

# Welcome to Chicago Shakespeare Theater!

Are you ready to join Sebastian, Flounder and Ariel on an underwater adventure? What's that you say? You forgot your fins? Not to worry! Just close your eyes, and imagine that your arms and legs are turning into long, strong flippers. That's better! Now, let's swim far out into the ocean to begin our story...

Look for these storytelling tools that we use in theater to help bring our story to life...

## Set

What do you see that tells you we're under the sea? Or in Prince Eric's castle? Where would YOU like to spend a day?

## Costumes

What can we learn about the characters by the clothing they wear?

## Props

What objects do the characters use? What are the "props" YOU use the most in your life?

## Music

Can you tell how a character is feeling by what they sing?

# Bringing Disney's THE LITTLE MERMAID home!

## "Gadgets and gizmos a-plenty"

Ariel loves to collect objects from the world above the sea and imagine what they might be. We can learn about people's lives different from ours in the objects they use—but sometimes it's hard to understand exactly what we're looking at. Think about the fork that Ariel uses to comb her hair!

Take a look at this object, used by a group of people in the 1940s. What might it have been used for? What makes you think that?

Now imagine an object that Merpeople might use and draw your creation below. Ask someone to guess what it could be used for.

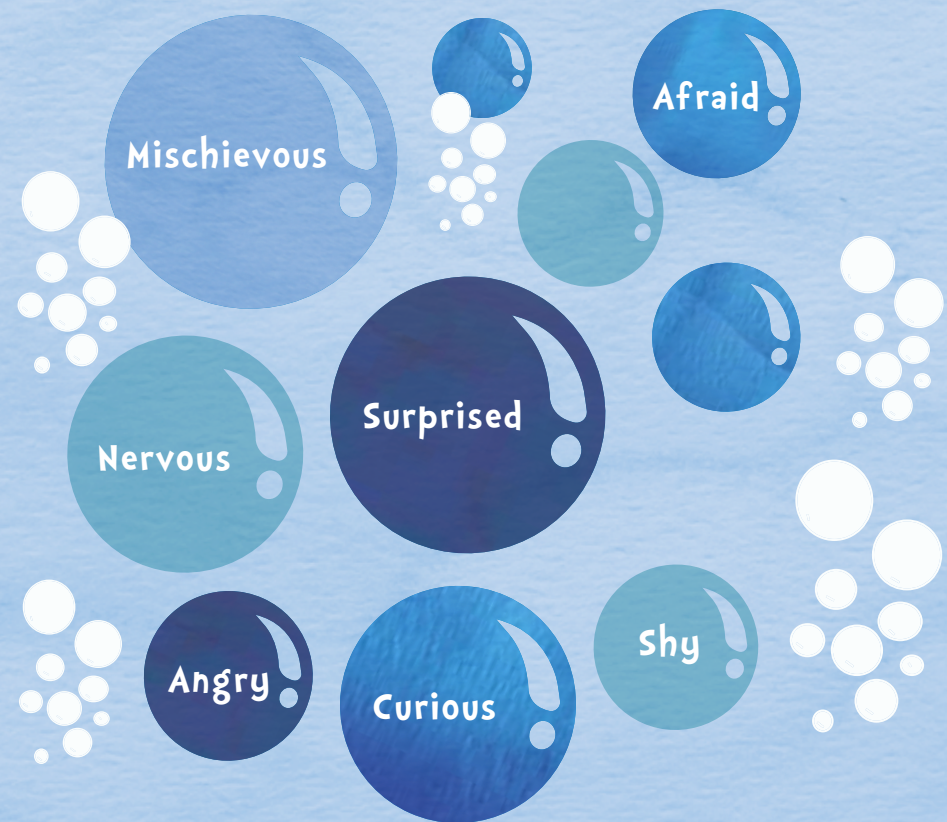


This object is a fish hook used by the Inuit people to catch halibut. What questions do you have?

# Bringing Disney's THE LITTLE MERMAID home!

## "You don't speak at all, do you?"

After Ariel makes a deal with Ursula to trade her beautiful voice for human legs, she has to communicate with Prince Eric without words. That's something we all do every day—without even thinking about it! With a friend, take turns secretly choosing one of these words and make a facial expression (no sounds!) expressing it. Can you each guess, without words, which feeling you chose?



