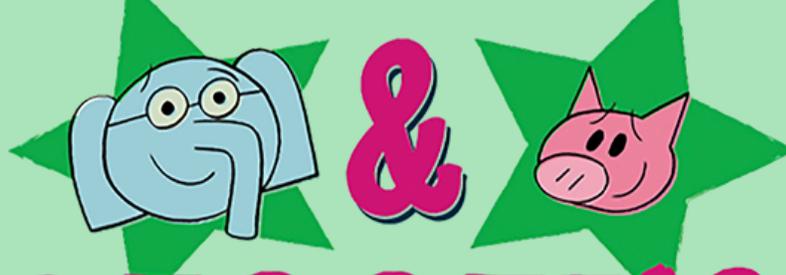


ELEPHANT



PIGGIE'S

"WE ARE IN A PLAY!"

**SCRIPT AND LYRICS BY MO WILLEMS
MUSIC BY DEBORAH WICKS LA PUMA**

**A STUDY GUIDE BY
KEVIN CRONIN, NICK FRANCESCO, MEG JABAILY,
AND BRIGHTON VALOR-HORAN**

**DESIGNED BY
LIV FASSANELLA**

**★ PLAYHOUSE
THEATRE GROUP, INC.**

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GREETINGS EDUCATORS!

Welcome to the engaging and delightful world of Elephant and Piggie! This study guide is thoughtfully crafted to support students in grades PK-3, combining joy, imagination, and teamwork while exploring the beloved characters created by Mo Willems. Within this guide, you'll discover a treasure trove of stimulating games, creative exercises, and collaborative activities designed to bring Elephant and Piggie's *We Are in a Play!* to life in your classroom.

This guide emphasizes movement, creativity, and critical thinking, making it perfect for activities during music, theater, or movement time. It's also an excellent resource for enhancing Social-Emotional Learning (SEL), allowing students to practice teamwork, problem-solving, and empathy—all while engaging in laughter and fun. The activities are organized for ease of use, enabling you to incorporate them seamlessly into your lesson plans.

From hands-on challenges like "Elephant's Trunk Tower Challenge" to imaginative games such as "The Floor is Lava" or "Gerald's Sneaky Safari," this guide is packed with opportunities for students to learn cooperation, express themselves, and build confidence. Other activities—like role-play games, interactive storytelling, and creative movement exercises—are sure to capture their imaginations and help create unforgettable classroom memories.

Above all, this study guide is about connection and celebration. You'll see your students light up with excitement as they embody the playful spirit of Elephant and Piggie. Together, you'll laugh, solve problems, and applaud successes big and small. Enjoy this playful adventure—it's time to inspire creativity, build connections, and have so much fun!

Here's to a vibrant classroom filled with exploration, learning, and lots of laughter!

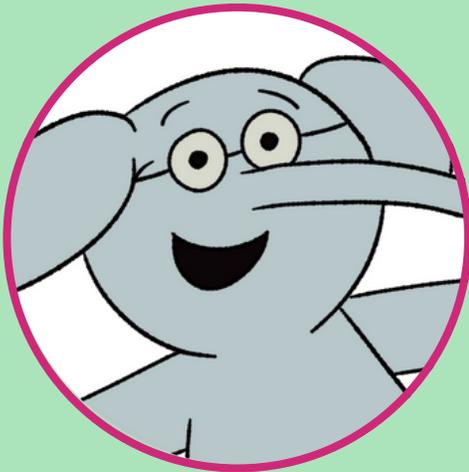
Warmly,

Playhouse Theatre Academy

(Kevin Cronin, Nick Francesco, Meg Jabaily, and Brighton Valor-Horan)

WHO ARE ELEPHANT AND PIGGIE?

from pigeonpresents.com



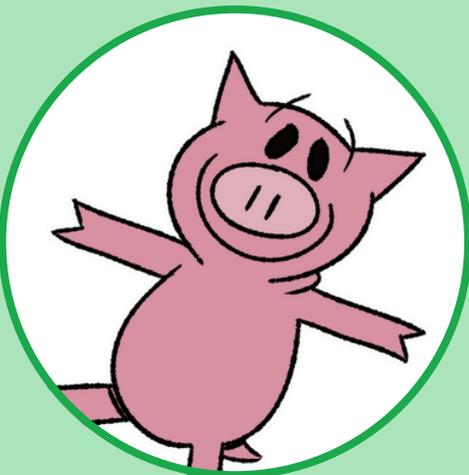
Elephant Gerald is careful. His best friend Piggie is not. Gerald worries so that Piggie does not have to.

Birthday - February 5

Favorite Color - Pink

Food I like best - Quiche

Hobby - Safety monitor



Piggie cannot help smiling. Her best friend Gerald can. Piggie is always ready for a new adventure, especially when Elephant Gerald is ready to play, too!

Birthday - May 2

Favorite color - Pink

Food I Like Best - Bubble gum and slop

Hobby - Dancing

Activity: Tell us about you!

Have the students answer the same questions as Elephant and Piggie and share!



ABOUT

THE

SHOW

**SOME INFORMATION TO PREPARE
STUDENTS FOR THE SHOW**



THEATRE ETIQUETTE

Read this aloud and feel free to turn it into an engaging discussion!

Get ready for an exciting adventure! Very soon, you'll be attending a performance of **Elephant & Piggie's "We Are In A Play!"** at Playhouse on Park. Whether this is your very first live theater experience or you've been to a show before, it's going to be a lot of fun! Before you head in, make sure to use the restroom, as there won't be an intermission during the performance.

When you arrive at the theater, you'll walk through the lobby and into the performance space, where you'll be assigned a seat. Once you're settled, the lights will dim, and the magic will begin! This show is a musical, which means you'll see talented actors singing, acting, and dancing live on stage. To help everyone enjoy the show, it's important to stay quiet and focused while the performance is happening. If you need to use the restroom during the show, try to wait for a good moment, like between songs or scenes, and return quietly when an usher or teacher lets you know it's okay.

We also ask that you help us keep the theater distraction-free by silencing all electronic devices and keeping them put away. But now for the fun part! There are so many things we hope you will do during the show—clap after songs, laugh if something funny happens, and join in when the actors invite you to participate. At the end of the show, the actors will take a bow to thank you for being such a great audience, and you can clap to thank them too! If you absolutely loved the show, feel free to give them a standing ovation by standing up while you're clapping during the bows—it's an extra special way to say thank you!

Most of all, remember to laugh, clap, and have a fantastic time! We can't wait to share this wonderful experience with you!

WHO'S WHO IN THE CAST?



Berny Balbuena

as
Elephant Gerald



Chelsea Majors

as
Piggie

The Squirrelles



Angela Gonzalez



Anastasia Maglaras



Cara Tome

Swings



Bryce Abelle



El Bloom

GET READY FOR YOUR VISIT

This section is here to help everyone get familiar with the experience ahead so you can feel confident and excited about your visit!

WHAT IS PLAYHOUSE ON PARK?

