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Study Guide For



A Musical for Children Based on the book by L. Frank Baum

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Storybook Musical Theatre is a non-profit professional children's theater company operating under a Theater for Young Audiences Contract with Actors' Equity Association, the union for professional actors and stage managers in the USA. Member of the Greater Philadelphia Cultural Alliance.



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The Wizard of Oz

Play Synopsis

Act I

As the play begins, Auntie Em sings about a day on the farm. Dorothy runs in frantically and explains that Toto chased Miss Glitch's cat and that Miss Glitch tried to hit Toto with a broom. Dorothy wishes she could be somewhere else. Soon Miss Glitch comes looking for Toto to take him to the sheriff. Auntie Em reminds Miss Glitch that Toto only bothers someone that bothers him. After she leaves, the farmhands start imitating the dog chasing the cat and Miss Glitch. They then start to leave to do their chores. The Professor, who is a peddler, arrives. He claims he can see the future. As the Professor and Dorothy talk, she begins to believe what he is saying. Suddenly, Hickory runs in yelling about a twister coming their way. As the twister hits, Dorothy gets caught in it and soon discovers she is not in Kansas anymore. She is greeted by the Good Witch who tells her she is in Munchkin Land. When Dorothy's house landed, it killed the Wicked Witch of the East. The Good Witch assures Dorothy that everything will be all right as soon as she removes the ruby slippers and places them on her own feet. The Wicked Witch of the West appears and, finding her sister dead, threatens Dorothy. The Good Witch tells Dorothy that as long as she wears the ruby slippers no harm will come her way. The Wicked Witch leaves, but promises to get Dorothy. The Good Witch tells her to get help from the Wizard of Oz in the Emerald City. She can get there by following the yellow brick road. As the Good Witch leaves, Dorothy meets the Scarecrow, who comes out of a cornfield. Dorothy thinks he is very smart, but he tells Dorothy he doesn't have a brain and can't be smart. She asks him to come with her to the Emerald City. They haven't gone far when the Tinman squeaks for help. Once they oil him, the Tinman explains that he is okay, except that he doesn't have a heart. Dorothy says he should join them on their journey to the Wizard. Then a growl is heard. The Lion roars into the scene. He tries to scare them, but Dorothy slaps his paw and he starts to cry. The Lion tells them he is really a coward and wants some courage. As they head down the yellow brick road with the Lion, Act One ends.

Act II

As the Act begins, the Wicked Witch is gazing into her crystal ball. She sees Dorothy and her friends on their way to the Emerald City. She plans to dispose of Dorothy's friends and then take the ruby slippers from Dorothy. At the same time, Dorothy, the Scarecrow, the Tinman and the Lion arrive in Oz. They meet a little man and tell him they need to see the Wizard. The little man goes to find the Wizard and then a booming voice of the Wizard is

heard. They each explain their wishes, but the Wizard says he will not help them unless they do one small task. They must return with the broomstick of the Wicked Witch of the West. The trio all agree to help Dorothy. Meanwhile, the Witch has been watching and is planning to put them all to sleep forever. They all start to feel tired and are soon asleep. The Witch comes and takes Dorothy away, but the Good Witch removes the spell and the sleeping friends awaken. They realize that the Witch has taken Dorothy and they search for her. The Witch has Dorothy at her castle. When she tries to take the ruby slippers, the magical powers prevent her. She leaves to get a potion. The Scarecrow, Tinman and Lion arrive to rescue Dorothy and take the Witch's broom. The Lion finds the broom just as the Witch returns. The Witch tries to set the Scarecrow on fire, but Dorothy throws some water on the Witch who then melts away. Returning to the Wizard with the broomstick, they discover that the little man is really the Wizard. He assures them that their wishes are easily granted and gives a diploma to the Scarecrow for brains, a ticker to the Tinman for his heart, and a medal to the Lion for his courage. Dorothy thinks she won't get home, but the Wizard tells her that he is also from Kansas and has a balloon that brought him to Oz. He will take her home. The Good Witch enters to tell Dorothy that she can go home anytime she wants by using the magic of the ruby slippers. Dorothy says good-bye to everyone, clicks her heels together three times and returns home. The End.

