

2014-2015 Season

CATCO IS
KIDS!

PLAYGUIDE



January 16-25, 2015
Studio One
Riffe Center

Go, Dog. Go!

Based on a book by P. D. Eastman

**Play adaptation by Steven Dietz
and Allison Gregory**

Music by Michael Koerner



The Story

Dogs, dogs, everywhere! Big ones, little ones, at work and at play. The CATCO is Kids theatre will light up with pure doggy pandemonium as dogs drive cars, sail boats, ride ferris wheels, and cavort across the stage. The CATCO is Kids' production of *Go, Dog. Go!* is sure to delight both audiences young and old. Join us on a fun-loving journey as P. D. Eastman's book comes to life right before your very eyes!

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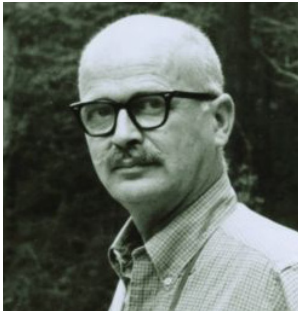


About the Play

P. D. Eastman's book romps through a doggy day from morning to bedtime, and ends with a fantastical party. Red dogs, green dogs, yellow dogs, blue dogs, spotted dogs...the action is non-stop and layered with music that will keep you humming along. This stage adaptation of *Go, Dog. Go!* was created by Seattle Children's Theatre and Children's Theatre of Minneapolis. If you've read the book, you'll know the script—few words have been added to the play. Instead, movement and music bring this timeless tale to life!



About the Author

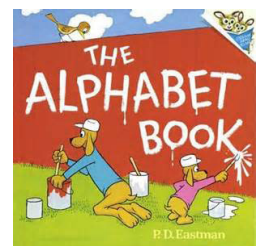
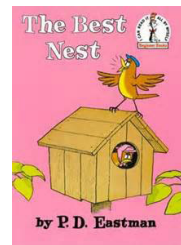
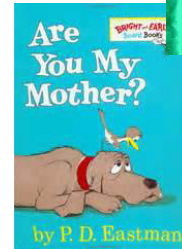
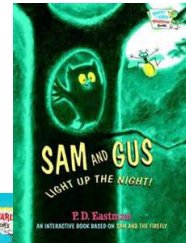
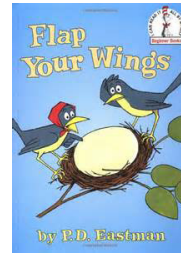
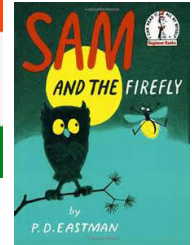
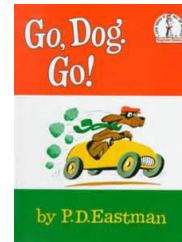


Philip Dey Eastman (1909–1986) was a screenwriter and children's author. He wrote and illustrated for Walt Disney's studio and Warner Brothers Cartoons before joining a team of writers at Random House publishing that included Theodore Geisel (a.k.a. Dr. Seuss). Eastman and Geisel worked so closely together that Eastman's stories are often mistakenly thought to be Dr. Seuss books.

Books written by P. D. Eastman

Are You My Mother?
The Best Nest
Big Dog...Little Dog
Sam and Gus Light Up the Night
Sam and the Firefly
Flap Your Wings
The Alphabet Book

Check out more of P. D. Eastman's books at www.pdeastmanbooks.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.

THINGS TO THINK ABOUT AND DO



Before the Show

1. Read the story *Go, Dog. Go!* with a family member or friend. Use the story to learn about the colors red, blue, green, and yellow. Find a fresh sheet of paper and some crayons. Use a red crayon to write the word red. Complete this same writing activity for each color. When you are finished writing all the colors, search for one or more items in your house that are red, blue, green, or yellow. Document your findings underneath the color you have already written. Then use the objects that you found for each color as inspiration to form a sentence. Example: The red ball in my room rolled across the floor.

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Ohio Early Learning and Development Standards:
Language and Literacy
Development Topic:
Expressive Language

With modeling and support, determine the meanings of unknown words/ concepts using the context of conversations, pictures that accompany text, or concrete objects.

2. Write down the verbs and adjectives you find after reading the story *Go, Dog. Go!* Once you've written them down, can you find the antonym for all the verbs and adjectives you've discovered?

Curriculum
Connection

CCSS.ELA-Literacy. L.K.5.B

Demonstrate understanding of frequently occurring verbs and adjectives by relating them to their opposites. (antonyms)



3. After reading *Go, Dog. Go!*, discuss with a friend all the different hats that the dogs wear in the story. How are the illustrations of the hats the same? How are they different? What types of hats in the story are useful? Which hats look more like a decoration? Do you like Hattie's hat? Why do you think one dog does not like her hat? Why does this particular dog change his mind at the end of the story?

Curriculum
Connection

Ohio Early Learning and Development Standards:
Language and Literacy
Development Topic:
Expressive Language

Use language to communicate in a variety of ways with others to share observations, ideas, and experiences; problem-solve, reason, predict, and seek new information.