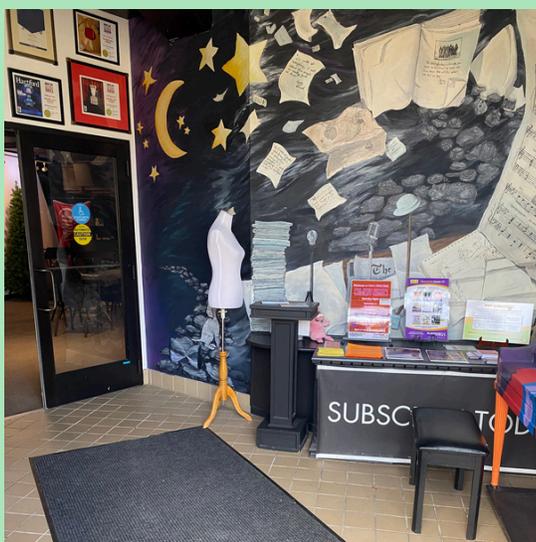
Playhouse on Park is the theater where you will be attending the show. Take a moment to explore what it looks like! Check out pictures of the outside, the cozy inside, and, of course, the stage where all the magic happens. We can't wait to welcome you!



Outside



Inner Lobby



Outer Lobby

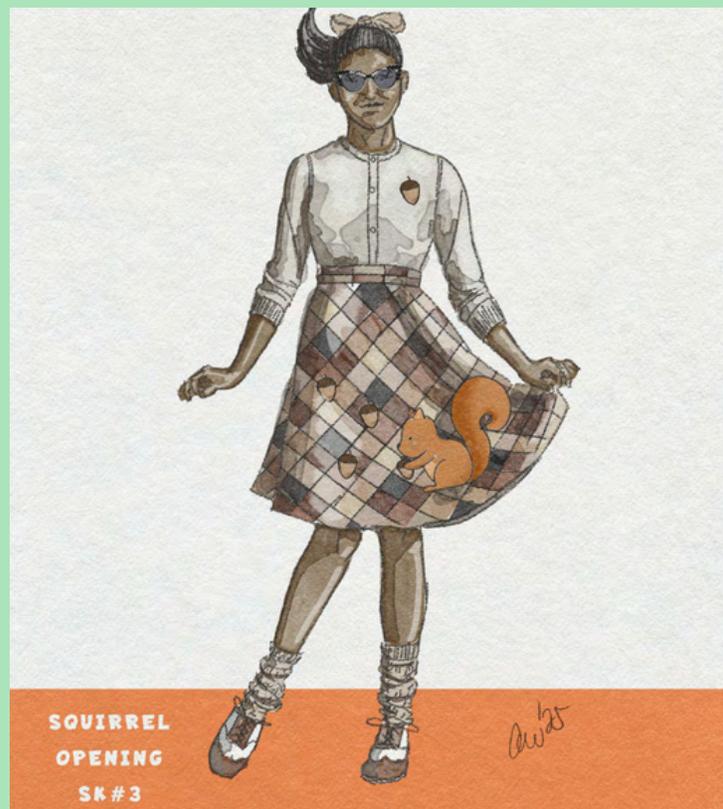
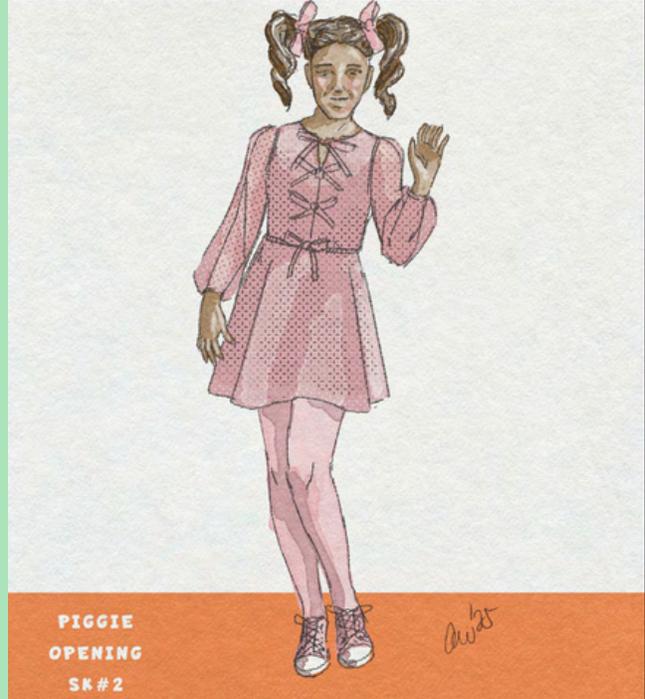
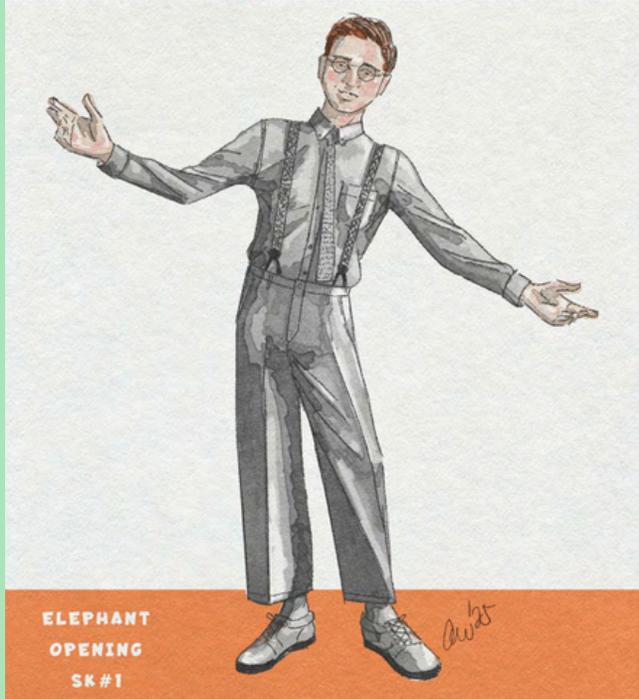
THE STAGE

The stage is the magical place where all the fun will happen! It will be bright with lots of colorful lights and decorated perfectly for Elephant & Piggie. Take a look at some drawings to see how amazing it's going to be!



COSTUMES

To help the actors fully step into their roles and bring their characters to life, they wear costumes that match the personalities of Elephant, Piggie, and their friends. Below, you'll find some delightful drawings of the costumes they'll be wearing—take a look and imagine how these outfits help bring the characters' stories to the stage!



POST-SHOW DISCUSSION TOPICS

After enjoying Elephant & Piggie's "We Are in a Play!", take some time to reflect on the important themes and lessons from the show. Here are some fun and thoughtful discussion topics to explore as a group!

