



KALEIDOSCOPE

GALLAGHER BLUEDORN

Dear Teachers,

Welcome to the Gallagher Bluedorn Performing Arts Center and the Kaleidoscope Series for Youth. We appreciate your selection of the Gallagher Bluedorn for your students' cultural experience, and we hope your experience with the virtual performance is educational, engaging, and enjoyable.

The materials about each individual performance in the Study Guide are designed by educators, and includes a synopsis of the production, pre- and post-show activities for the classroom, and bibliographies. Please feel free to print and copy the information that is appropriate to your classroom lesson plan. In addition, students and parents are encouraged to investigate the study guide materials together.

Thank you for your interest in the virtual Kaleidoscope Series for Youth, and thank you for being a part of "Iowa's Largest Classroom".

Sincerely,

Kelli McCarthy
Community Relations Manager



KALEIDOSCOPE

GALLAGHER BLUEDORN

Field Trip Information For Teachers

BEFORE THE PERFORMANCE...

Time of Arrival

We suggest you arrive approximately 20-30 minutes prior to curtain time.

Parking and Unloading

School buses arriving at the Gallagher Bluedorn will approach via University Avenue. Enter campus from the east at the traffic light onto Campus Street. The Gallagher Bluedorn drive-up lane is now the visitor parking lot (metered lot north of the building). Please line up behind any buses waiting to unload students. **DO NOT** unload students until directed by a GBPAC staff member at that time unload students quickly and move them onto the sidewalk. Gallagher Bluedorn staff will direct traffic and assist in the unloading.

When empty, school buses will move to the parking lot located on the north side of the Gallagher Bluedorn, unless ushers indicate otherwise. Once parked, buses cannot leave the lot until after the performance. If your bus needs to leave during the show, they should return no later than 10 minutes before the end of the performance. **If your students are staying on campus for lunch or a tour and will not be getting on the bus immediately after the show, please notify parking staff when you arrive so it is parked appropriately.**

Home Schools/Private Patrons

When you arrive, please proceed to the B lot south of University Avenue. Parking is free and no parking voucher is needed. A limited number of parking spaces for those with handicap designations or special needs are available in the lot north of the Gallagher Bluedorn. Please plan accordingly and arrive early.

Seating

The ushers will direct groups to their seats. Our seating policy is to seat students and teachers together as indicated on the order form. Each busload of students receives an usher and may enter a different door but will be seated in the same area in the auditorium.

Special Seating

Please inform Nicole Burns at (319) 273-3679 or nicole.l.burns@uni.edu if you have a student with special seating needs (if not previously noted on your order form) so we can arrange appropriate seating. Please provide at least two weeks' notice if possible. Due to the large number of students attending most shows, we may not be able to accommodate special seating if we do not have prior notice.



KALEIDOSCOPE

GALLAGHER BLUEDORN

Field Trip Information For Teachers

DURING THE PERFORMANCE...

A Few Reminders on Theatre Etiquette

- Food and drink are not permitted in the Great Hall.
- Cameras and recording devices are not allowed.
- You may talk before and after the performance begins, but please do not talk during.
- Turn off all cell phones, pagers, and other electronic devices.
- Clap and cheer when appropriate.
- Most importantly, enjoy the show!

Chaperones

Please see the section below on guidelines for Kaleidoscope chaperones.

Duration

The performance will last approximately one hour unless otherwise noted on the website, confirmation letter, and voucher. **If your students are staying on campus for lunch or a tour and will not be getting on the bus immediately after the show, please notify parking staff so it is parked appropriately.**

AFTER THE PERFORMANCE...

Loading

At the conclusion of the performance, stay seated and wait until your assigned bus number is called by the Gallagher Bluedorn employee onstage. Please wait patiently as groups are dismissed to their buses. A Gallagher Bluedorn volunteer will escort your group to your bus safely. **Home schooled students and chaperones may exit at the conclusion of the performance through the east exit.**

Evaluation

Teacher surveys will be conducted online. The contact name on your group order will receive a link via email after the performance. Please share this with other teachers on the field trip. We appreciate your feedback for future Kaleidoscope performances!