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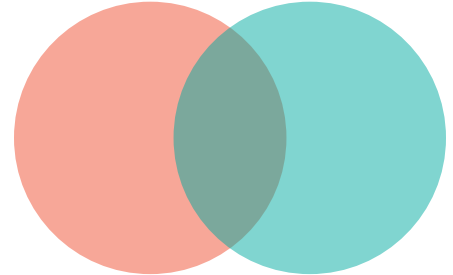
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THINGS TO THINK ABOUT AND DO



After the Show

1. Compare and contrast the book of *Go, Dog. Go!* to the play. What is the same? What is different? Create a Venn diagram to sort out your thoughts. Share the Venn diagram you've created with a friend!



Curriculum
Connection

English Language Arts
Common Core: Reading
Standards for Information
Text: Integration of
Knowledge and Ideas

Compare and contrast the most important points and key details presented in two texts on the same topic.

2. After seeing the performance, create your own original *Go, Dog. Go!* play. Use what you remember from the play as a guide when you create the movements and voices for all the characters in the story. As you practice your play, think about the characters' feelings at the beginning of the story and how their feelings change towards the end. Perform your play for family and friends!

Curriculum
Connection

Drama/Theatre: Grade 1
Cognitive and Creative
Processes: Producing
and Performing 3PR

Demonstrate various movements, voices, and feelings by performing a variety of familiar roles.

3. After seeing the performance of *Go, Dog. Go!*, talk with your class or peers about the performance. Discuss certain elements of the play such as the acting, props, or set pieces. How did these elements enhance your understanding of the story?

Curriculum
Connection

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

Share thoughts, emotions, and ideas in response to a dramatic or theatrical experience.



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Captivating Canines!

Fun Facts about Dogs



English Mastiff
and Chihuahua

- The dog was one of the very first animals to be domesticated by humans.
- There are more than 339 different breeds of dogs. All dogs, regardless of their breed, are direct descendants of wolves and technically of the same species.
- The English Mastiff is in the world record books as the world's largest dog breed. The Chihuahua is the smallest dog breed in the world.
- Dogs have a sense of smell that is one of the keenest in nature.
- *Canis Familiaris* is the Latin name for dog.
- There are 42 teeth in a dog's mouth.



Laikia, the
space dog

- Laikia, a dog, was the world's first astronaut. She was sent into space in an artificial earth satellite in 1957 by the Russian government.
- The Guinness world records note that the oldest dog, Butch, lived to be 28.
- Most people think that dogs sweat by salivating, but they actually sweat through the pads in their feet.

Research Activity: Pick a breed of dog to research. What is special about the particular breed you have chosen? Use different technologies to collect as many pictures and facts about the breed of dog you've chosen to study. After your research is complete, create a presentation for your family and friends.



Craft: Do You Like My Hat?

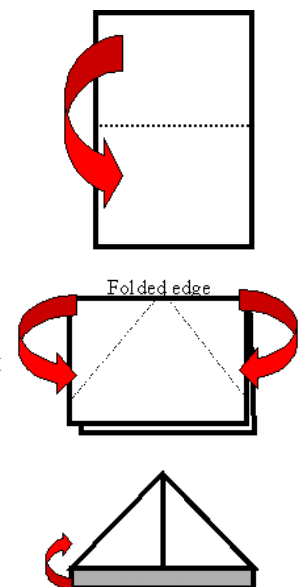
Hattie pops into the play every now and then and asks, "Do you like my hat?" Each time, her hat becomes more outlandish! Here's an easy way to make your own hat. Once you've completed your hat, decorate it to your heart's desire!

Make your own hat in three easy steps!



1. Fold the long side of your newspaper in half.
2. Fold the folded corners of your newspaper down to form a point at the top of your hat.
3. Fold the bottom edges of your newspaper up on each side.

Ta da! Now you have your very own hat! Make your hat silly, colorful, and outrageous! Ask a friend, "Do you like my hat?"



"ACTING OUT" CORNER

Did you love the way the actors used movement to tell the story of *Go, Dog. Go!*? The actors communicated with the audience through movement and very few spoken words. Look below for some fun movement-based acting games compiled and written by our very own producing director Steven Anderson!



Creating Tableau (Pre-K through 4th grade)

Provide a collection of pictures that are dramatic. Ask the children to recreate the pictures with their bodies. Find a picture book that does not employ a lot of text, but that has a clear beginning, middle, and end. Assist the children in matching the shapes and actions depicted in the story.

Machines (Kindergarten and above)

Choose a student to make a simple machine-like movement with a corresponding sound. It must be a movement that can be repeated many times. Choose a second student to join in with a movement that corresponds to the first student's movement. Keep adding students until they are all involved. It sometimes works best with younger children to provide movements and sounds when introducing this activity. You can ask them to speed up or slow down their movements, but they must work as a group so that they slow down at exactly the same rate.

Story without a Voice

Every good story has a distinct beginning, middle, and end. Ask the children if they think they can tell you a story without using words. Perform a short mime piece for them that illustrates the importance of the body in acting.



Extension Activity

Speaking is just one way of communicating in everyday life. Make a list of ways that people communicate other than using their voice.

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