Friendship

- Elephant Gerald and Piggie are so different—Gerald is careful and nervous, and Piggie is spirited and carefree. How do these two opposites make such great friends?
 - What does it mean to cooperate with a friend? Can you think of a time when you and a friend worked together to solve a problem or have fun?
 - How are you and your friends different? How do those differences make your group of friends stronger or more unique?
- 

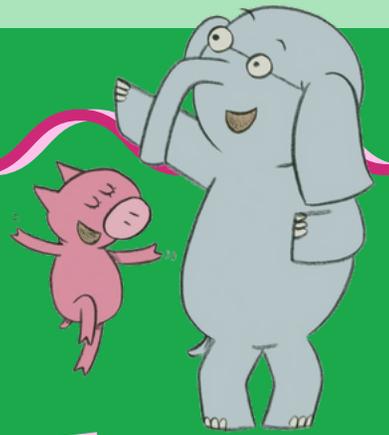
Big Feelings

- During the show, Gerald and Piggie experience some big emotions. Can you remember some of the feelings they had (like being excited, worried, happy, or surprised)?
 - Have you had similar feelings before? How did you show those feelings to others?
 - Gerald and Piggie don't always agree. What do they do when that happens? What can we learn from them about forgiveness?
 - What can YOU do to support a friend who's feeling sad, mad, or worried?
- 

Activity: Share Your Experience

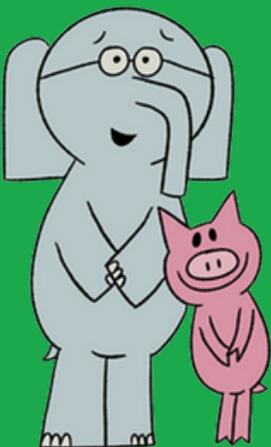
After your discussion, use your creativity to express what you've learned! Draw or write about a time you felt big emotions, like Gerald or Piggie. Who helped you? What did they do to help you feel better? Illustrate a scene from the show or create your own story about friends who are very different but work together to overcome challenges.

These discussion topics and activities will help you treasure the special lessons about friendship and feelings in Elephant & Piggie's "We Are in a Play!". Remember, even opposites can work together to make the best of friends!



GAME

TIME!



**ENJOY THE FOLLOWING
GAMES WITH YOUR CLASS**

ELEPHANT'S TRUNK TOWER CHALLENGE

Welcome to the exciting Elephant's Trunk Tower Challenge! Get ready for teamwork, creativity, and a little bit of balance magic as we draw inspiration from "I Broke My Trunk!"



Set Up:

To kick things off, split the class into three groups. Lay down three or four color-coordinated sit spots in a line for each group, forming three separate lines. At the front of each line, place a bin of Duplo blocks. These will serve as the building pieces for your team's tower. Assign a specific building area for each group where they will construct their towers.

How to Play:

- The person at the front of each line will head to their team's Duplo bin to grab a block. But here's the twist—they can only use one arm, just like an elephant using its trunk!
- They'll carefully place the block onto their team's tower, then move to the back of the line. Everyone shifts up a spot, and the next person steps forward to grab a block.
- This continues, one person at a time, until the activity ends. The key is to focus not just on building the tallest tower but also the most stable one—balance is everything!
- When time runs out or all groups finish, examine the towers. The team with the tallest and sturdiest structure wins! If there's a tie, see which tower balances the most blocks without toppling.

Reflection (Quick Group Share):

What strategies did your team use to build the tallest and most stable tower? Did using just one arm make the challenge harder or funnier? Celebrate everyone's teamwork and creativity, and remind students that working together and experimenting with ideas is what makes the activity so enjoyable. High-fives for each team's effort and ingenuity—every tower had its own unique charm!

THE FLOOR IS LAVA

Time for an adventure, educators! This is your chance to guide your students through an engaging, balance-focused challenge, inspired by “I Broke My Trunk.” Get ready for “The Floor Is Lava,” inspired by the balance and coordination of Elephant’s trunk!



Set Up:

Scatter 24 “fun stones” (like mats, foam pieces, or felt squares) across the room. Be creative—mix closer stones with ones farther apart to amp up the difficulty. The stones are your class’s safe haven from the lava, and every student’s lifeline for the challenge ahead! As part of this, students can decorate their own stepping stone! We love using DOT markers, but whatever you want is best! We’ve included the printout at the end of this study guide, and [hyperlinked it here](#).

How to Play:

- Each student starts on a designated stone and works toward crossing the lava field to the other side of the room.
- Students can only step on the stones and must move one by one. You can use a signal, like a countdown or whistle, to guide turns.
- No two players can share a stone, so if paths cross, cooperation is key!
- If someone steps into the lava, they can return to the closest safe stone and try again.
- Once all students make it safely across, it’s time to celebrate! High-fives all around for this exercise in teamwork, strategy, and balance.

Add an Extra Twist:

For a fun challenge, encourage students to hop on one leg or stretch out their arms for balance, just like Elephant using his trunk.

Reflection (Quick Group Share):

How did you decide which path to take across the lava field? Was balancing on the “fun stones” tricky or exciting? Did any unexpected teamwork moments stand out? Celebrate all the clever strategies and daring moves that helped everyone make it safely across the “lava”! Remember, it’s not just about reaching the other side—it’s about taking the challenge together and cheering each other on.

Optional Music Addition:

Play [“The Floor is Lava”](#) by [The Kiboomers](#) to energize the activity even more!

ELEPHANT AND PIGGIE TAG

It's time to introduce a high-energy, laughter-filled game of Elephant and Piggie Tag, drawing inspiration from "I Am a Frog." This game builds movement, strategy, and teamwork.



Set Up:

Define the play area and mark a “waiting spot” (or jail) using cones or markers.

Choose one student to be Gerald (the elephant), who will be “It.”

Pick a second student to play Piggie, who has the special role of freeing friends.

How to Play:

- All other classmates are Friends, scattered around the play area.
- Gerald's job is to tag as many Friends as possible and send them to the waiting spot.
- Piggie can free tagged players by sneaking in and tagging them. Piggie must be strategic because they're the last person Gerald is allowed to tag.
- The Friends and Piggie win if they keep freeing each other until time runs out. Gerald wins by tagging everyone, including Piggie.

Celebrate Fun Variations:

Students can bring their creativity to the game—pretend the waiting spot is a hotel lobby, where different animals (Friends) are running through the halls! A Gerald stuffy can add extra charm and excitement to the role-playing fun.

Reflection (Quick Group Share):

How did it feel being Gerald or Piggie? Did you enjoy sneaking around to help your friends or strategizing to tag them? What creative variations did you come up with during the game? Celebrate how each role played a special part in making the game so much fun, and remind everyone that teamwork and imagination truly bring the game to life! Great job, everyone—you were fantastic!

Optional Music Addition:

Play “Sandstorm” by [Darude](#) to energize the activity even more!

FIREFLY FRENZY

This electrifying game invites everyone into the sparkling world of froggies and fireflies, bringing “I Am a Frog” to life! It’s perfect for fostering listening skills, strategy, and loads of giggles.



Set Up:

Choose one student to play Piggie, the Keeper of the Pretend Firefly, who sits blindfolded in a chair at the center of the play area. Place a small toy firefly (or any small prop) beneath their chair.

How to Play:

- The remaining students become frogs, and their goal is to hop quietly toward Piggie to “catch” the firefly.
- If Piggie hears a sound, they enthusiastically shout, “Ribbit!” and point in the direction of the noise.
- If their guess is correct, the noisy frog returns to the starting line.
- If a sneaky frog manages to snag the firefly and hop back safely, Piggie removes their blindfold and has three guesses to identify which clever frog pulled off the heist.
- Play several rounds, giving everyone the chance to be Piggie and keeping the energy lively. This game is sure to become a froggy favorite!

Celebrate Fun Variations:

Try dimming the lights and using a glow-in-the-dark object to make the firefly really shine!