Guidelines for Kaleidoscope Chaperones

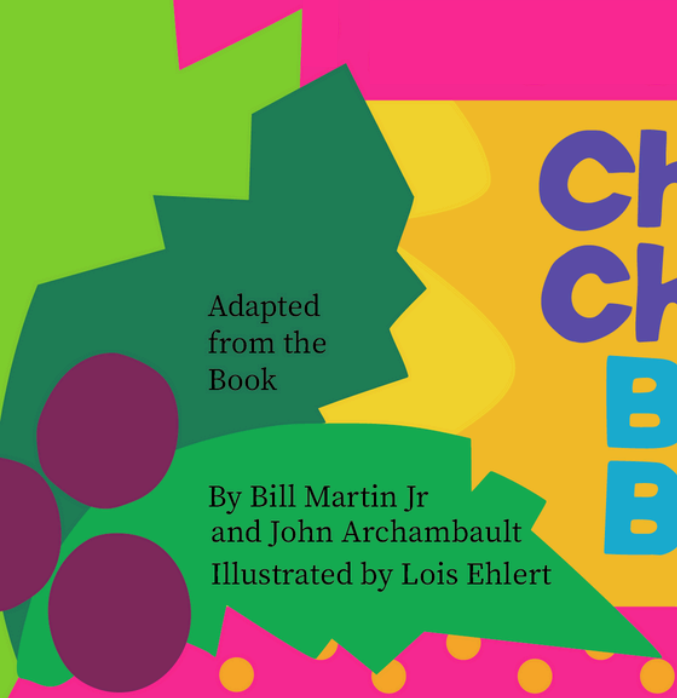
As a chaperone for a Kaleidoscope performance, you are an important factor in making the performance enjoyable for the entire audience. Here are some guidelines to help make the most of your Kaleidoscope experience.

- Before entering the hall, assist the teacher by keeping students in line and by reminding them that chewing gum, eating, and drinking are not allowed in the hall. Make sure to take notice of the bus number assigned to you by a Gallagher Bluedorn employee.
- Be ready to let the ushers know what school you represent when you arrive. This information helps the ushers show you to your seats in an efficient manner. Please be patient if several people ask you the same question.
- If you need assistance for any reason, ushers are wearing white shirts and black pants and will be wearing nametags.
- Sit amongst the students during the performance. Please ask students to remain in their seats and to refrain from talking during the show. We want all students to be able to hear and enjoy the show.
- At the conclusion of the show, wait to exit until your assigned bus number is called by the Gallagher Bluedorn employee onstage once the show is over. Please wait patiently as groups are dismissed to their buses. When exiting the hall, please help the teacher keep your class together.

Chicka Chicka Boom Boom

the
musical

Study Guide



Adapted
from the
Book

By Bill Martin Jr
and John Archambault
Illustrated by Lois Ehlert

Chicka Chicka Boom Boom

the
musical

Written By Nina Meehan
Music & Lyrics By Austin Zumbro

Pre Reading

Hello friend, are you ready? Here we go!
Before you see the show, read the book
“Chicka Chicka Boom Boom” nice and slow!

Grab your book and dive right in,
It's time to let the fun begin!

Take a peek, don't miss a beat,
With “Chicka Chicka Boom Boom”,
it's such a treat!

Read the story from A to Z,
Then watch it come to life—you'll see!

Activity #1 - I Can Spell My Name

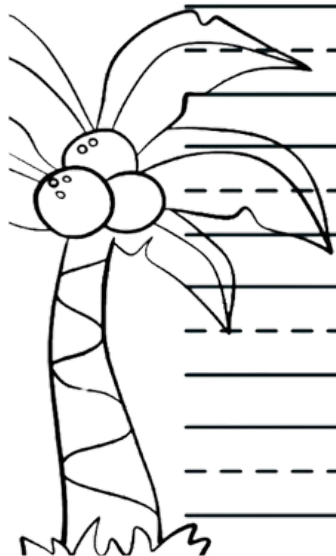
Your name is so special. Can you spell it?

Directions:

Trace the Letters: Use a pencil to trace over the letters you see.

Color the Letter in Your Name: Find the letters in your name and color them in.

Write Your Name: Try writing your name on the lines below.



Handwriting practice lines consisting of four sets of three horizontal lines (top solid, middle dashed, bottom solid) for writing practice.

Activity #2: The Matching Game

Match the letter with the picture.

Directions:

Draw a line from the letter to the picture that starts with the same letter.

Example: If you see the letter T and you see a picture of a TREE you will draw the line from the T to the TREE. TREE starts with the letter T.

A

B

C

D

E

F

G

H



House



Grass



Coconut



Dinosaur



Bicycle



Eyes



Fire Fighter



Ant

Activity #3: Fill in the Coconuts

Oh no! Some of the letters are missing from the coconut. Can you help?

Directions:

Fill in the blank coconut with the right letter.

A	B			
.....	E	G	H	I
J	L	N
P	R	S	U
V	X	Z	



Activity #4: Connect the Alphabet Dots

Do you like saying your ABCs? Do you like drawing? Do you like counting? Let's connect the Alphabet dots!

