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## **TourCo Audience Agreement**

#### 1. PHONES

- Please either turn phones off or to silent mode. This applies to students and staff.
- No videos or photos are permitted during a performance without permission.

#### 2. SEATING

- If possible, please remain seated in your designated seating area during the whole performance.
- The show will be about 45 minutes with a short "Question and Answer" at the end, so if you can use the washroom before the show begins.
- Staff are asked to help manage the students in the audience during the performance.

#### 3. NOISE

- We welcome laughter and applause during the show. There are even times we will ask you to join in!
- Please refrain from talking to each other during the performance, or at most keep to a bare minimum. Conversations can be distracting and disruptive to our company and to other audience members.
- Whistling and screaming are not permitted.
- There is a chance to ask questions at the end, so please save your questions for that portion of the performance. The company is also happy to answer questions via email if you have them: you can send them to <a href="mailto:toursm@neptunetheatre.com">toursm@neptunetheatre.com</a>.

#### 4. RESPECT

• Neptune Theatre has a ZERO TOLERANCE policy for profanity, negative slurs, discrimination, and disrespectful and/or inappropriate behaviour towards staff, other audience members, cast/crew, etc. If this occurs we may stop the performance

Take time to fully invest in the show and really enjoy it. We have worked hard to bring you this professional production; Neptune Theatre has built the set and costumes, designed the sound cues, written the plays and worked for weeks to rehearse this show!

## A Message from the Writer

Since I was a young child I loved acting out different roles in fairy tales. Activating my imagination, creating outrageous characters and working with others to bring these stories to left led me to a career in theatre.

The idea for this play came to me after years of watching people around me struggle with aspects of mental health and barriers created through anxiety and depression as they worked to create art.

If we can all take a deep breath and focus on the task at hand, we can almost always get through it. By working together, we are guaranteed some extra fun on the way!

Encouraging all audiences to be a part of the story will make this show truly unique each and every time. Thanks for being a part of our story time!

Laura Caswell The playwright for Grumpy & Grimm Director of Education Neptune Theatre



## **Synopsis**

**Grumpy and Grimm** are friends who get on eachothers' nerves, similar to other characters we know: Ernie and Bert ; Shrek and Donkey. They enjoy eachothers company...(some) most of the time, and they need each other to accomplish their mission, but sometimes they wish the other one was not there.

**Grumpy and Grimm** are two quirky friends who have an assignment; to share the joy in of storytelling, in under 30 minutes...or they are fired The trouble is Grumpy can sometimes be a little negative, and Grimm can turn the simplest situation into a disaster. Is the glass half empty or just misshapen?

Audience members help act out some of the classic tales as this goofy pair use the power of storytelling and working together to break through barriers and discover new ways of navigating tough situations.



## Meet the Cast!



Jeremy is a multidisciplinary artist based in K'jipuktuk/Halifax. He graduated from Sheridan College in 2022 with a bachelor's degree in Music Theatre Performance, with a focus in writing for musical theatre. Jeremy has worked as an instructor at Neptune Theatre School since 2018, teaching classes for kids of all ages. Acting credits (selected): *The Hydrofoil Mystery* (Theatre Baddeck), *The Storyteller* (No Strings Theatre), *Twelfth Night* (Theatre Sheridan), *Tiny Tenement of Terrors* on Spotify (Theatre Sheridan/Musical Stage Co.), Concord Floral (Theatre Sheridan), *Holly Dolly Christmas* (Grafton Street Dinner Theatre). When he's not performing onstage Jeremy is usually writing plays or drawing comics, or doing "research" by binge-watching cartoons.



#### Nancy Kenny - Grumpy

A proud Acadian originally from New Brunswick, Nancy Kenny is a fluently bilingual (French/English) actor, writer, film and theatre producer, who makes Halifax/Kjipuktuk her home. She is the creator and solo performer of the award-winning, critically acclaimed plays, *Roller Derby Saved My Soul* (Canadian Comedy Award nominee - Best One Person Show), and *Everybody Dies in December*. She is also the executive producer of *On the Fringe*, a feature-length documentary about touring the Canadian Fringe Festival circuit. Winner: Best Documentary Film, 2023 Screen Nova Scotia awards). Her biggest claim to fame is appearing as 'The Mother' in a Heritage Minute on the Deportation of the Acadians. Through her company, Broken Turtle Productions, Nancy's focus is in stories that explore the role of women, marginalized genders, and 2SLGBTQ+ people in society. She is particularly interested in new and multilingual works, as well as works that explore our humanity with a darkly comedic bent.

## **Meet the Creative Team**



#### **Jeff Schwager - Director**

Jeff Schwager - Jeff is the Director of Shakespeare on Trial and Grump and Grimm. The Director's job is to help bring all the different elements of a show together into one cohesive whole. The Designers (Costume, Set, Sound, Fight Director), Playwright, Stage Manager, and the Actors all bring their talents to the creation process, and the Director acts as a guide to help all those design and performance elements come together to create the show that you will see. The Director is sort of like the Captain of a ship. But the ship cannot sail without the help of everyone on-board doing their job (or playing their part!). Jeff is an award-winning actor with nearly 25 years of stage experience, including numerous appearances on the Neptune Theatre stage. He has been actively involved with Neptune Theatre School since 2008. Jeff's performance work has taken him to stages across Canada and around the world, but he happily calls Dartmouth home, where he lives with his family of humans and dogs. When not working in theatre, Jeff enjoys experiencing the natural beauty of the Maritimes. whether hiking through the forest or on a beach, or surfing and kayaking in the Atlantic Ocean.