Reflection (Quick Group Share):

How did it feel trying to sneak so carefully or using your sharp listening skills to shout, “Ribbit!” at just the right moment? Did the glow-in-the-dark firefly or music make the game extra exciting? Celebrate the clever strategies, stealthy moves, and all the laughs along the way. Everyone brought their own creative flair to this froggy adventure, and that’s what made it so special. Fantastic job, everyone—your froggy finesse and team spirit were truly unforgettable!

Optional Music Addition:

Play [“Fireflies” by Owl City](#) to energize the activity even more!

MOVE THROUGH THE SPACE

Get ready to go on a whimsical adventure filled with motion and imagination inspired by “Can I Play Too?” This activity encourages movement, listening, and creativity!



How to Play:

I'll describe different scenarios, and you get to move through the space as if you're part of that world. Listen carefully and use your imagination to show how you would move.

Scenarios:

- Wading Through Mud: “Imagine the ground is sticky, gooey mud. Lift your feet high and step slowly. Can you feel the squish?”
- Blowing Through a Blizzard: “Brrr! The wind is strong. Lean forward and march carefully through the swirling snow.”
- Tiptoeing on Hot Lava: “The floor is hot—tiptoe across, jumping from one safe rock to another!”
- Sneaking Past a Sleeping Elephant: “Shhh! Be very quiet. Move slowly and carefully so you don't wake the elephant.”
- Bounding Like a Piggie: “Bounce happily across the room like Piggie, hopping joyfully!”
- Floating Through Space: “Pretend you're weightless, floating slowly and smoothly like an astronaut.”
- Wading Through a Jungle: “Push your way through tangles of vines and bushes. Keep your eyes open for wild animals!”
- Marching Like Parade Elephants: “March proudly through the room, stomping your feet and swinging your arms like you're leading a parade.”
- Crawling Through a Tunnel: “Get down low on your hands and knees to crawl through a narrow tunnel.”

Reflection (Quick Group Share):

After everyone has experienced the adventure-filled scenarios, gather the group in a circle for a moment of reflection. Invite participants to share which movement or scenario they found the most fun or challenging. Did they enjoy tiptoeing across the hot lava or floating through space like an astronaut? Encourage them to talk about how they used their imagination to bring the scenarios to life and what made them laugh or feel creative.

IMAGINATION CATCH

Step into a world of creative fun with Imagination Catch, inspired by “Can I Play Too?” This cooperative game helps students express themselves through body language and teamwork.



Set Up:

Create two rows of sit spots so students stand across from a partner. Everyone imagines throwing and catching objects of all kinds—but with a fun twist! The objects are imaginary and can be anything you dream up.

How to Play:

Partner A imagines an object—big, tiny, heavy, or light—and uses their body to show its size, weight, and texture (e.g., a giant beach ball or a slippery fish). Then, they “toss” the imaginary object to Partner B, who catches it in the same way and transforms it into their own new object to throw.

Some Imaginative Ideas:

- A wiggly snake
- A balloon filled with jelly
- A bowl of spaghetti
- A bouncy ball
- A spiky porcupine
- A marshmallow pillow
- Seasonal objects (like a Christmas tree)

Reflection (Quick Group Share):

Bring the group together to share their experiences! Ask questions like, “What was the most surprising object you caught?” or “How did your partner help you imagine their object?”

WHERE DO YOU LIKE TO GO?

Step into a world of shared discovery and creativity with "Where Do You Like to Go?" Inspired by "I Am Going," this activity encourages students to reflect on their favorite places while working together to create something truly special!



Set Up:

Roll out a large sheet of butcher paper that provides enough room for every student to sit and create. On the paper, sketch a basic map framework with streets, rivers, or landmarks that spark inspiration. Place "sit spots" around the map for students to claim their creative space.

How to Play:

- Invite students to sit at their spots. Encourage them to think of places they enjoy visiting—it could be their school, the park, a beach, or a loved one's home.
- Using crayons, markers, or colored pencils, students will draw their chosen destinations right onto the shared map. They can add as much detail as they like, such as trees, animals, buildings, or even imaginary elements to bring their favorite places to life.
- Once the map is filled with wondrous destinations, it's time to take a ride! Using a toy car, each student will take turns "driving" around the map, sharing the places they've drawn and why they love them. The car will travel from spot to spot as new stories unfold.

Reflection (Quick Group Share):

Gather the group together to admire the completed map. Ask questions like, "What was the most surprising place we visited?" or "Who added something creative to their spot?" Wrap up the game with a joyful round of applause for everyone's artistic flair and thoughtful stories. Get ready to explore and share—it's going to be an unforgettable adventure!

RED LIGHT GREEN LIGHT

Get ready to move, imagine, and work together in "Red Light Green Light," inspired by "I Am Going!" This playful activity brings energy and imagination to your classroom, where teamwork and creativity are the ultimate goals.



Set Up:

Designate a starting line on one side of the room and a finish line on the other. At the finish line, place materials for creating silly hats, just like the ones Elephant loves in the story (e.g., colorful paper, feathers, stickers). Make sure there are enough supplies for everyone!

How to Play:

- Students will start at their "sit spots" on the starting line. The goal is simple—get to the finish line together as a team!
- When the instructor calls out "Green Light!", the whole group moves across the floor in silly and imaginative ways. You could hop like frogs, waddle like penguins, tiptoe like sneaky mice, or invent your own unique movement. Get creative and have fun switching it up each round!
- At "Red Light!", everyone must freeze in place. If a student moves after "Red Light!" is called, they'll return to their sit spot and join again during the next round.
- Continue playing until every student reaches the finish line, celebrating teamwork and encouragement along the way.

Reflection (Quick Group Share):

Once everyone is at the finish line, take a moment to celebrate the group's effort. Encourage them to share moments they enjoyed during the game, like what movement made them laugh the most or how their teammates supported them. Finally, gather around the materials and start crafting those silly hats for a joyful ending to a delightful game! Teamwork, creativity, and laughter—it's all here!

SCOOPS AND SNEAKS

Get ready for a sweet and sneaky adventure with "Scoops and Sneaks"! This delightful twist on the classic Four Corners game will immerse players in the deliciously fun world of "Should I Share My Ice Cream?", bringing out teamwork, creativity, and lots of giggles along the way.



Set Up:

Transform the space into an ice cream lover's paradise using four defined corners, each representing a delightful ice cream flavor—Chocolate, Strawberry, Vanilla, and Cookies and Cream. Decorate each corner with fun signs or visuals to bring these flavors to life (We've included the signs we use at the end of this study guide and have [hyperlinked them here](#)). Choose one player to be "Gerald," our cautious-yet-lovable elephant, who will begin in the middle of the area.

How to Play:

1. Gerald's Countdown: While Gerald stands in the center with their eyes closed, they count down from 10 to 0. During this time, other players sneakily move from one ice cream corner to another, or decide to stay put at a corner.
2. Caught Mid-Move: Anyone caught moving after Gerald reaches "0" must sit down where they were caught—oops, you've been spotted!
3. Calling the Flavor: With their eyes still closed, Gerald calls out the name of one delicious flavor. All players standing at that corner are "caught by Gerald!" and must sit out for the rest of the round.
4. Empty Flavor Surprise: If Gerald calls out a flavor with no players standing there, all players who had been sitting out get to rejoin the game!
5. Rallying the Herd: The game continues until only one sneaky player remains standing. That player wins the round and becomes the next Gerald!

