



The New Victory Theater

is proud to share this

NEW VICTORY® SCHOOL TOOL®

RESOURCE GUIDE for THE POUT-POUT FISH with



THE POUT-POUT FISH



2019-20 SEASON

THE NEW VICTORY® THEATER

New York's Theater for Kids and Families

POWERED BY NEW 42

A LETTER FROM THEATERWORKSUSA

We are pleased to offer this document as a resource for educators to enhance the experience of attending a performance of TheaterWorksUSA's production of *The Pout-Pout Fish*. This "School Tool" was created by, and distributed with permission from, our colleagues at the New Victory Theater in New York City where this production premiered in October 2019. You can learn more about New Victory and their programs at NewVictory.org. We welcome any feedback or documentation you can provide related to your students' experience seeing the show or using this guide.

Enjoy the show!



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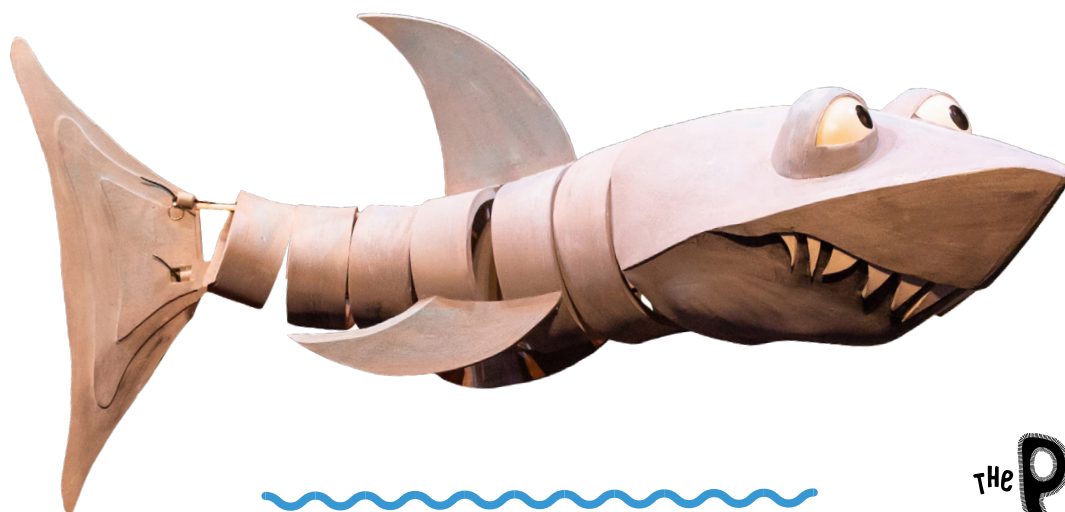
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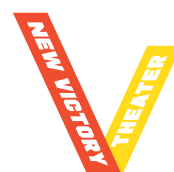
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PULLING BACK THE CURTAIN

This section, which includes everything you need to know before seeing a live performance at the New Victory, is a behind-the-scenes look at the artists, the company and the art forms and themes of this production.

Diving Deeper

Fun Facts

The Art Forms

Unit Plan Brainstorm

Diving Deeper

A BLU(R)B ABOUT THE SHOW:

Oh my blub, it's THE POUT-POUT FISH! Put your fins together for this brand new musical based on the best-selling children's book series. After everyone's favorite frowny fishie tries to glimpse his reflection in Ms. Clam's mystical pearl, both Pout-Pout and the pearl are suddenly swept out to sea! Can our fish of little faith summon the self-confidence to shepherd the gem homeward through the Big, Big Dark? Be *shore* to find out! For, after all, not everything in the big blue sea is as blue as it seems.

Where in the world is TheaterWorksUSA from?

NEW YORK CITY



THEATER
WORKS
USA

DIVING DEEPER
into TheaterWorksUSA

TheaterWorksUSA is based in New York City! Since 1961 (nearly 60 years) it's been TheaterWorksUSA's mission to create exceptional theatrical experiences for young and family audiences in diverse communities throughout New York City and North America.

Let's take a look at their history by the numbers:

The company has been around for nearly **60** years, has garnered **30** major awards and nominations and has toured **49** states entertaining over **100,000,000** audience members!



Christopher Anselmo and Jared Corak are the brains behind this tuneful musical, having co-written the book, music and lyrics for the show while AchesonWalsh Studios created the puppets. Did you know that Christopher Anselmo, Jared Corak and the folks at Acheson Walsh first met right here at New Victory? They did so while working on different projects in the NEW VICTORY LabWorks program, which fosters the creation of new work for young audiences, and champions innovative, adventurous performing arts for audiences of all ages.

Puppetry + Musical Theater ÷
Self-Doubt x Deep-Sea Self Discovery =

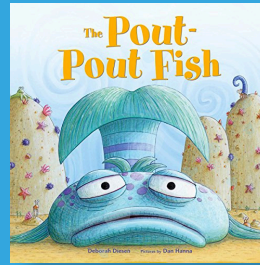
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Fun Facts

Share these fun facts with your students so that they can learn more about the show they're going to see on the NEW VICTORY stage!