#### **Design Team:**

Costume Design - Oliver Dorais Fleming Set and Prop Design - Hanna Laaksonen Sound Design/Stage Manager - Ryan Wilcox Chrysalis Assistant Director - Harmony Adesola

#### Admin Support Team:

Tour Administrator - Maddie Maitzen Technical Associate - Nicole Flynn Dramaturgy - Bill Wood and Anita Majumdar



#### **Karen Bassett- Fight Director**

Karen is a multi-disciplinary theatre artist as a fight director, performer, playwright, and teacher. She is a passionate advocate, creator, and innovator in the discipline of stage violence. She holds numerous fight direction credits with Neptune Theatre, Theatre New Brunswick, Ship's Company Theatre, Festival Antigonish, Two Planks and Passion Theatre, Villain's Theatre, Shakespeare by the Sea, 2B Theatre, Mulgrave Road Theatre, and Halifax Theatre For Young People as well as work around the world.

## **Curriculum Outcomes**

Grade	Curriculum Outcome
Primary	Learners will create text including digital collaboratively and independently using a variety of forms
One	for a range of audiences and purposes.
Two	• Learners will use writing and other forms of representation including, digital texts, to explore, clarify and reflect on their thoughts feeling and experiences and learnings.
Three	• Learners will interact using effective oral language skills considering audience, purpose, and situation
Four	<ul> <li>Learners will convey meaning by creating print and digital texts collaboratively and independently</li> </ul>
Five	using imagination, personal experiences, and feelings.
Six	• Learners will create text, independently and collaboratively, using a variety of types of writing for a range of audiences and purposes.

## How to Deal with Big Emotions



## **Elements of a Fairy Tale**



A Fairy Tale always begins with "Once Upon a Time..."



A Fairy Tale usually set in the past!



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A Fairy Tale usually include MAGIC!



A Fairy Tale almost always includes a villain.



A Fairy Tale *always* has a problem that needs to be solved.

## **Pre-Show Game: Pass The Sound**

Type: Warm-up, Focus

#### **Procedure:**

- 1. In a standing circle, pass a "whoosh" around the circle. This is done by saying "whoosh!" and throwing your hands toward the person next to you.
- 2. After it goes around a couple times stop the "Whoosh!" and send a "Bing!" going the opposite way, using a different hand gesture.
- 3. Now tell the kids they need to put their focus caps on, because you're going to send a "Whoosh!" going one direction, then a "Bing!" going the opposite direction.
- 4. At some point they of course will overlap over one student so that student needs to be prepared.
- 5. Try this out a few times. If they're up for it, try adding in a 3rd layer, "Ooga!".

oosh?"
"Bing!"
)ga!"

## **Post Show Activity: Write Your Own Fairy Tale**

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### Using the PDF Printable, Create Your Own Fairy Tale!

https://usercontent.flodesk.com/1b1 236b4-ab66-45a1-8b10-aa4be535312 9/upload/build-a-fairy-tale\_80df71cceca6-4e5e-b157-31dbeeb69465.pdf

## **Creative Project: Design a Character**



Pick role from any fairytale, give them a name and use one or more of these tools to create your characters.

- 1) Write the answers to in these questions <u>as your character (use imagination)</u>:
  - What is your name?
  - How old are you?
  - Do you have a job?
  - Do you have a family? Describe.
  - What are you most proud of?
  - What are you most afraid of?
  - What makes you most excited?
- 2) **Draw** a picture of what your character looks like. Consider:
  - a) What they wear.
  - b) Where they live.
  - c) What they like to do in their spare time.
- 3) Cut out/print images of people that remind you of your character and make a **collage**.

Now that you know a bit more about your character, what might they sound like? How might they move around? Try it!

## **Drama Activity: Improv**

#### **Improv Game: Director**

- This is a fun improv game for all ages:
- One person: Make up a short little scene 30 second scene in a small group:
- Another person acts as a director and says "CUT that was great but, it needs a little something. Can you try it as....." and suggest a different style.
  - Be Silly! Do this this 3-4 times and then switch. So Fun! Examples of styles to try: Cowboy, Murder Mystery, Music Video, Opera, Disney...
  - Another challenge is to act out the story in one minute and then slowly cut it down to 45 seconds, 30 seconds, 10 seconds and 3 seconds. So silly!



## **TOURC**

For more information on Neptune's Education Department go to <u>neptunetheatre.com/school</u>

For more information on our touring company go to <u>neptunetheatre.com/tourco</u>

To reach us directly with questions, concerns or ideas you can contact us at <u>tour@neptunetheatre.com</u> or <u>school@neptunetheatre.com</u>

follow or tag us @neptunetheatreschool

WE CHALLENGE YOU TO <u>Be Epic!</u> Explore. Perform. Investigate. Create.

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