Directions:

1. **Say Your ABCs:** Start by saying the ABCs out loud.
2. **Connect the Dots:** Use a pencil or crayon to draw lines connecting the letters in the right order. Saying your ABCs can help you!
3. **See Your Picture:** What picture did you draw when you connected the dots? Write it here:

1. **Coloring Time:** Color your picture.
2. **Write Your Name:** Don't forget to write your name on the paper.
3. **Share your picture** with your family and friends!

Bonus:

- Count the Letters: Count how many letters you see. Write the number here: _____
- Find Missing Letters: Are any letters missing? If yes, write down which ones are missing:

- Count Missing Letters: How many letters are missing? Write the number here:

- Addition: Add the number of letters you see with the letters missing.

$$\begin{array}{ccc} \underline{\hspace{2cm}} & + & \underline{\hspace{2cm}} = \underline{\hspace{2cm}} \\ \text{Letter you see} & \text{Letters missing} & \text{Total number of} \\ & & \text{letters in the Alphabet} \end{array}$$



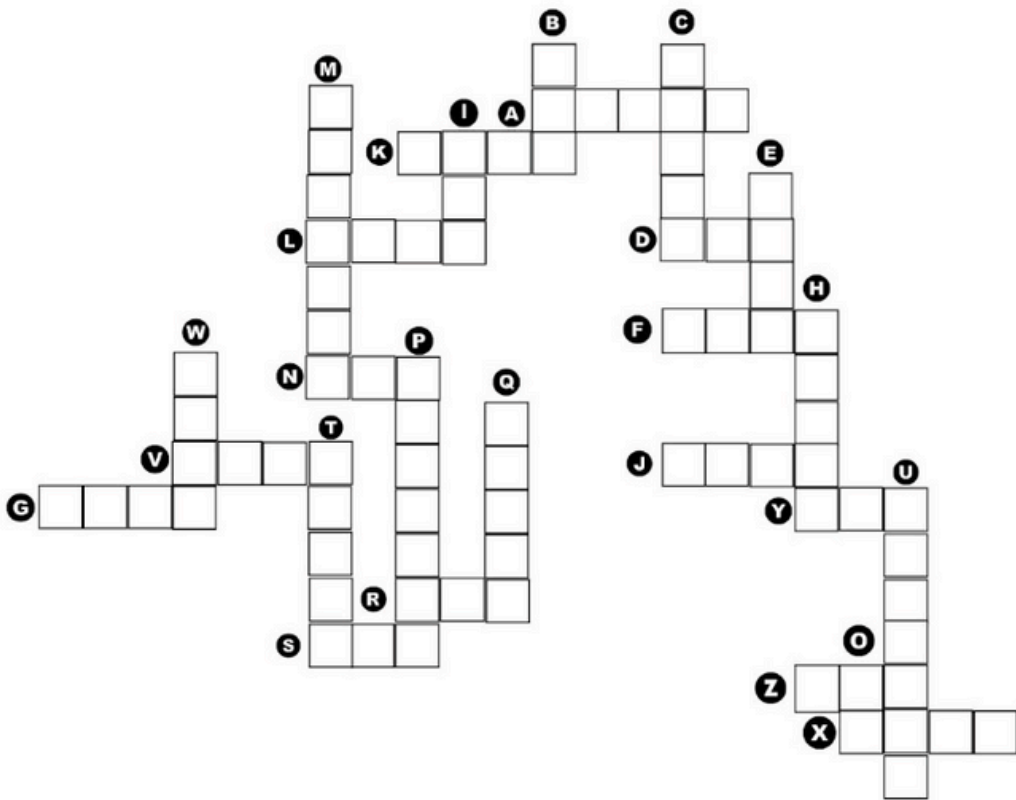


Activity #5: Alphabet Crossword Puzzle

Challenge your spelling skills by completing this Alphabet Crossword Puzzle.

Directions:

1. Pick a letter and a picture.
 2. Look for the letter in the crossword puzzle.
 3. Write down the name of the picture in the crossword.
- Tip: Say the words out loud. It will help you spell them correctly!





Activity #6 - Problem Solving

Uh oh, the alphabets seem to be having some problems in the story Chicka Chicka Boom Boom! Help them solve the problem.

Directions:

1. **Write Down the Problem:** Think about what trouble the letters are having in the story Chicka Chicka Boom Boom. Write about what's going wrong for them.
2. **Find Solutions:** Come up with a few ideas on how the letters could fix their problem. Write down these ideas.
3. **Draw a Picture:** Draw a picture that shows how your idea will help the letters solve their problem. Make sure it shows how everything will work out!