1. **Afraid of the dark?** You're not alone! Mr. Pout-Pout Fish gets pretty scared when he has to go to the Big, Big Dark—the DEEPEST, DARKEST part of the ocean! The deeper the ocean gets, the darker it gets because water molecules absorb and scatter the light, making it impossible for it to reach the deepest parts of the sea!

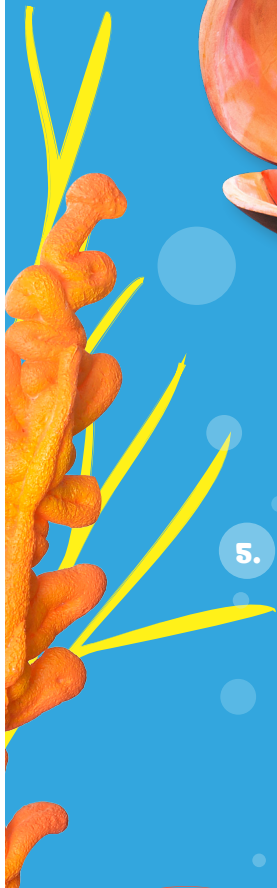
2. THE POUT-POUT FISH wasn't always a stage production. Pout-Pout's story began as a picture book and now TheaterWorksUSA has turned it into musical theater! Just like Hans Christian Andersen's *The Little Mermaid*, another deep-sea adventure story book turned musical!



3. Pearls are the *only* jewel made by a living animal—oysters! That's right—A natural pearl is found in fewer than 1 in every 10,000 of those tiny, slimy creatures!

4. An average blue whale's stomach can hold up to 2,200 pounds of food. That's roughly the weight of two grand pianos! Whoa!

5. Fish need a home too! Overfishing, motorized boats and changing climates have destroyed underwater habitats surrounding the island of Manhattan! To help, New York City's Metropolitan Transit Authority (MTA) takes out-of-use **subway cars and turns them into artificial reefs** in the Atlantic Ocean where fish and friends can thrive and live happily!



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Deep Dive Into: The Art Forms

PUPPETRY

When an object is animated and manipulated by a performer, giving the illusion of independent movement, this is known as puppetry! Examples of puppetry include *The Muppets*, and the puppets in *Sesame Street* and the Broadway production of *The Lion King*. There are many kinds of

puppets such as marionettes, hand puppets, rod puppets and shadow puppets. THE POUT-POUT FISH performers bring large creature puppets to life by moving them around the space.

You'll notice that these performers aren't hidden from view at all, and are a large part of showcasing the show's expressive choreography, changing and bringing life to the underwater environment throughout the show!



MUSICAL THEATER

Musical theater melds acting, live music and dance into one all-encompassing production. Singing conveys a deeper level of emotion, allowing the characters to express themselves beyond dialogue, monologue or soliloquy. THE POUT-POUT FISH will have music accompanying the performers, helping to tell the story and support the action in various mediums. Other examples of musical theater are *A Year With Frog and Toad* (stage), *The Wizard of Oz* (film) and any episode of *Bubble Guppies* (television).



SET DESIGN

Set design is one of the most important elements of a play. Often, a stage production's set is one of the first things an audience sees, and it acts as an extension of the play's exposition: why, where and when the events of the play are taking place. A play's set can be abstract, literal or run the gamut. In minimalist theater pieces, design elements such as set and props are reduced to the bare, most recognizable objects in order to draw more attention to the text and performance. Minimalism also stimulates the imagination of both the audience and the actors, and engages the audience members as active participants.



What do your students already know?

Prior to exploring THE POUT-POUT FISH with your students, find out how much they already know about **PUPPETRY** and **MUSICAL THEATER**. In addition, allow them to explore the themes: **EMOTIONS** and **PERCEPTION**.

Have you ever seen a musical on stage, on film or on television?

Have you ever seen puppetry before? What did you enjoy about it and why?

What element(s) of theater do you like best? Why?

What does it mean to feel an emotion? What makes you sad? What makes you happy?

Where do you think you might see emotions displayed in THE POUT-POUT FISH?

How does it feel when someone perceives your emotions differently than the way you're feeling them?

Big, Big Thinking: Unit Plan Brainstorms

UNDER THE SEA (ENGLISH LANGUAGE ARTS, SCIENCE)

Sebastian the crab once sang, *"The seaweed is always greener in somebody's else's lake."* Is it? As a class, dive deep into the undersea world and find out! Use the experience of seeing THE POUT-POUT FISH to inspire a classroom investigation of the underwater world. From a dancing octopus, to a shark, to a sad clam there is an endless list of marine animals and plantlife to discover. As a class, explore the depths of the ocean blue. Take a trip to your school library or peek inside some online encyclopedias to search for the most interesting and unique sea creatures you can find. Once your students have discovered some creatures they find fascinating, work together to become "experts" on those underwater friends. Guide them by asking questions like: *What does your creature look like? Where does it live? What does it eat? Can it camouflage itself?* When you've nailed down your oceanic facts, work with your students to create a large underwater seascape using butcher paper, colorful objects and crayons, transforming your room into the Big, Big Dark!

