leave young audiences singing and swinging down the aisles as George takes them on a fun-filled journey, in which he learns more about Rome, meatballs, and the secret ingredient to cooking!

Approximately 50 minutes in length, recommended for grades Pre-K–3.

Curriculum Connections

- Communication & Language Arts
- Literature-Based
- Music
- Relationships & Family

Topics in the Show

- Friendship
- Community
- Travel
- Food & Cooking

Productions

Curious George: The Golden Meatball launched a National Tour in 2014 through Theatreworks USA. The tour continues to play various cities across the United States. The version you’re about to see, however, is not a tour, but rather an original production unique to North Shore Music Theatre.

Everything (and everyone) you see on stage was cast, directed, and built right here at NSMT—which means this Curious George will be like nothing you’ve ever seen before!
Who’s Who?

ACTORS

Our professional actors are cast in New York City and beyond for every production. The faces below are of the actors you’ll see on stage during Curious George: The Golden Meatball. While some may portray one single character, many also play a handful of roles throughout the show!

George            Man in the     Phineas T.         Chef Pisghetti  Doorman              Netti
Bernie Baldesarro Yellow Hat           Lightspeed Billy Goldstein Julia Tara Springer Jennifer Dinolfo

NSMT PRODUCTION TITLES

Each production at North Shore Music Theatre requires a dedicated team of essential artists, designers, set builders, producers, and crew members. Do you know the function of each role?

Producer          Director   Design       Costumes           Lighting    Stage Crew

CURIOUS GEORGE’S CREATIVE CREDITS

Curious George: The Golden Meatball is based on the books by Margret and H.A. Rey

- The musical is owned by Universal Stage Productions
- Music by John Kavanaugh
- Book & Lyrics by Jeremy Desmon

Curious George TYA is presented through special arrangement with Music Theatre International (MTI). MTIShows.com
Full Synopsis

CURIOUS GEORGE: THE GOLDEN MEATBALL

On a windy, busy street in a bustling city, carpenters and painters are hard at work. Two painters discuss which color to paint a sign, blue or yellow, finally deciding on green after bumping into each other and accidentally mixing the colors. The doorman for #7 N Avenue works on a crossword puzzle as the Man with the Yellow Hat enters optimistically. As the wind continues to blow, the Man with the Yellow Hat realizes that he is without his companion, George. George, a curious little monkey, enters, enthusiastically waving a red kerchief that he has found. An attempt to tie the red kerchief for George by the Man with the Yellow Hat is foiled by another gust of wind, sending the kerchief and the monkey running back down the busy street, meeting all his friends along the way ("Curious George Theme Song").

Having regained his red kerchief, George is excited to show off his well-practiced serving skills in preparation for the ALL-YOU-CAN-EAT-MEATBALL-DAY-AT-CHEF-PISGHETTI’S. Using tennis balls in place of meatballs, George carefully demonstrates to the Doorman and the Man with the Yellow Hat how he will serve Chef Pisghetti’s customers with intense focus until a delivery truck horn blares and immediately snatches George’s attention ("Special Delivery"). Accepting the delivery, George inquires about the sticker on the package. The Doorman and the Man with the Yellow Hat explain the sticker shows the recipient where the package came from and its destination. In this case it came from Rome, Italy, and arrived at #7 N Avenue for George! George is thrilled with the bubble wrap but even more enthralled with his very own Chef’s hat and an invitation from Chef Pisghetti to help him cook the meatballs. George decides there is no time to waste and rushes over to Chef Pisghetti’s Ristorante with the Man with the Yellow Hat.

George and the Man with the Yellow Hat arrive at the kitchen of Chef Pisghetti as he finishes a pep talk to his assistant cooks. Delighted at George’s arrival, Chef Pisghetti requests a picture by Netti with his little look-a-like in the matching hat and red kerchief. Seeing George in his hat from Rome, Chef Pisghetti reminisces about the beauty of his home country ("Ah, Roma") and all of its wonderful things, especially the Golden Meatball Contest. George is intrigued by this contest, where a trophy is given to the chef who makes the most delicious meatballs. Although Chef Pisghetti would love to enter the contest, he never has, preferring instead to focus his cooking skills on his own customers and the All-You-Can-Eat Meatball Day. Chef Pisghetti, George and the Cooks work together to make the famous meatballs ("Dash of Joy"). Finally, it’s time to deliver the delicious meatballs to the hungry customers... only the dining room is empty! The kitchen staff and George notice a crowd gathering across the street and race out to see what is keeping people away from Meatball Day.