Add Some Fun:

Encourage players to channel their inner Piggie and Gerald vibes! Sneak or dash with giggly Elephant and Piggie phrases like, "Oh no, the ice cream is melting!" or "What would Piggie do next?" Keep the energy light, cheerful, and full of laughter to honor Mo Willems' beloved characters.

Reflection (Quick Group Share):

After the game, gather everyone together for a quick reflection. Share favorite moments—Who was the sneakiest? Which flavor did they love hopping to the most? Celebrate the moments that made everyone smile and the teamwork involved. It's all about staying creative, kind, and having fun!

GERALD'S SNEAKY SAFARI

Put on your safari hats and get ready for a rollicking adventure with Gerald as a cautious safari leader! This playful game will have everyone sneaking, giggling, and working together to create unforgettable memories.



Set Up:

Prepare a safari zone in your space and designate a “prize” or target, like a prop safari jeep or a pile of pretend snacks, at a set distance. Choose one player to act as “Gerald the Elephant,” the careful leader of the safari, while everyone else becomes sneaky safari animals.

How to Play:

1. Start the Safari Adventure: Gerald begins as the safari leader at the front, while the others start spaced out as animals lounging in the wild. The sneaky animals must stay as quiet and still as possible to avoid Gerald’s watchful eyes.
2. Gerald’s Watchful Eye: Gerald will occasionally “check the map” or “search for wildlife” by turning their back. Safari animals then have their chance! While Gerald isn’t looking, animals can shift, wiggle, or sneak toward the prize.
3. Catching the Animals: If Gerald spins around and catches an animal in motion, that animal must freeze and tiptoe back to their starting spot. No sneaky moves allowed until Gerald’s back is turned again!
4. Winning the Prize: If an animal successfully sneaks all the way to the prize without getting caught, they win and become the next Gerald. If Gerald catches all the animals before anyone reaches the prize, Gerald stays leader for another round.

Add the Adventure:

Encourage players to embody different animals from the safari. One round, they can slink like lions; the next, tiptoe like zebras or bounce like kangaroos. Add animal noises or silly movements to make it even more immersive and fun!

Reflection (Quick Group Share):

After everyone’s safari adventure, come together to reflect on the experience. Who had the sneakiest animal moves? What creative animal choices made the group laugh? Celebrate everyone’s efforts and the joy of staying playful and imaginative. Safari success comes from teamwork and cheerful energy!

SPOTLIGHT PRACTICE

A spotlight shines brightly on a specific area, drawing all attention to it and making it the focal point. Imagine standing in your own spotlight, feeling the warmth of its light on your face as it highlights your presence and importance. Now, let's bring some fun and energy into our practice!



Set Up:

Picture this—you're not only the star of the show but the ultimate performer who's ready to take the stage! We'll use this practice to focus on readiness, confidence, and getting into the right mindset.

How to Play:

- When I call out “Spotlight!”, imagine a huge beam of light shining down on you, and it’s your time to shine! Stand strong, tall, and proud like a superhero!
- Next, we’ll introduce what actors call “actor’s neutral.” It’s a grounded and balanced posture that prepares you to step into any role.

Actor’s Neutral Steps:

1. Stand with your feet about hip-width apart and bend your knees slightly for balance.
2. Picture a string gently pulling the top of your head upward—this will help with posture.
3. Keep your chin level with the floor and look forward.
4. Relax your arms at your sides, soft and easy.
5. Imagine yourself as a blank canvas, ready to embody any character, mood, or movement.

Adding Movement (Optional):

- Pretend to “step into the spotlight” like you’re walking onto a grand stage.
- Add some flair with a bow, a dramatic pose, or even a wave like you’re greeting your biggest fans!
- Feel free to throw in some fun pretend props—maybe a microphone, a trophy, or even a cape!

Reflection (Quick Group Share):

After stepping into the spotlight, take a moment to share how it felt. Did standing tall make you feel confident? Did pretending to be a superhero spark your imagination? Highlight everyone’s readiness and excitement—you’re all ready to shine like the stars you truly are!

THE EMOTION PASSING GAME

How are you feeling today? Are you happy? Curious? Maybe even tired or grumpy? All feelings are important and deserve recognition! Let's take a moment to explore emotions in a playful and interactive way. This would be a wonderful activity to include in morning class meetings or circle time—it provides an opportunity to connect, share, and set a positive tone for the day ahead!



Set Up:

Gather in a circle and prepare to use your faces and bodies to express what you're feeling. This game is all about creativity and imagination—get ready to have some fun!

How to Play:

1. Silly Face:

- "Let's start with something silly! Make the silliest face you can think of! Now, we're going to pass this silly face around the circle. I'll start, and then 'pass' it to the next person. Catch it, then pass it on!"
- Encourage giggles and praise each person's effort.

2. Angry Face:

- "Next, let's pretend to feel angry. Maybe scrunch up your eyebrows, cross your arms, or give a big frown. Pass your angry face around the circle. Remember, it's just pretend—it's okay to feel and express emotions like anger!"

3. Surprised Face:

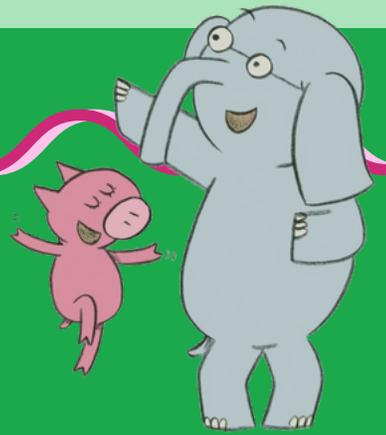
- "Now, let's practice being surprised! Do your eyes grow wide? Does your mouth drop open? Show us! Pass that surprised face completely around the circle!"

4. Happy Face (Ending on a Positive Note):

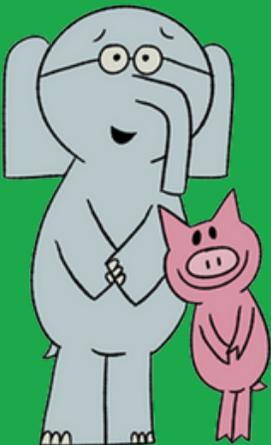
- "Finally, let's share a big, cheerful smile! Smile as brightly as you can—it's so contagious! Pass that joy around the group. I hope that pretending to be happy reminds you of how great it feels to actually smile!"

Reflection (Quick Group Share):

After exploring emotions, gather together and reflect on the experience. Did anyone's silly face make you laugh? Did it feel strange or fun pretending to be angry or surprised? Celebrate everyone's creativity and remind them that all feelings—even the challenging ones—are part of being human. Keep practicing and sharing your emotions—it's what makes us special!