To support this unit, use the Activity: Where No Classroom Has Gone Before in the Before the Show section.

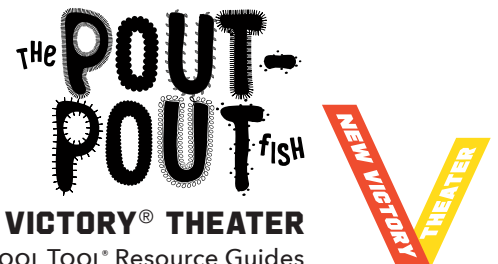
THE FISH UNDER-THE-SEA DANCE (ENGLISH LANGUAGE ARTS, VISUAL ARTS, THEATER)

After you've seen THE POUT-POUT FISH, throw your own undersea dance party and potluck, and invite students' families and your school principal as your guests of honor! Tell your students that the class is going to throw a party and you'll be inviting the school principal to tell everyone about the experience of seeing a real live show at a real live theater! With the help of your students, turn your classroom into an underwater world. Tell students that, on the day of the party, they are to bring their favorite food dish to share with the rest of the class! To prepare for the party, ask your students questions like: *What was your favorite part of the show? Who was/were your favorite character(s)? What song did you like the most? What part made you laugh the most?* As a class, use recycled materials to turn your room into an undersea world! Next, have your students work together to create a large invitation to send to the school principal and send home. The students can decorate it as they see fit. **Note:** *The students can also create smaller invitations in small groups.* At the party, use the prompts above to facilitate a discussion in which students tell the principal and other party guests all about their theater-going experience. As an added bonus, have volunteers recreate their favorite moments from the show using the seascape from the Unit Plan Brainstorm: Under the Sea as a backdrop!

To support this unit, use the Activity: A Dance A Day Keeps the Scary-Warries Away in the After the Show section, and the Performance Reflection: A Pout-Pout Moment in the After the Show section.

CLIMATE CHANGE, CONSERVANCY AND CO-EXISTING (ENGLISH LANGUAGE ARTS, SCIENCE, SOCIAL STUDIES, VISUAL ARTS)

While watching THE POUT-POUT FISH, it's difficult to ignore the elephant-nose fish in the room—the negative environmental impact that humans have had on the planet. Global climate change and its overwhelming impacts on the earth's natural resources, animals and humans pose substantial threats to our ways of life. As a class, and focusing primarily on the earth's oceans and marine life, conduct some preliminary research on the short and long term effects of climate change. Guide this research by asking questions such as: *What systems have been put into place that might have caused this issue? What, in the oceans, is most affected by climate change? How can we counteract these systems? How can we have a more positive impact on the planet and its inhabitants?* Next, facilitate a class discussion about the things you can do as a class to help counter the effects of climate change. Then, think globally about actions that everyone can take to make a difference in the ways we treat our planet. Finally, using clean recycled or biodegradable materials, have each student draw two pieces of art: one that represents what they think of when they think about climate change and how humans are hurting the earth, and another that represents what their hopes are for fixing this issue! Then, create a gallery to show off their visual art masterpieces!





BEFORE THE SHOW

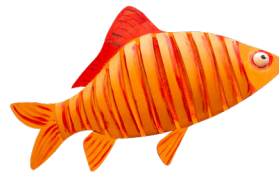
In this section, you'll find ready-to-implement teacher-led classroom activities and student centered creativity pages which allow educators and kids to explore the themes and artistry of the show! Use these engaging activities and creativity pages to prepare for your live theatrical experience!

A SWIMnopsis

Activity: Where No Classroom Has Gone Before

Creativity Page: My Undersea Friend

The Pout-Pout Fish: A SWIMnopsis



As our musical adventure begins, four storytellers introduce our protagonist: Mr. Pout-Pout Fish! Because he is so seemingly sad, Mr. Pout-Pout Fish, with his pout-pout face, spreads his dreary-wearies all over the reef! Everyone tries to cheer him up, but no matter how they try, all Pout-Pout can do is blub. After all, with a face like his, maybe he's destined to be a gloomy gus after all. Pout-Pout friend, Shimmer the shimmerfish, wants to help him turn his frown upside down by helping him take in all the wondrous sights of the ocean. So, one day, Shimmer takes Pout-Pout to the precipice of the Big, Big Dark. As they peer out into the dark expanse, Pout-Pout imagines all of the danger that might be lurking within the Big, Big Dark. Shimmer, on the other hand, believes that adventures await them!

The two turn back toward the reef and happen upon Ms. Clam, who, in telling them about her recent journey, shows them the souvenir she has returned with: a mystical, mischievous, precious pearl! Ms. Clam tells Pout-Pout and Shimmer all about the mythology of the shiny orb, revealing that, if one looks deeply into the heart of a pearl, they will see their happiest self in its reflection. Fascinated by this, Pout-Pout wonders if he will ever be happy like Ms. Clam, but resigns to the fact that he is destined to be glum.