A slick salesman, Phineas T. Lightspeed, has the crowd whipped into a frenzy with his one-of-a-kind Meatball-o-Matic 9000, which produces instant meatballs ("Who’s Got Time"). Chef Pisghetti is devastated and defeated when an invitation to attend the Golden Meatball Contest arrives in the mail ("Special Delivery Reprise"). George, Netti and the Man with the Yellow Hat try to convince the Chef to participate ("Golden Meatball"). However, Chef Pisghetti refuses to enter the contest, believing no one will ever want his meatballs again.
SYNOPSIS CONTINUED...

Returning to #7 N Avenue, George and the Man with the Yellow Hat meet the doorman just as another delivery arrives ("Special Delivery – Reprise #2"). The package is addressed to a Georgette Johnson, who does not live at #7 N Avenue. The Delivery Man allows George to stamp the package with the Return to Sender stamp and heads along his route, forgetting his stamper with George. George discovers how to cheer up Chef Pisghetti and get his meatballs to the contest by stamping the delivery box from Rome that contained his Chef’s Hat with Return to Sender... and jumping inside with the meatballs and the invitation ("George Goes to Rome / Curious George Theme Song – Reprise #1")! The Man with the Yellow Hat and the Doorman enter and quickly deduce George's plan before heading off to Rome themselves.

George peeks out of his box and onto a busy piazza in Rome. Italian painters welcome him to the city ("That's How You Know You're in Rome"), paint his portrait and bring him to the Golden Meatball Contest at The Coliseum. The Man with the Yellow Yet, Chef Pisghetti and Netti enter the piazza and notice the painting of George. They quickly head to the Coliseum, narrowly missing George along the way ("Go, Monkey, Go"). Also on his way to the Coliseum is Phineas T. Lightspeed, set on winning that contest.

As the chaos settles, George and the Man with the Yellow Hat bump into each other. Reunited at last in front of the Coliseum, they inform a lost Chef Pisghetti on the phone that George has entered his meatballs into the contest. Chef Pisghetti is touched to have such a friend in George ("A Buddy Like You"). Only, unbeknownst to George, you cannot just bring meatballs to enter; you have to cook them fresh at the contest. With no time to make it to the Coliseum, Chef Pisghetti asks George to cook the meatballs for him. George agrees, but hangs up the phone without learning what the secret ingredient is ("The Contest / Keep Your Eye on the Ball").

Once the contestants complete their meatballs, it is time for judging to begin ("Judging: That's a Meatball"). Chef Pisghetti runs in, but it is too late to add the secret ingredient. Frankie, the judge, tastes each meatball and names George and Chef Pisghetti the winners! Chef Pisghetti informs George that he had the secret ingredient all along: Love. ("Finale: Curious George Theme Song – Reprise #2").

Song List

- Curious George Theme Song
- Special Delivery
- Ah Roma
- A Dash of Joy
- Who's Got Time?
- Special Delivery (Reprise #1)
- Golden Meatball
- Special Delivery (Reprise #2)
- George Goes to Rome

- Curious George Theme Song (Reprise #1)
- That's How You Know You're in Rome
- Go, Monkey, Go
- A Buddy Like You
- The Contest
- Keep Your Eye on the Ball
- Judging: That's a Meatball
- Finale – Curious George Theme Song (Reprise #2)
Activity 1: Invitation

BACKGROUND

The characters in Curious George: The Golden Meatball receive an invitation to a very important event: a meatball contest in Italy! An invitation includes all the information that guests need to know about an event, including the name of the event (what or why), who is holding the event, where the event is taking place, and when the event is taking place. An invitation may also include an RSVP. RSVP stands for ‘réspondez s’il vous palît’—a French phrase that means “please respond.” Invitees are asked to respond to the event host to let the host know if they are attending. Usually a phone number or email address will be included.

Here’s an example of what the invitation for the Golden Meatball contest may look like:

The Italian Meatball Society invites you to participate in

The Golden Meatball Contest

Saturday, March 30, 2019
2:00pm
Colosseum – Rome, Italy

RSVP to Franco by Saturday, March 16th
(555) 555-1234

Questions about the invitation:

1. What is the name of the group that is holding the contest?
2. Where is the contest taking place?
3. How are invitees asked to let Franco know if they can make it to the event?