FOR TEACHERS and PARENTS

The following common core aligned questions and ideas may be beneficial for you in facilitating discussion, formulating creative reading and writing activities and creating art in response to the play.

Activities Before the Play

1. Read the original story by L. Frank Baum. Talk with your students/ children about the different characters and their feelings. Discuss how they might be different in the play and how they might look when they come to life on stage. Share the play synopsis with them. How is it different from the story you read? How is it the same? Pose the question, "What would happen if...?" Have the children use their imaginations to create their own versions of the story. (RL 2.9, S.L 2.2)
2. Dorothy wants to be in a special place where everybody is happy and loved. Is there a special place where you feel happy and loved? Think about the happy time in that place. Tell someone about that special time and describe the events that made you feel loved. (SL 2.1 & 2.4)
3. In the story and play, Dorothy goes on a scary journey, but not alone.

Write about the time when your friends helped you. Make sure the story has a beginning, middle and end. Include details describing actions and feelings. (W 2.3)

4. Talk with your student(s) about attending a live performance and how it differs from watching a movie or TV at home. Try to help them understand what it might be like when there are others who also want to see, hear, and enjoy the performance. Brainstorm and discuss ways that everyone in the audience can have a great experience. (W 2.3)

Activities After the Show

1. Ask the student(s) if *The Wizard of Oz* was a play that told a story (fiction) or provided them information (nonfiction). How do they know? Ask them to provide three examples to support their answer. (RA R.1)
2. Consider making a retell yellow brick road out of construction paper. At the first brick, students must tell the title of the story. At subsequent bricks, the students show their knowledge of story elements by providing details about characters (who?), setting (when? where?), problem (what?), plot, solution (how?). (RL 2.1)
3. Ask each student to decide which character in the play was their favorite. Make a classroom bar or pictograph to display the results. Students can create and/or answer questions using the information represented by the graph. (MD D.10)
4. This play provides an chance for inserting nonfiction materials to add to the students' understanding. Use library books and/or internet resources to research Kansas and twisters/tornados. Ask the child(ren) to name the sorts of text features found in these resources. Students can relate how these text features contribute to and clarify their understanding of the text, play, and story. (RI 2.5, RI 2.7, RI 2.10)
5. Dorothy asks the Wizard to get her back home. Scarecrow asks for a brain, Tinman a heart and Lion courage. If you had a chance to meet the Wizard, what one thing would you ask for that would make you a better person or student? Older students might write steps they can take to achieve that on their own. (RL 2.1, W 2.2)
6. Guide students' discussion of character traits vs. physical traits. As a class, list character and physical traits for both Dorothy and the Wicked Witch. Using details from the list, make a Venn diagram comparing and contrasting both characters. How might the individual character's traits influence their actions? (RL 2.6)

(the 2nd grade common core standards used can be easily adjusted to meet the needs and levels of your students)

Draw a Line from Each Character
to the Thing That belongs to them

- | | |
|----------------|--------------|
| Dorothy • | • Broom |
| Auntie Em • | • Straw |
| Wicked Witch • | • Farm |
| Mrs. Glitch • | • Toto |
| Scarecrow • | • Cat |
| Tinman • | • Tail |
| Good Witch • | • Travel Bag |
| Professor • | • Wand |
| Lion • | • Axe |

Wizard's Word Search

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

Find these hidden words:

BRAIN	CITY
COURAGE	DOROTHY
EMERALD	HEART
KANSAS	LION
RUBYSLIPPERS	SCARECROW
STRAW	TWISTER
TINMAN	WITCH
WIZARD	YELLOW

Dorothy's Hidden Message

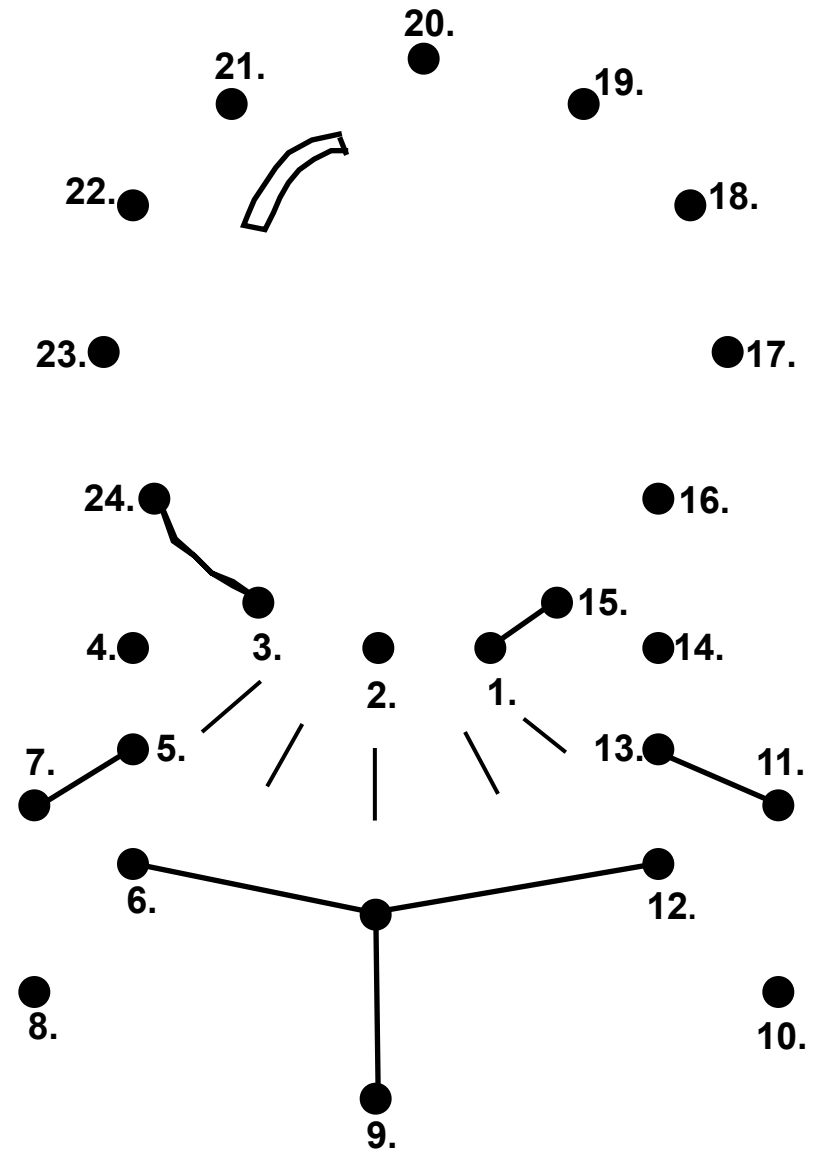
Use the clues to fill in the missing words. Then read down the circled letters. You will find where Dorothy really wants to be.

1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
8.	_____	_____	_____

Clues:

1. The farm animals are kept in the _____.
2. The Scarecrow wants a _____ to help him think.
3. The Lion wants to find his _____ to make him brave.
4. Follow the yellow _____ road to get to the Wizard of Oz.
5. What landed on the Wicked Witch in Munchkin Land?
6. The name of Dorothy's dog is _____.
7. The Tinman wants a _____ so he can love others.

The Wicked Witch's Dot to Dot



Connect the dots and find what the Wicked Witch used to see Dorothy and her friends walking down the yellow brick road.