Later that night, after Ms. Clam tucks her pearl in for a night of slumber and falls into a deep sleep herself, Pout-Pout swims sneakily in and makes his way over to the shiny pearl. He peers into the pearl, hoping to see a smiling version of himself. Alas, all he sees is the same old frown on his pout-pout face. Suddenly, the pearl floats free from him putting Pout-Pout into a panic. He tries to grab it back, but both are pulled into a current and swept out to sea!

Now far from the reef, Pout-Pout imagines that Ms. Clam will awake to find her precious pearl has been purloined, sending her into a state of sadness so great that it will spread to every fish in the reef! Waking from this terrible nightmare, and learning that traveling outside of the reef, and outside of his comfort zone, was a terrible idea, Pout-Pout now knows what he must do: return home to make things right and never try to find happiness again. On their journey back, Pout-Pout and the pearl will meet creatures both tiny and terrifying, from a wiggly worm to a Bully-Bully shark!

Will Pout-Pout escape the Bully-Bully shark? Will Pout-Pout and the pearl make it back to the reef in one piece? Will he ever see Shimmer and the rest of his friends back home? Can Pout-Pout ever find happiness? You'll just have to watch to find out!



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Where No Classroom Has Gone Before

Take your class on an undersea adventure into the Big, Big Dark!

Using this activity, you will craft puppet characters, discover creatures beyond your wildest imagination and explore seascapes and soundscapes with your students to spark new fascinations before you see THE POUT-POUT FISH!

1. Tell your students to imagine that their desks are now part of a deep-sea science laboratory where they study all kinds of colorful marine life and, with your expert leadership, you're all undersea scientists! Tell students, "As undersea explorers, you are fascinated with marine life and the fragile ecosystems that are in place, and you want to see what they imagine they might discover in the Big, Big Dark where you might even meet Pout-Pout!"
2. Have your students create and color their undersea creature, which can be found on the Creativity Page: My Under-the-Sea Friend in this section. Help them punch out the two holes for their fingers to go through. Their fingers act as their undersea friend's legs, arms or eyes—student's choice! When they are done creating, collect everyone's puppets and let them know they will see them again soon.
3. Tell your students that they are going on a trip under the sea! As a class, get into an imaginary seafaring vessel and blast off into the wild blue ocean! Create a soundscape (sounds effects made with the body or different objects in the room that help to create both environment and mood) as the class takes off. Encourage your students to continue to explore sounds throughout their adventure. *What sounds do you hear as we splash into the ocean through these rough waters and away from solid ground? Here comes a huge school of fish! What does it sound like as we dodge it?*
4. Let your vessel crew know that that there is very little light in the Big, Big Dark. To simulate this environment, turn off the lights in the classroom (or, to modify for more timid students, simply dim the lights). Use a flashlight as the headlight of your undersea vessel to help you navigate through these uncharted waters!
5. Have students take note of some things they might pass by to fully visualize their dream undersea adventure. Have them physicalize images of the things they're visualizing along their journey!
 - a. Do you spot any creatures? Can you see any plantlife? What do these things look like? What does it feel like?
 - b. Look up! We're very deep in the ocean. Can you spot the ocean's surface? What sounds do you hear down here?
HINT: These could be real or imagined
 - c. See if you can spot a new kind of marine life you've never seen before! What does it look like? Where did it come from and where is it going?
6. Suddenly, you see a light in the distance! It's a beautiful, mystical pearl! As a class, steer your vessel toward the pearl and land on its surface. You are the first explorers to discover this bright, shiny object, so you get to name it! Now your students are ready to put on their deep-sea diving equipment, exit the vessel and explore. Guide the journey by offering these suggestions:
 - a. *Touchdown!* You have just exited your vessel and landed on this pearl. What does it sound like when your feet touch the surface? Can you walk normally? Do you have to jump? Do you have to swim?
 - b. Can you hear music or sound coming from this object? What does it sound like?
 - c. Move your hands through the water surrounding the pearl. Does it make a sound? What does it sound like? How is the atmosphere different than being on solid land?
7. Your team of deep-sea explorers have made yet another discovery—you have found new life down here: under-the-sea friends! Bring out the finger puppets and have your students meet and explore their new friends. Give your students time to explore this undersea environment with their finger puppets. They can play games, tell stories and continue to listen to all the interesting sounds in the Big, Big Dark. To add to their experience, once they are done, make sure the students keep their finger puppets and bring them to THE POUT-POUT FISH at the New Victory!

Reflection Questions:

What were some of your favorite moments from today's activity?

What was it like to be deep-sea explorers?

What was it like to bring a character you created to life?