Connection: English Language Arts (ELA)
Activity 1: Invitation

MAKE YOUR OWN INVITATION

Who is holding this event?
__________________________________________________

What type of event are you hosting?
__________________________________________________

Why are you holding this event?
__________________________________________________

When is it taking place?
Date: _____________________________________________
Time: _____________________________________________

Where is it taking place?
_________________________________________________
_________________________________________________

RSVP (include name, date, and a way to contact)
_________________________________________________
_________________________________________________
Activity 2: Cookbook

CREATE A RECIPE CARD

1. Ask students to brainstorm a list of their favorite dishes. Since George travels to Italy to make meatballs, encourage kids to consider dishes from all over the world.

2. With the help of their families, ask students to bring in one recipe. Have them identify the country of origin. Be sure to include a list of ingredients and their measurements, instructions, and cook time. If you'd like, encourage students to practice preparing the meal with their family and take a photo to include in their cookbook page.

3. At school, students can use technology to format their recipes (or paper, markers, colored). Encourage them to utilize pictures and their own creativity!

4. Compile all recipes into a book for students to bring home to share with their families. You could even make this a school wide activity and sell the cookbooks as a fundraiser!

Connection: Social Studies
Activity 2: Cookbook

________________’S RECIPE CARD

Name of Recipe: ____________________________________________

Country of Origin: __________________________________________

Why this recipe? (Include fun facts about the country/culture of origin:
_________________________________________________________
_________________________________________________________
_________________________________________________________
_________________________________________________________
_________________________________________________________

Prep Time: _______  Cook Time: _______  Serves: _______

INREDIENTS & DIRECTIONS                      Temperature: _______
_________________________________________________________
_________________________________________________________
_________________________________________________________
_________________________________________________________
_________________________________________________________

_________________________________________________________

_________________________________________________________

_________________________________________________________

_________________________________________________________

_________________________________________________________

_________________________________________________________
Activity 3: Technology

CREATE A TIME-SAVING INVENTION

In Curious George: The Golden Meatball, George meets a slick salesman named Phineas T. Lightspeed who invented the Meatball-o-Matic 9000—which produces instant meatballs! Can you create an invention that saves time?

Connection: STEM

Brainstorm

1. What are some tasks or chores you wish you could speed through? **Examples:** putting away the laundry, setting the table for dinner, something else? List them in Box 1 →

2. Pick one task you would like to be able to complete as fast as Phineas T. Lightspeed. What don’t you like about that task? We all have to do things that we don’t like sometimes. Even though you don’t like this task, why is it something you must do? Write your answers in Box 2 →

Create Your Invention

3. If you could create an invention to make this task go by faster, what would your invention be? Create a drawing to show what your invention looks like and how it works.

3. Bring Your Invention to Life!

   Name: ___________________________

   Who would buy your invention?

   ___________________________________
   ___________________________________

   How much does it cost?: $_____._____
Activity 4: Environment

EXPERIENCE THE WIND

At the beginning of Curious George: The Golden Meatball, there is a giant gust of wind that almost causes the characters to lose their hats! Unfortunately, George loses his red scarf. Connection: Physical Science.

Activation

1. Tell the children to look out the window. Ask, “is the wind blowing today? How do you know?” Children can record the things they see being blown using pictures and/or words. Either go outside or set up a fan in the classroom and allow children to stand in front of it. Ask them to observe their experience:
   a. Are their clothes moving?
   b. Is their hair moving?
   c. Are their eyes tearing?

2. Have children select objects around the classroom to investigate which ones the wind will or will not move. Be sure to include a variety of items of various weights and sizes.

3. Have children predict which objects will move in the wind. Have them make predictions that include comparisons (i.e. I think both the paper cup and the small ball will move in the wind, but I think the paper cup will travel farther.)

4. Extend this lesson by asking students questions such as “Does changing the position of an object (placing it upside down or on its side) change the way it moves in the wind?” If you’re using a fan, change the angle or height of the fan or change its proximity to the objects to see if any changes occur.

5. Create a two-column chart to record your results. You can attach, draw, or write the name of each object on the chart.