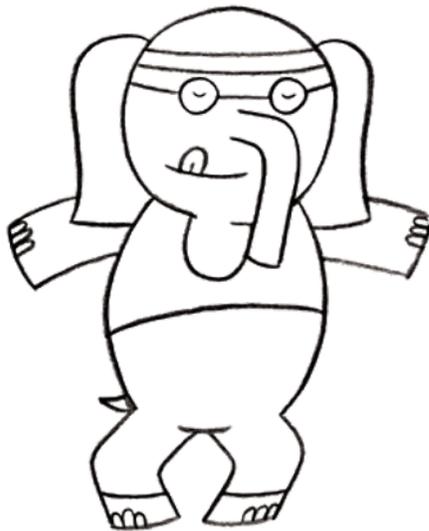


PRINT OUTS



**COLORING PAGES, DRAWING
LESSONS, AND MORE!**

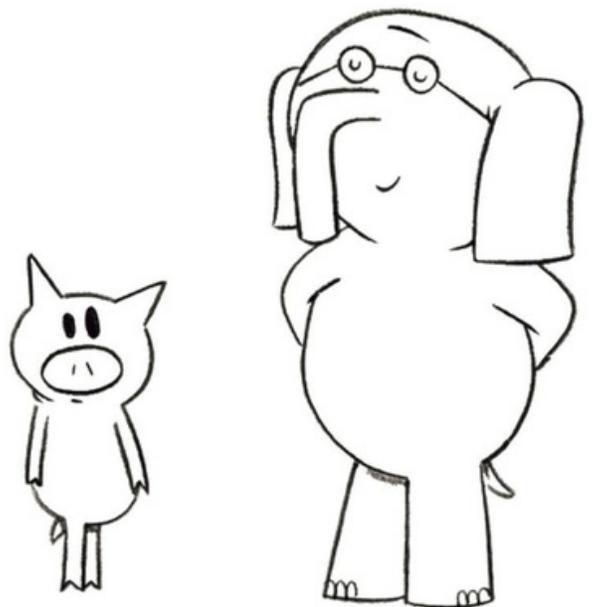
COLOR ELEPHANT AND PIGGIE!



ELEPHANT & PIGGIE'S
"WE ARE IN A PLAY!"

November 29th-December 20th

PLAYHOUSE
THEATRE ACADEMY 

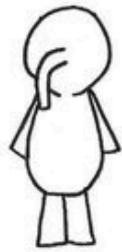


DRAW ELEPHANT & PIGGIE!

from Kingergarten Nana

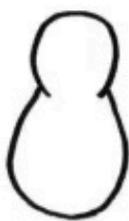
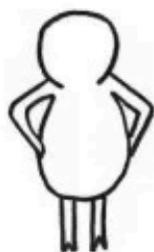
Elephant

Based on Gerald the Elephant from *Elephants Cannot Dance* by Mo Willems.

<p>1</p>  <p>Start with a "U" shaped body.</p>	<p>2</p>  <p>head and trunk</p>	<p>3</p>  <p>arms and legs</p>
<p>4</p>  <p>ears and a tail</p>	<p>5</p>  <p>eyes, glasses, a mouth, and toenails</p>	<p>6</p>  <p>What will he say?</p>

Piggie

Thank you Laura Flocker. Based on Piggie from *My Friend Is Sad* by Mo Willems.

<p>1</p>  <p>Start with a "U" shaped body.</p>	<p>2</p>  <p>head</p>	<p>3</p>  <p>arms and legs</p>
<p>4</p>  <p>ears and nose</p>	<p>5</p>  <p>eyes and a mouth</p>	<p>6</p>  <p>What will she say?</p>

WRITE A LETTER TO THE CAST!

Thank you for bringing your students to see *Elephany & Piggie* at Playhouse on Park and for encouraging the arts in your classroom! We would love to hear from students what they thought of the production and any questions they may have for our cast and crew!

Mail your class letters to us at Playhouse on Park, we will send a thank you letter back to your class!

Please mail class letters to:

**Playhouse Theatre Academy
Playhouse on Park
244 Park Rd
West Hartford, CT 06119**

Teachers: if you have thoughts or comments regarding educational programming at Playhouse on Park, please email Kevin Cronin, Director of Education, at kcronin@playhousetheatregroup.org.

Dear Elephant & Piggie Cast and Crew

My favorite part of the show was:

Draw your favorite part of the show below!

From,

WHO WROTE THE SHOW?

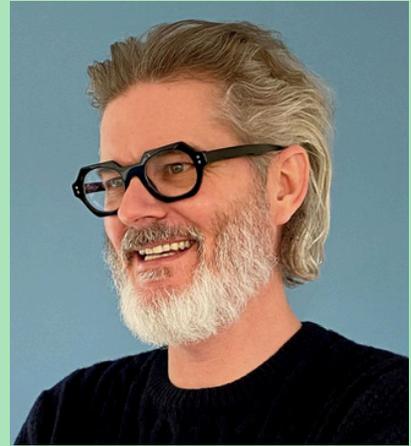
MO WILLEMS

Mo Willems is an author, illustrator, animator, and playwright. He continues to collaborate in creating fun new stuff involving classical music, opera, comedy concerts, dance, painting and digital works.

Willems is best known for his #1 New York Times bestselling picture books, which have been awarded three Caldecott Honors (Don't Let the Pigeon Drive the Bus!; Knuffle Bunny: A Cautionary Tale; Knuffle Bunny Too: A Case of Mistaken Identity), and his celebrated Elephant and Piggie early reader series, which has been awarded two Theodor Geisel Medals and five Geisel Honors.

Mo's art has been exhibited around the world, including major solo retrospectives at the High Museum (Atlanta) and the New-York Historical Society (NYC). Over the last decade, Willems has become the most produced playwright of Theater for Young Audiences in America, having written or co-written four musicals based on his books.

He began his career as a writer and animator on PBS' Sesame Street, where he garnered six Emmy Awards (writing). Other television work includes two series on Cartoon Network: Sheep in the Big City (creator + head writer) and Codename: Kids Next Door (head writer). Mo's recent TV projects include the live action comedy special Don't Let the Pigeon Do Storytime! and an animated rock opera special based on Naked Mole Rat Gets Dressed, which originally premiered on HBO Max. In April 2023, Mo will celebrate the 20th anniversary of Don't Let the Pigeon Drive the Bus! with the publication of Be the Bus: The Lost & Profound Wisdom of The Pigeon (Union Square Kids, April 4, 2023), a humor book for adults, and Don't Let the Pigeon Drive the Bus! 20th Anniversary Edition (Hyperion Books for Children, April 4, 2023) including an exclusive board game. His papers reside at Yale University's Beinecke Library.