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BEFORE THE SHOW: Creativity Page

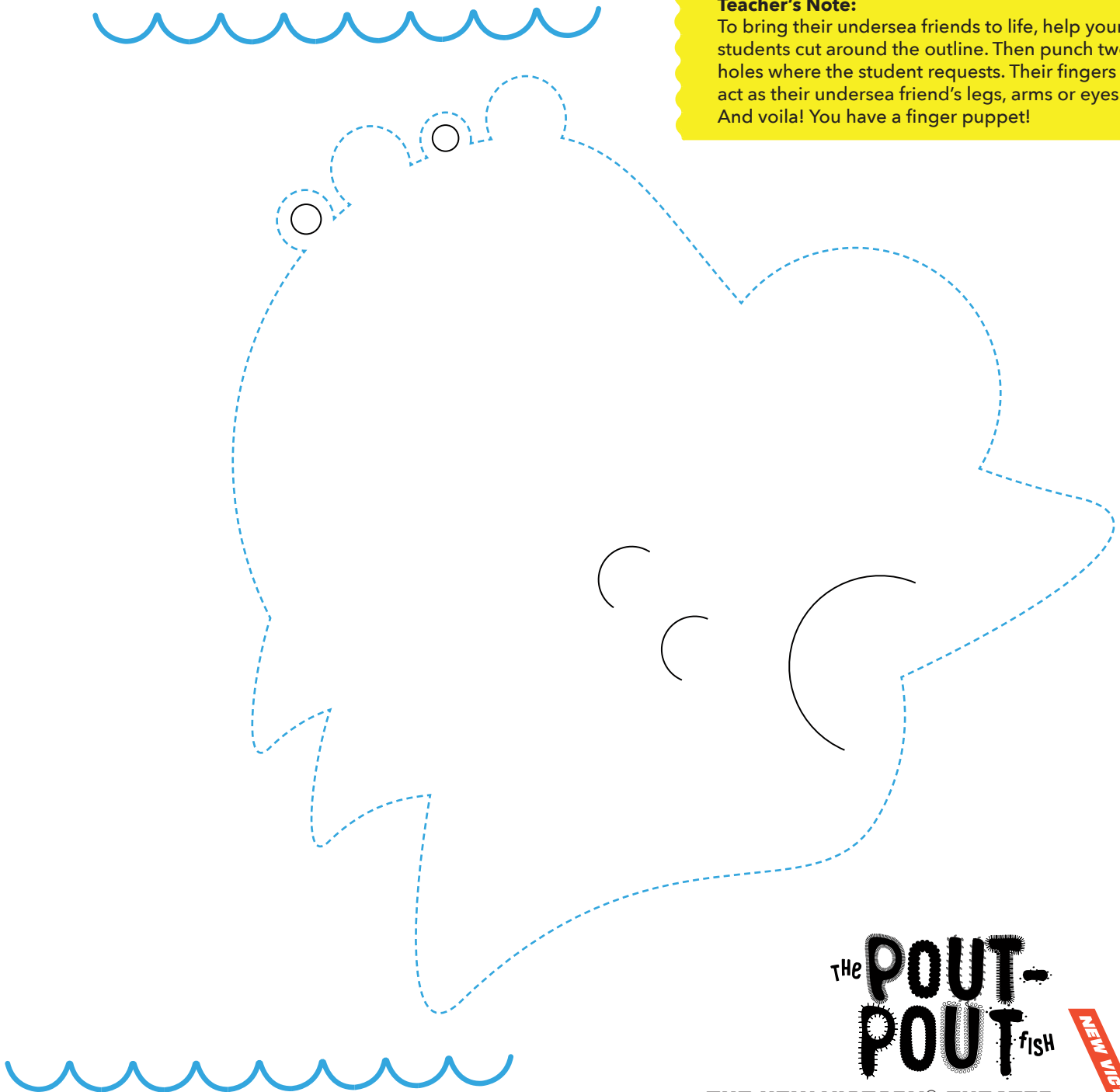
MY UNDERSEA FRIEND

Holy shimmerfish! It's time to take a deep, deep dive into the Big, Big Dark! In THE POUT-POUT FISH, Pout-Pout encounters all kinds of amazing sea creatures. Think about the different sea creatures you know of, like whales, jellyfish or even starfish!

Now, use your imagination to create your very own sea creature within the outline below. What colors are they? How do they communicate? What kinds of emotions does their face express? Now, take some time to draw them!

Teacher's Note:

To bring their undersea friends to life, help your students cut around the outline. Then punch two holes where the student requests. Their fingers can act as their undersea friend's legs, arms or eyes. And voila! You have a finger puppet!



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AT HOME

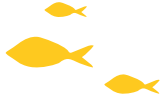
Print this section and send it home with your students' permission slips. This section supports family engagement by including activities for the whole family that will help build anticipation for seeing a live performance and help to reflect on the experience of seeing a show!

Family Fun Facts/
Fun Fact-ivity!

Resource for Families

AT HOME: Resource For Families

BE A PART OF YOUR KID'S FIELD TRIP!



WATCH

Check out the video trailer for THE POUT-POUT FISH and other New Victory shows
www.YouTube.com/NewVicTheater

ASK

Ask your kid BEFORE the show:

What do you think puppetry is?

How do you think the performers discovered their talent for puppeteering, singing or acting?

What are you most excited about for your trip to The New Victory Theater?

Ask your kid AFTER the show:

What was your favorite part of the show?