6. Follow up questions:
   a. What do you think is similar about the objects in this column?
   b. What is different about the objects in this column, and those in the other column?
   c. What other objects do you think might move with the wind? Why do you think so?

HELPFUL LINKS

- Curious Gorge: Blowing in the Wind (Overview & Video)
- Make a Kite (Handout)
Pre-Show Discussion Questions

ASK BEFORE YOU GO

1. George visits Rome in this story.
   a. What country is Rome in? Find a map and have students locate Italy.
   b. Brainstorm a list of things they know about Italy.
   c. What kinds of food is Italy known for?

2. In the play, George will be played by a human.
   a. What do you think the actor playing George will do to show they are a monkey?
   b. How might they move around on stage?
   c. What kinds of sounds might they make?
   d. What do you think the costume designer will do to make the actor playing George look more like a monkey?

3. George is a curious monkey who sometimes gets into a bit of trouble because he’s so interested in exploring the world around him.
   a. What kinds of things make you curious?
   b. Draw a picture and explain!

Post-Show Discussion Questions

REVIEW AFTER THE SHOW

1. What was your favorite part of the musical? Why?

2. Did the actors portray the characters the way you imagined?
   a. What were the similarities between the characters you read about in the books and the actors you saw portraying the characters on stage?
   b. What were the differences?

3. Could you understand what George was saying most of the time?
   a. If so, how were you able to figure it out?
   b. If not, what made it difficult?

4. What was your favorite technical element of the play?
   a. Sets and props; costumes, hair and makeup, lights, or sound?
   b. Explain your choice.
TELLING TIME

Did you know countries have different times zones? For example, when it’s 9AM in Boston, it’s 3PM in Rome, Italy.

Draw hands on the clocks below to help George tell time:

- 7:00
- 2:00
- 6:00
- 1:00
- 8:00
- 10:00
- 3:00
- 5:00
- 4:00
- 11:00
- 12:00
- 9:00
Go, Monkey, Go!

WORD SEARCH

Help George find all the hidden words:

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

GEORGE  PISGHETTI  INVENTION  MEATBALL
COOKING  MUSICAL  TRAVEL  ROME  INGREDIENT
WORD SEARCH: ANSWER SHEET

Help George find all the hidden words:

- GEORGE
- PISGHETTI
- INVENTION
- MEATBALL
- COOKING
- MUSICAL
- TRAVEL
- ROME
- INGREDIENT
Ah, Roma!

COLORING WITH CREATIVITY

In the musical, Chef Pisghetti remembers the beauty of his home in Rome, Italy. Use color and creativity to bring his memories to life for George!
Meatball Launcher

USING TECHNOLOGY

Link: PBS Kids – Curious George Online Meatball Game

George loves to help his friends. Today, George is working in Chef Pisghetti’s restaurant. Listen to each order The Man in the Yellow Hat gives George, then click the meatball icon to launch the right number of meatballs to match each order. When you think you have the right amount, click the bell to find out if you’re correct.

About: This fun meatball launcher is also a counting tool.

Topic: Count or place up to 5 objects upon request.

Tips: Ask your kids how many more meatballs they need to get different specific amounts. If they get the number of meatballs wrong, have them use addition or subtraction to fix
Encourage your students to explore/brainstorm the differences between NSMT’s theatre in the round vs. the traditional proscenium staging, and how it can influence or impact both the development and experience of a show. [Note: catwalk/satellite stage not pictured]
**NSMT's Stage**

**THEATRE IN THE ROUND: WORKSHEET**

Can you identify the following? 1. **Clock System** (12, 2, 4, 6, 8, and 10), 2. **Center Lift**, 3. **Slip Stage**, 4. **Orchestra Pit**, 5. **VOM**, and 6. **The Bridge**
CURIOUS GEORGE: THE GOLDEN MEATBALL

HELPFUL SHOW-RELATED LINKS

curiousgeorge.com
pbskids.org/curiousgeorge
pbs.org/parents/curiousgeorge
mass.pbslearningmedia.org/search/?q=curious%20george

NSMT RESOURCES

nsmt.org
nsmt.org/contact – Contact & Getting to the Theatre
nsmt.org/kids – 2019 Kids Show Schedule
nsmt.org/school-shows – 2019 School Field Trip Shows
nsmt.org/group-tickets-10 – Group Sales (10+ Tickets)
nsmt.org/food – Food & Drink (Concessions & Restaurant) at NSMT