

2016–2017 Season

CATCO is
KIDS!

PLAYGUIDE

WORLD PREMIERE!

COWGIRLS DON'T RIDE ZEBRAS

by Chris Leyva

March 3–12, 2017

Van Fleet Theatre, CPAC, 549 Franklin Avenue



The Story

Penny loves books and has just discovered a new one about cowgirls! With her best friends, Cassandra and Jackie, she's determined to become the best cowgirl ever. The problem is she doesn't have one of the most important things a cowgirl needs: a horse. Every cowgirl needs a trusty steed. She's undeterred from this setback and sets out to the zoo to find a viable replacement. What animals will she meet there? Will she find a different animal to ride?



About the Playwright: Chris Leyva



Chris Leyva lives in Columbus, Ohio. He's originally from Albuquerque, New Mexico. He received an M.F.A. from the Playwrights Workshop at The University of Iowa and a B.A. in Directing from Coe College. His play, *Cowgirls Don't Ride Zebras* will premiere in March 2017 as part CATCO is Kids 2016-2017 season. He was the 2013/2014 recipient of the CATCO is Theatre and Greater Columbus Arts Council Playwright Fellowship with his play *Books & Bridges*, which was also a Semi-Finalist for the 2015 Trustus Playwrights Festival in Columbia, South Carolina. His play, *Persephone Uncut*, was commissioned and performed by Columbus School for Girls in October 2015. Chris has written numerous plays that have been finalists in drama festivals and competitions. Chris is a husband, father, and cartoon connoisseur. He has a day job and a podcast called "Writers Get Animated." Chris is also the author and illustrator of the children's book *Cowgirls Don't Ride Zebras*.

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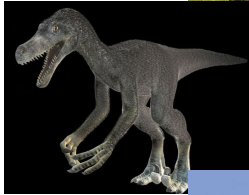
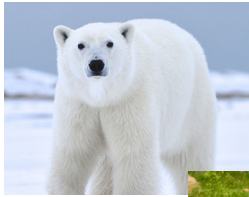
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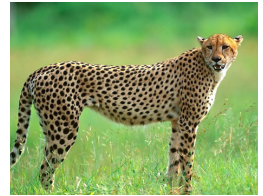
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Fun Facts



- The ostrich is the tallest and heaviest bird. It can run very fast but cannot fly.
- Flamingoes are omnivores. They eat both plants and other animals like shrimp and snails.
- Polar bears live in the Arctic or near the North Pole.
- A group of kangaroos is called a 'mob.'
- Cheetahs are the fastest land mammals and can reach speeds of 60 miles per hour!
- A hippopotamus can hold its breath underwater for about 5 minutes.
- Lions live in families of 15 or more called 'prides.'
- A velociraptor is a type of dinosaur. Scientists believe that some dinosaurs like velociraptors had feathers just like birds!
- There are two main kind of elephants: African and Asian.
- Each zebra has its own unique stripes. It's like their fingerprints.
- Zebras live in Africa.
- Zebras eat only plants. We call those animals herbivores.
- Zebras live in groups and will sometimes spend time with other groups of animals like wildebeest.



Source: <http://kids.nationalgeographic.com>

Curriculum Connections



You can use this Playguide and your visit to CATCO is Kids to help your students meet the curriculum standards required in schools by the Ohio Department of Education and the Common Core State Standards Initiative. Look throughout our Playguide for the icon

Curriculum
Connection

and you will find academic standards that correspond with the different activities listed.

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BEFORE THE SHOW



Activities



1. Columbus, Ohio is fortunate to have one of the best zoos in the country. With your parents or a family member, go on a trip to the Columbus Zoo. Some of the animals are currently not viewable because of the winter. See if you can visit one of the following animals: flamingoes, polar bears, kangaroos, lions, or elephants. Think about one thing you want to learn about one of those animals. Do you want to know what they eat? Where they live? What questions can you think of? Speak with the docents at the zoo to have your question answered. After you leave the zoo, write down the answers to your question on a piece of paper. Work with your parents or the family member who went to the zoo with you to remember everything you learned about those animals.

CCSS.ELA-Literacy.W.K.8

Curriculum
Connection

With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question.



2. In *Cowgirls Don't Ride Zebras*, Penny loves to read. The books she reads spark her imagination! With a parent or guardian, visit your local library. Find a book on a topic that interests you. It could be about the ocean, space, technology, or anything else! Read it with a family member. Write a list of cool facts from the book and use those facts to create your own story based on the book. After you write your story, work with a family member to perform it as a short play. Talk with family members or friends about who the characters are and when and where the story takes place (setting).

Drama/Theatre: Grade 1
Cognitive and Creative
Learning Processes:
Creating 4CE

Curriculum
Connection

Use appropriate dramatic and theatrical vocabulary (e.g., character, time and place) to describe dramatic and theatrical experiences.