How would you describe a musical?

Did anything about the show surprise you?



AT HOME: Family FUN FACTivity

First, read the Fun Fact. Then, swim through the directions together and have fun!

FUN FACT!

The deeper the ocean gets, the darker it gets because water molecules absorb and scatter the light making it impossible for it to reach the deepest parts of the sea!



What does a fish look like in the deepest darkest part of the sea? Let's find out!

1.

Use the bubble to draw a fish...in the dark! To do this just close or cover your eyes and then draw a fish! When you finish open your eyes and look at your work!! Ready! Go!

FUN FACT!

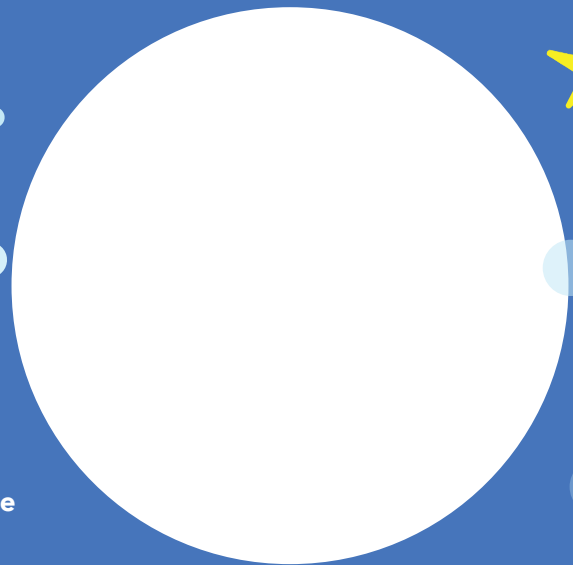
THE POUT-POUT FISH wasn't always a stage production. Pout-Pout's story began as a picture book and now TheaterWorksUSA has turned it into musical theater! Just like Hans Christian Andersen's *The Little Mermaid*, another deep-sea adventure story book turned musical!



2.

It's time to become a performer! What's your favorite story, or the last story you heard?

Pick your favorite character from that story and pretend to be them for your family! Now, re-imagine that character in a new way. How would they act? What would they wear? Now draw them!



KEEP SWIMMING TO THE NEXT PAGE FOR MORE FUN FACTivities!



THE POUT-POUT^{fish}

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AT HOME: Family FUN FACTivity

FUN FACT!

Pearls are the *only* jewel made by a living animal—oysters! That's right! A natural pearl is found in fewer than 1 in every 10,000 of those tiny, slimy creatures.

Fancy, rare pearls start as specks of dirt in tiny, slimy, undersea oyster goop! How can you turn something seemingly ugly into something gorgeous?

3.

Find an object around the house that you or somebody else might be discarding soon. Then, use your imagination and give it a new purpose! Maybe a shoebox becomes a glorious hat. Or an old bottle becomes a fabulous microphone! Using that object as inspiration, draw your new creation!

FUN FACT!

An average blue whale's stomach can hold up to 2,200 pounds of food, roughly as large as TWO GRAND PIANOS! Whoa!

4.

Baleen whales, which have teeth, love to fill their stomachs with Krill (little shrimpy things), like 9,000 pounds of it a day! What do you like to fill your tummy with?