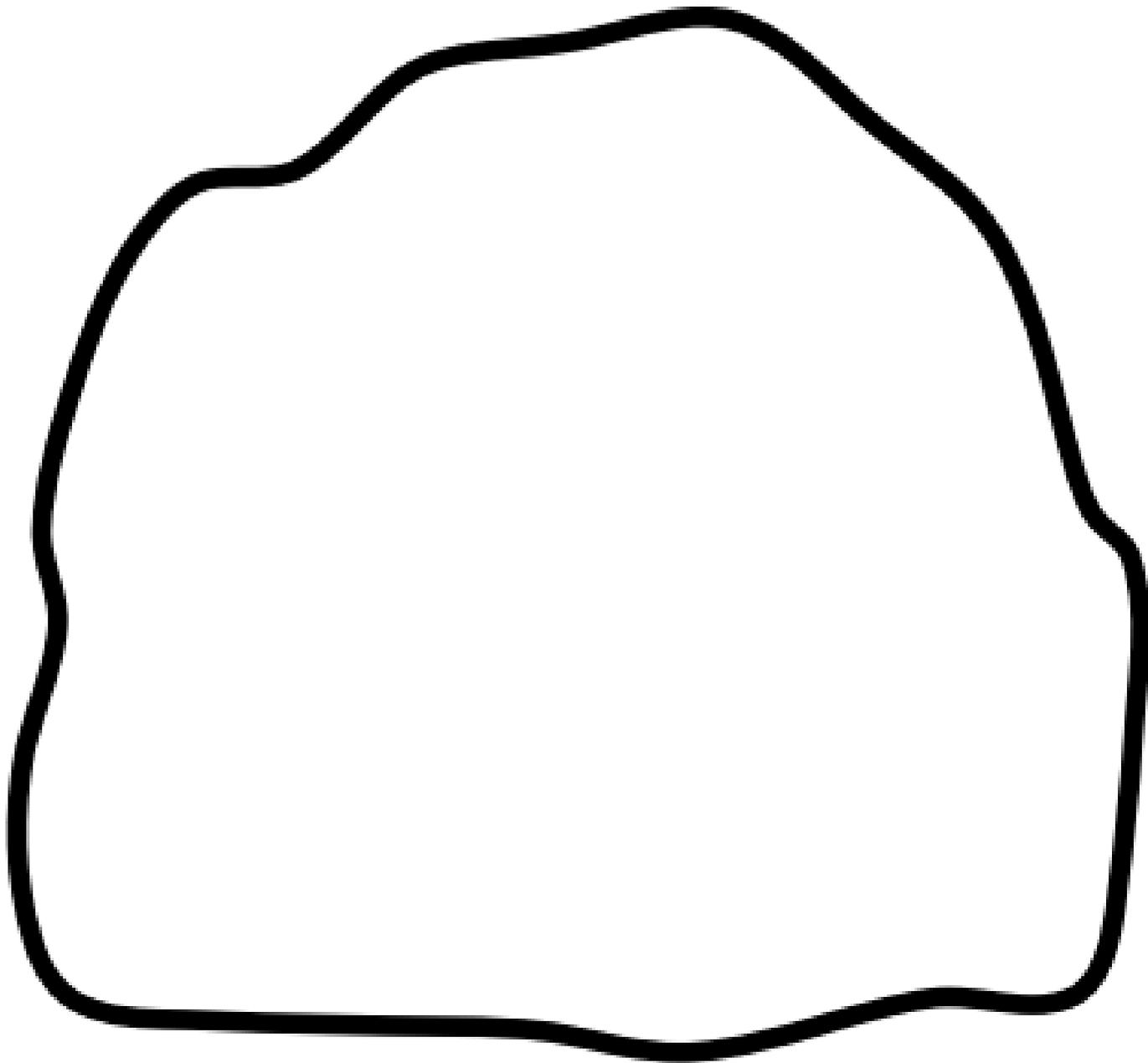
DEBORAH WICKS LA PUMA (MUSIC)