Actors, too, use their faces as a tool to help us understand what their characters are feeling. After you see the play, can you think of a moment when a character acted surprised? What about afraid? Angry? Write the character's name next to the "feeling words" that you connect to each one.



# IMAGINARY ME

WITH



Chicago Shakespeare Theater's Pier neighbor, Chicago Children's Museum, shares this at-home activity, as well as providing a hands-on learning experience in our Theater Lobbies each Thursday and Friday between performances.

Each day, the actors in *The Little Mermaid* are transformed into mermaids, crabs, sailors, and other roles using their costumes, wigs and makeup. Now you try it! Here's a quick and fun way to transform yourself into a sea creature, a mermaid, an underwater adventurer—or whatever else you imagine!

## Use any or all of these items to reimagine yourself!

- Mirror
- Dry or wet erase-markers, paint (water-based) or wipe-off eyeliner. (Use a dropcloth to catch the paint drips.)
- Colored tapes

**Step 1:** Draw (or tape) your reflection in the mirror.

**Step 2:** Look into the mirror and think about what new feature you'd like to add to your image. Are you going to add fins? Tails? Claws? Gills?

**Step 3:** Add your new features to your original drawing.

**Step 4:** Erase the drawing with a damp cloth, or peel the tape away and try it again!

## Same activity—with a twist!

Using a window this time, stand on one side and ask a friend to stand on the other side. Standing very still, try the same activity, this time tracing each other and adding fun new features!

The collaboration between Chicago Children's Museum and Chicago Shakespeare Theater is generously supported by Exelon.

# Bringing *Disney's THE LITTLE MERMAID* home!

## Creature Costumes

The costumes in today's performance were designed by Theresa Ham. The costume helps us understand the character's sea creature. Tentacles shoot out of octopus **Ursula's** dress, and seagull Scuttle wears pants with a feathery look. Think of the other characters in the play, like **Flounder**, **Sebastian** and **Flotsam and Jetsam**. What about their costumes helps us to understand the kind of creature they are?

Now it's your turn to design an animal-inspired costume! Look closely at this picture of a blowfish. What catches your eye? Now imagine that you are creating a blowfish costume that an actor can wear—and move around in!

Draw your costume design here...



# Under the Sea

## Did you know that...

- 72% of our planet Earth is covered by water?
- About 70% of our air is made by the ocean?
- On average, the ocean is 2.5 miles deep? That's like 8 Willis Towers stacked on top of each other!
- Less than 5% of the world's oceans have been explored?

And...

- 94% of the plant and animals on Earth live in the water?

What kinds of creatures do you think we'd find in the ocean?  
What might you find on the seashore or by the water's edge?  
Add your drawings to this picture to create your own world  
under—and above!—the sea.



Seagull (like Scuttle)



Crustaceans (like Sebastian)  
can live on land AND sea!



Moray Eels (like Flotsam and Jetsam)

### Want to learn more?

Visit [ocean.nationalgeographic.com](https://ocean.nationalgeographic.com) for pictures, facts, and ways to help protect one of our world's most precious resources.

## The Myth of Mermaids

Mermaids are mythical, imaginary creatures, with the body of a woman from the waist up and the tail of a fish from the waist down. To ancient civilizations, mermaids symbolized the beauty and danger of the unknown world under the sea. Folktales about mermaids go back thousands of years. Some think that sailors were sighting manatees—a large ocean mammal, also called a sea cow—and imagining them to be mermaids!





# Bringing home!

## On the car ride home....

What do you talk about when the play is over? Perhaps your favorite character or song. Or the part in the play you enjoyed the most. And you can think about...

### How this story connects to you...

**King Triton** believes that all humans are barbarians, but he comes to understand that many people are truly good. Do we sometimes make a judgment about people without really knowing them? What happens when we do?

**Ariel** wants more than anything to have legs and walk on land among the humans. Is there one thing—no matter how impossible it seems—that you truly wish could happen to you?

What is your secret (or not so secret!) talent? If **Ursula** told you that she could make your wish come true but it would mean you lost your special talent, what would you do?

**Flounder, Scuttle** and even **Sebastian** are **Ariel's** closest friends. Throughout the story, they help her achieve her dreams. Who are your closest friends? Can you think of a time when you needed their help with something you couldn't do on your own? Or when you helped them do something they couldn't do without you?