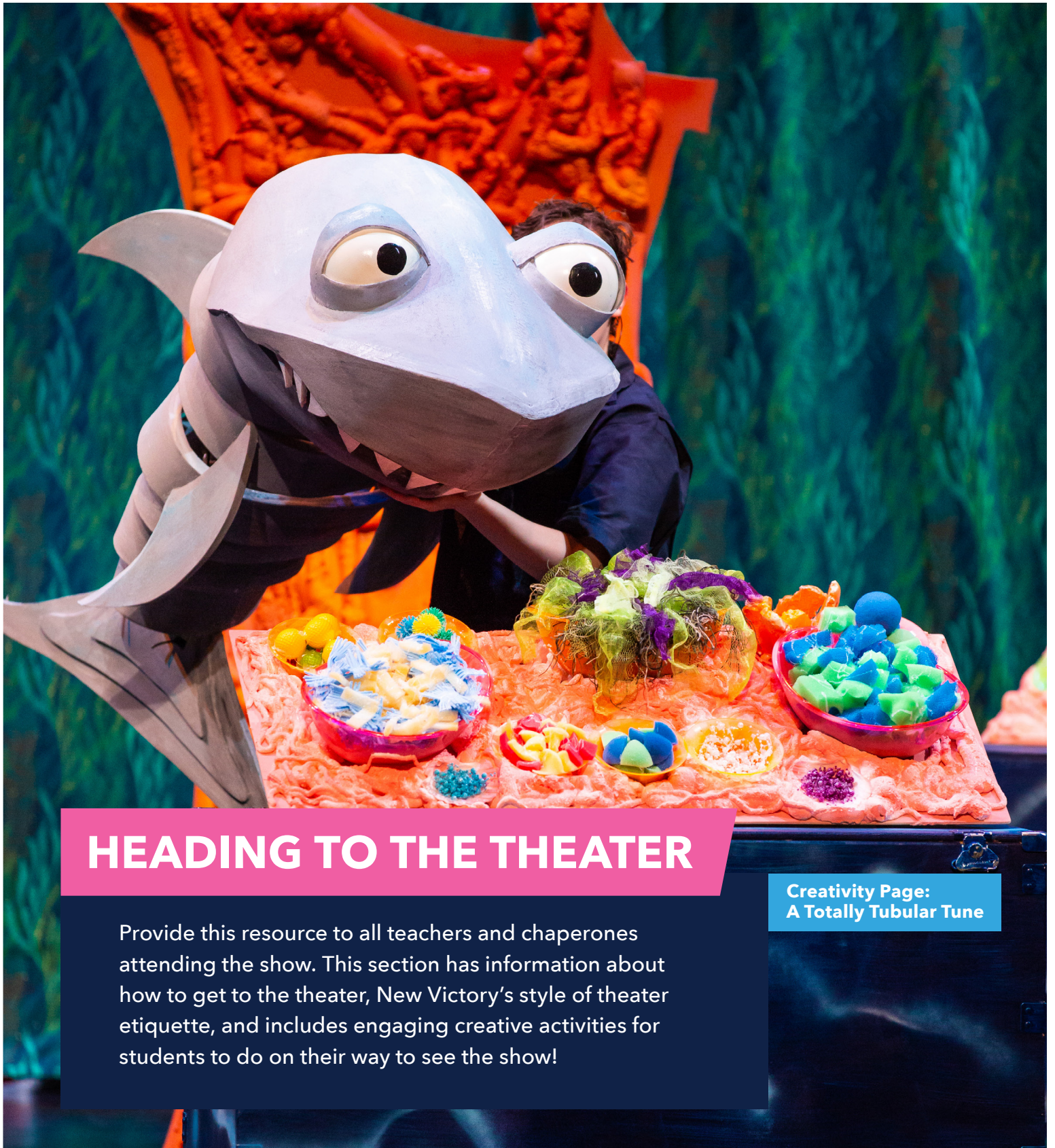
With an adult, have a competition about stating delicious foods! Stand face to face and take turns sharing your favorite food one at a time. Say: "I love (insert your favorite food)" and then pretend to eat the food. Go back and forth! As fast as you can! Until someone can't think of anymore food they love! Play with a new challenger!

For more Family Activities visit:
www.NewVictory.org/FamilyActivities

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HEADING TO THE THEATER

Creativity Page:
A Totally Tubular Tune

Provide this resource to all teachers and chaperones attending the show. This section has information about how to get to the theater, New Victory's style of theater etiquette, and includes engaging creative activities for students to do on their way to see the show!



A TOTALLY TUBULAR TUNE

THE POUT-POUT FISH is a musical adventure about a seemingly sad fish with a particularly pouty face. Think about the things that make you sad, then think about what makes you happy!

With the help of an adult, fill in the blanks below to create a song all about what takes your dreary-wearies away!



I think about my _____ and it makes me very sad.
(something that makes you sad)

I _____ with _____ and lots of _____
(something you do to cheer up) (emotion) (a funny gesture)

which makes me very glad!



I imagine a big _____ with a pointy _____
(funny object) (color)

_____ on its head.
(funny feature)



So, when I feel all sad or _____, I'm never filled with dread!
(emotion)

I know I've got my _____! I really love my _____!
(favorite thing) (favorite thing)

What makes my pout-pout turn to a smile is I know I've got my

_____!
(favorite thing)

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AFTER THE SHOW

Following your NEW VICTORY trip, your students will want to discuss the performance or engage further with the art forms and show themes. Reflecting on the show and forming an aesthetic response is an important part of the theater-going experience! The activities and creativity pages in this section allow opportunities for students to activate and articulate their own thoughts, hear their classmates' ideas and extend the theater-going experience!

Performance Reflection

Creativity Pages

Activity

Sources

Performance Reflection

Engage in a conversation with your students to help them process their thoughts and feelings about the show. On a large piece of chart paper, draw the outline of a fish and use the prompts below to guide students through an active reflection. On the outside of the outline, have students write or draw their favorite moments from the show. On the inside of the outline, have students write or draw their own feelings about the show and what the imagery, music and sound effects evoked for them. Then, lead students in a discussion:

Was there a story? What was it about?

Who were the characters and what was their relationship to each other?

What were they in search of? Did they find it?

What were your favorite parts of the show?

What objects did you see onstage? How were they used? Did they remind you of anything?

What did you think about how the performers used puppetry, music and movement to tell the story?

What different production elements (music, lighting, set, etc.) did you notice in the show?

How did the show make you feel?

TEACHER TIP

Engaging in dialogue, asking questions and recalling observations are skills that we believe should be fostered and encouraged. When leading a performance reflection discussion, try the following model of critical response:

Describe (*I saw...*)

Analyze (*I wonder...*)

Interpret (*I think/feel...*)

Evaluate (*I believe...*)

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Performance Reflection

A Pout-Pout Moment

What was your favorite moment from THE POUT-POUT FISH? Think about the characters and the sights you saw, the sounds you heard and the emotions you felt!