3. With a parent or guardian, visit the local library and find three books in the juvenile section about one of the following animals: flamingoes, ostriches, polar bears, kangaroos, cheetahs, hippopotamuses, lions, velociraptors, elephants, or zebras. These are all animals that you will meet in the play *Cowgirls Don't Ride Zebras*. After finding books about the chosen animal, go home and create a list of things to learn about that animal. Find those facts in the books. Use that information to write a short report about where that animal lives, what it eats, what it looks like, how it moves, and any other facts that you think are interesting. After writing these facts down, create a voice and movement for that animal based on your research. Remember how you moved and see if the actor who plays that animal in the play does similar voices and movements!

CCSS.ELA-Literacy.W.2.7

Curriculum
Connection

Participate in shared research and writing projects (e.g., read a number of books on a single topic to produce a report; record science observations).

AFTER THE SHOW



Activities

Drama/Theatre:
Kindergarten

Cognitive and Creative Processes:
Producing and
Performing 2PR



CCSS.ELA-Literacy.RL.1.2

**Curriculum
Connection**

1. In *Cowgirls Don't Ride Zebras*, Penny, Cassandra, and Jackie meet many different animals in the zoo. In the play, each actor had to create a special movement for each animal. Think about what movements they used to show the animals. With family members or friends, retell Penny's adventure at the zoo using only movement. Can you show the characters meeting each animal by without speaking? After practicing, show a family member or friend and see if they can guess the animals based off of only your movements! Now add your own animals that weren't in the play and create motions for them!



Perform group pantomimes and improvisations to retell stories.

2. After seeing the performance of *Cowgirls Don't Ride Zebras*, talk with your family members or friends about the performance. Create a list of events for the play in the order that they happened. Be sure to include who characters are, settings, and when those characters meet. After creating your list, write your own version of *Cowgirls Don't Ride Zebras*. How is it different than the CATCO is Kids version? How is it the same? What do you think the story says about reading and using imagination?

Retell stories, including key details, and demonstrate understanding of their central message or lesson.



3. At the end of *Cowgirls Don't Ride Zebras*, Penny, Cassandra, Jackie, and the Zebra have a book about pirates and decide to play pirates together. How do you think they would play pirates? What imaginary adventures would they go on? Work with a family member or friend to create a pirate story about Penny and her friends. Write your ideas down and use them to create your own pirate play with the characters from *Cowgirls Don't Ride Zebras*. Perform your play for friends and family.

Drama/Theatre: Grade 2
Cognitive and Creative
Processes: Producing and
Performing 1PR

**Curriculum
Connection**

Create movements and voices of characters to communicate feelings and ideas in dramatic or theatrical contexts (e.g., skits, puppetry, pantomime, improvisation and storytelling).



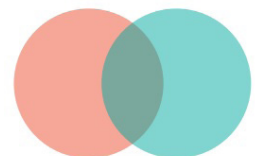
Bonus Activity

Drama/Theatre: Grade 2
Cognitive and Creative Processes:
Creating ICE

**Curriculum
Connection**

After watching the CATCO is Kids production of *Cowgirls Don't Ride Zebras*, take your new copy of *Cowgirls Don't Ride Zebras* home and read the book with a family member. After reading it, create a Venn diagram that shows the similarities and differences between the CATCO is Kids performances and picture books version. How were the characters, setting, plot, and themes different? How were they the same? Share your thoughts with a family member or friend.

Describe the characters, setting, central ideas and plot in stories or dramatic and theatrical works.



Drama/Theatre: Grade 1
Cognitive and Creative Processes:
Responding and
Reflecting 3RE

**Curriculum
Connection**

Compare and contrast the elements (e.g., plot, character, setting) of various stories and dramatic texts.

CRAFT CORNER



Zebra Handprint

In the play, Penny finds a zebra who is willing to help her out. Since it's a little hard to keep a zebra at home, here is a craft to create your own zebra! Follow the directions below.



Materials needed:

- a piece of construction paper
- White finger paint
- Black finger paint
- (Optional) Markers, colored pencils, or another preferred medium
- (Optional) Paint brush
- (Optional) Googly eyes
- (Optional) Glue

Directions:

1. Find a piece of construction paper. This will be your background.
2. Cover one of your hands in white finger paint and press it to the construction paper.
3. Turn your paper upside-down and use your finger or a paint brush to create a neck and head on the opposite side of your thumb print (see picture).
4. Wash your hands and wait for the paint to dry!
5. Use your finger or a paint brush to add stripes of black finger paint to your zebra handprint.
6. Wash your hands again and wait for the black paint to dry.
7. (Optional) Use glue to add googly eyes or other crafty materials to your picture.
8. (Optional) After everything is dry, use markers or your favorite medium to add grass, clouds, a sun, and other parts of the scene with your zebra!