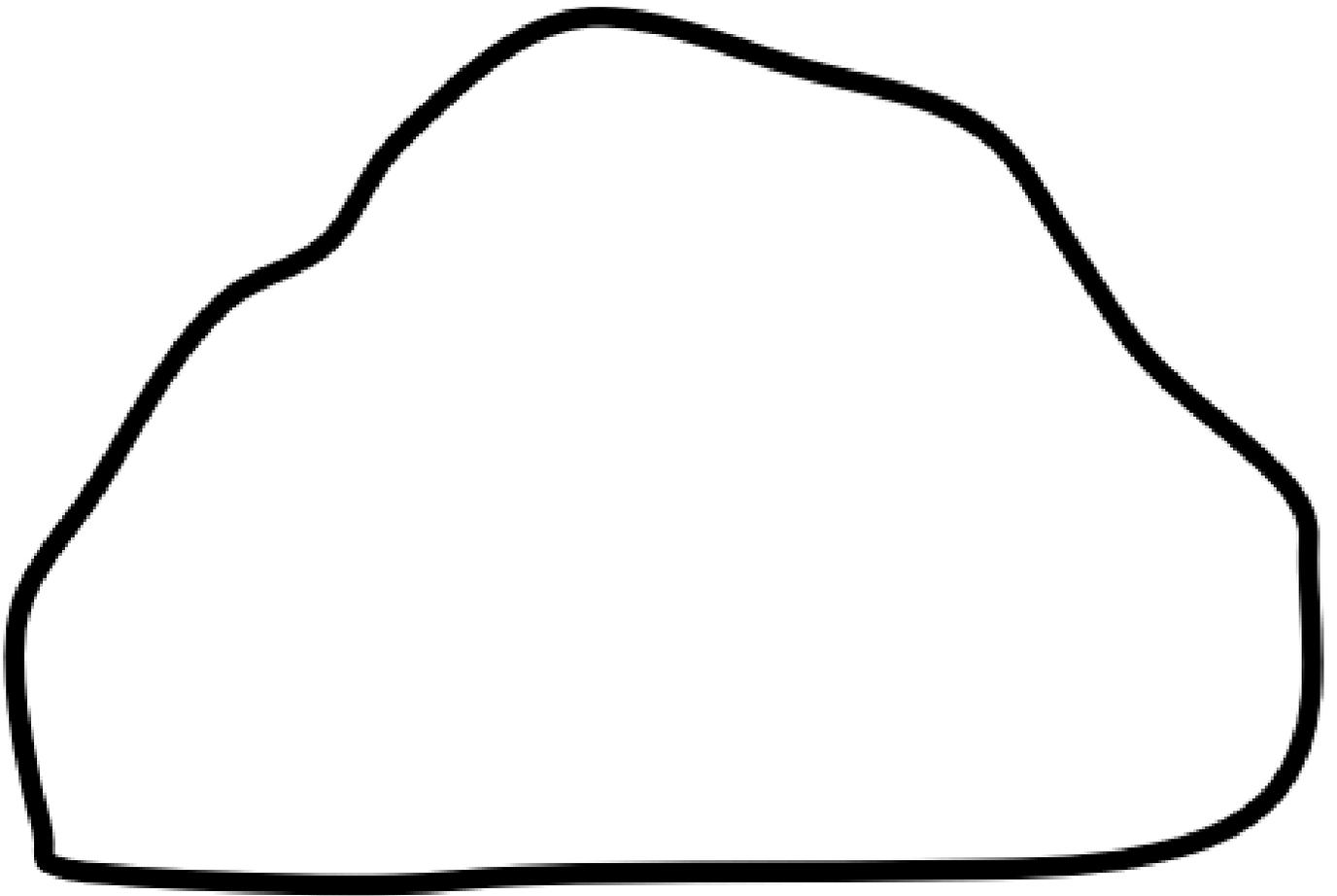
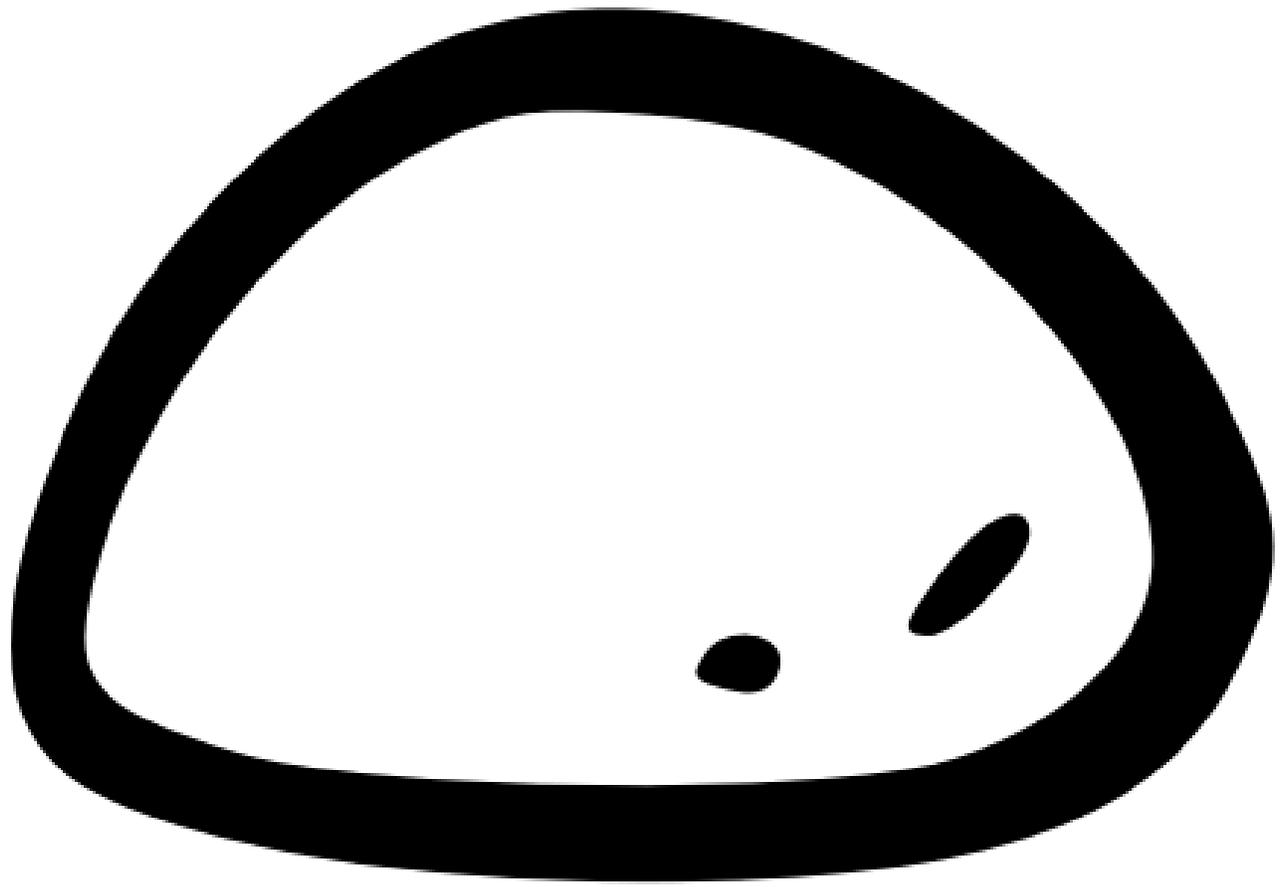
Deborah Wicks La Puma is a composer, music director, and orchestrator. She is one of most produced Theatre for Young Audiences artists working today, with her work being seen across the globe and enjoying both popular and critical success. Her works include "She Persisted: The Musical" (Based on the book by Chelsea Clinton, at Bay Area Children's Theatre) with Adam Tobin; "Elephant and Piggie's: We are in a Play!" (New Victory Theatre), "Naked Mole Rat Gets Dressed: The Rock Experience" (Seattle Children's Theatre) and "Don't Let the Pigeon Drive the Bus" (Kennedy Center) with bestselling author Mo Willems. With playwright Karen Zacarias she created "Ella Enchanted" (First Stage Milwaukee, based on the book by Gail Carson Levine), "OLIVÉRio: A Brazilian Twist" (Kennedy Center), "Frida Libre" (La Jolla Playhouse), and "Einstein Is a Dummy" (Alliance Theatre). Other favorite projects include "Nobody's Perfect", a bilingual musical in English and American Sign Language, with creators Marlee Matlin and Doug Cooney, and "Perdida", a Mexican folk musical based on Shakespeare's "Winters Tale", with Salt Lake Acting Company's playwright-in-residence Kathleen Cahill. Her film scoring work with HBOmax includes "Naked Mole Rat Gets Dressed: The Underground Rock Experience" and the upcoming series "Unlimited Squirrels". Musical arranging credits include the TYA hits "The Best Christmas Pageant Ever", Mo Willems' "Knuffle Bunny", Ken Ludwig's "Tom Sawyer", and Joan Cushing's "Petite Rouge".



ADDITIONAL RESOURCES

"THE FLOOR IS LAVA" FUN STONES





"THE FLOOR IS LAVA" FUN STONES (CONT.)



Cookies and Cream

SCOOPS AND SNEAKS PRINTOUTS (CONT.)



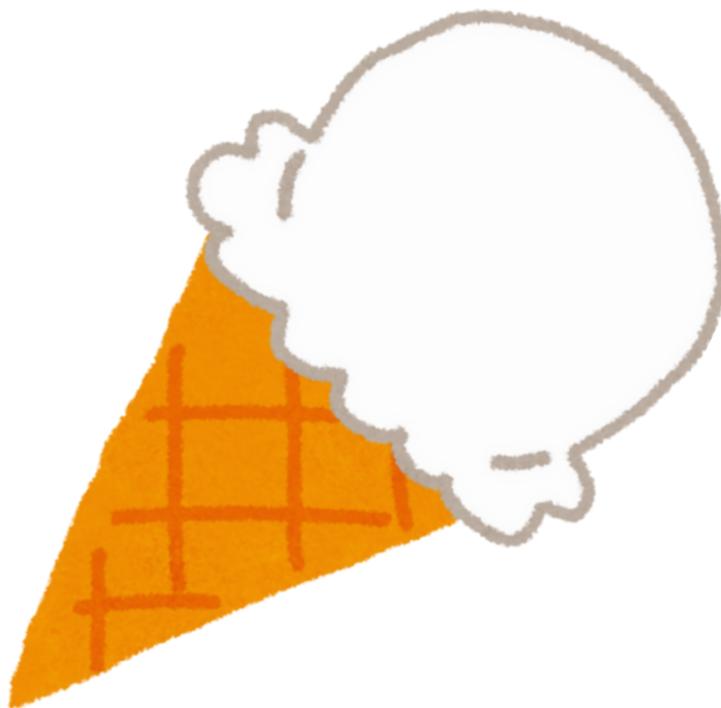
Strawberry

SCOOPS AND SNEAKS PRINTOUTS (CONT.)



Chocolate

SCOOPS AND SNEAKS PRINTOUTS (CONT.)



Vanilla