Now, in the space below, draw your favorite scene from the show!



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A Dance A Day Keeps the Scary-waries Away!

Storytelling is at the heart of THE POUT-POUT FISH and the show uses theatrical magic to bring the story from the page to the stage.

In this activity, work with your students to become master storytellers and bring their own stories to life!

1. Begin by inviting students to come together in a seated circle and ask them: *What are different ways to tell a captivating story?* Then, write down their suggestions on chart paper for future reference. **Note:** *Suggestions may include: fun characters and character voices, moments of suspense, music, comedy, etc.*
2. Tell students, "It's storytime! But, today you're not just going to listen to a story, you're going to tell your own stories and explore all of the emotions in those stories."
3. To begin, tell them that you're going to each tell a story of a time when they felt scared. Explain to students that they're simply telling stories from memory and that there is nothing to be afraid of. Exploring different emotions can be fun! To set the tone, model what it means to tell a story of a time when you were scared. Then go back through the story, highlighting vocabulary (scared, frightened, nervous), characters (who's in the story), settings (the places visited) and other elements of the story using the following questions:
 - *What emotions did I feel in the story?*
 - *How did hearing my story make you feel?*
 - *What people, sounds, objects or places were in the story?*
 - *How did the characters feel throughout the story?***Note:** *As you're going through each of these prompts, have students embody the emotions and recreate the sounds they imagined when hearing the story in real time.*
4. At the very end of this story exploration, tell students to stand up and do the one thing that you know will chase the scary story away: a happy dance!
5. Put all of these ideas into practice by having each student tell their own story of a time in which they felt scared, exploring all of the emotions in the story as a class and ending each story with a happy dance. **Note:** *Some students may not feel comfortable sharing their story and that's okay. Allow volunteers to share their stories and invite other students to join you in the happy dances to help their classmates chase the scary-waries away.*

Reflection Questions:

What was it like to explore each person's story?

What was it like to explore different emotions?

Did retelling the story using some theater skills, help you better understand it? Why or why not?

What were some of your favorite moments in this activity?

What was the most challenging part of this activity?



THE POUT-
POUT fish

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This Is Your Swimming Telegram!

Oh no! Pout-Pout is having a day full of dreary-wearies and is drowning in his sorrows. Pout-Pout needs your help to lift his spirits!

As a class, work together to create a special note meant to bring a bright light back into his humdrum life.

1. Tell your students that the class is going to create a "Swimming Telegram" to send to Pout-Pout! To help them get started, ask your students the following questions: *Who were Pout-Pout's friends? What did Pout-Pout's friends do to bring a smile to his face? If you were Pout-Pout's friends what could you do as a class to help cheer him up?*
2. Then, tell students that, as a class, they are going to send Pout-Pout a card to brighten his day!
3. Ask students to work together to create a large greeting card to send! Students can decorate it as they see fit. **Note:** *Students can also create multiple cards in small groups or individually.*
4. As students are creating their telegram(s), ask them questions like: *What written messages can we include in the card? How can we decorate our card—by drawing, painting or collaging? Also encourage them to discuss with you what makes them feel better when they're feeling blue.*
5. When you've finished creating your telegram(s), seal them in an envelope and send them to Pout-Pout at the address below! Send your telegrams to:

Mr. Pout-Pout Fish

c/o The New Victory Theater
229 West 42nd Street, 8th Floor
New York, NY 10036
Attn: Education Department

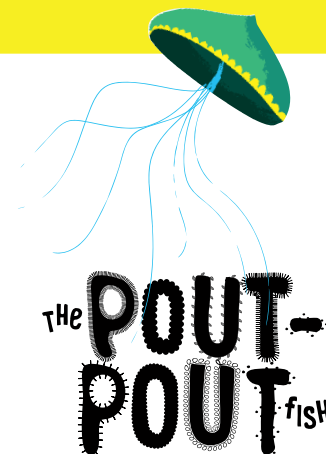


Reflection Questions:

What parts of this activity were your favorite?

What was it like to do something nice for someone else?

What were some ways we worked together as a group?



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THE POUT-POUT FISH

PART 2

You know the adventures of the Pout-Pout Fish and his dreary-weary day in the Big, Big Dark. Now it's time for you to illustrate the sequel to *The Pout-Pout Fish*! Pout-Pout and his friends are about to go on another adventure. Where should they go? Why are they going? How do they get there? Who do they meet along the way? How does he get back? You tell the story!

Draw and color it on the pages below and tell the story with words, too!



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SOURCES:

COMPANY

TheaterWorksUSA: <https://twusa.org/>

The Pout-Pout Fish: <https://poutpoutfish.com/>

CONTENT & THEMES

Ocean Conservancy: <https://oceanconservancy.org/>

Global Climate Change: <https://climate.nasa.gov/evidence/>

The Pout-Pout Fish Photos: Joe Orecchio, Jeremy Daniel