Activity #7 - Rhyme Time

A rhyme is when two words sound the same at the end, like "cat" and "hat." It's a fun way to play with words and make songs or poems. There are lots of different rhyming words in Chicka Chicka Boom Boom. Create your own Chicka Chicka Boom Boom song with words that rhyme.

Directions:

1. Find Rhyming Words: Look for words in "Chicka Chicka Boom Boom" that sound the same at the end. This will help you get familiar with different words that rhyme. It's like a word game!
2. Think About Yourself: Think of all the cool things you like about yourself. What makes you special?
3. Write a Verse: Make up a part of a song that tells everyone about you. You can be as creative as you like!
4. Create a Chorus: Use this fun line from the book: "Chicka Chicka Boom Boom! Will there be enough room?" to be the catchy part of your song.
5. Perform Your Song: Sing your song to your friends and family and show them what you've made! Have fun and enjoy the moment.

Here is a sample song:

VERSE

My name is Natalie Yu
I like to go to the zoo
I like my dinosaur PJs
And my little brother EJ
I'll be an astronaut when I'm bigger
And eat Hot Cheetos for dinner
I love myself, I am the best
Better than all the rest

CHORUS

Chicka Chicka Boom Boom
Will there be enough room
Chicka Chicka Boom Boom
Will there be enough room

Activity #8 - Become a Set Designer

Vocabulary:

Setting: The setting is the place and time where a story happens. It's like a movie's backdrop or a book's location. It helps you understand where the characters are and what's around them. For example, the setting could be a magical forest, a busy city, or a cozy house.

- **What is the setting of Chicka Chicka Boom Boom?**

Set Designer: A set designer makes the places where actors perform look cool and exciting. They create the rooms, backgrounds, and props you see on stage or in movies to help tell the story.

- **The coconut tree is an important set piece in the story. Become a set designer and design your own edible Chicka Chicka Boom Boom coconut tree!**

Directions:

1. Gather all the necessary snacks and materials to create your edible coconut tree such as:

Haribo Frogs - tree leaves
Pepperidge Farm Pirouette Cookie - tree trunk
Brownie - dirt to help the tree stand up
Granola - sand
Whoopers - coconut
Haribo Alphabet Gummies - the alphabet
Toothpicks and string to help put everything together.

2. As you think about how you want your set to look, think about these questions:

Is the sun out?
Is there a bird in the tree?
Is the tree near a body of water?
Is there grass?
Does the moon appear?

If the answer is yes to any of these questions, gather the additional items you might need to build your edible set.

3. **BUILD YOUR SET!**

4. Once you are finished building your set, use your set and alphabet to act out the story.
5. After you are done performing, feel free to eat your set with your friends!





Activity #9 - Alphabet Musical Chairs

Musical Chairs is a fun game with friends! Adding the alphabets and retelling the Chicka Chicka Boom Boom story makes the game an even more exciting challenge.

Directions:

1. Get Ready:

- Write one letter of the alphabet on each of 26 index cards. You should have 26 cards with different letters.
- Draw 5 coconuts on 5 index cards. So, you'll have 5 cards with coconuts on them.

2. Set Up the Chairs:

- If you have 20 friends, put 2 letters on the bottom of 13 chairs.
- Put 1 coconut on the bottom of 5 chairs.
- If you have more or fewer friends, just make sure there are 2 fewer chairs than people and that there are at least 2 chairs with letters on them.

3. Arrange the Chairs:

- You can make a circle or a line with the chairs.
- If you make a circle, the backs of the chairs should face the center.
- If you make a line, alternate the way each chair faces.

4. Get Ready to Move:

- Everyone should stand around the chairs.
- Choose one person to play the music.

5. Play the Game:

- When the music starts, everyone walks around the chairs in the same direction.
- When the music stops, everyone needs to find a seat!

6. If You're Left Standing:

- Look at the chair you're closest to. If it has a letter, share something about that letter from the story Chicka Chicka Boom Boom. For example, if the letter is Z, you could say, "Z was the last to come down the coconut tree in the story."

7. Win Letters:

- If you get it right, you can take the letter card and stick it on yourself. The game continues!
- If you get it wrong, the game continues, and you don't get the letter.

8. Watch Out for Coconuts:

- If you land on a chair with a coconut, you must take off one letter card you have taped on yourself. That letter is out of the game now.
- If you don't have any letters yet and land on a coconut, the first letter you get is out of the game.

9. Winning the Game:

- At the end, the person with the most letters on them wins!



Activity #10 - Coconut Experiments

Dear Scientist,

Have you ever seen a coconut in person? Let's do a coconut experiment! If you are allergic you can replace the coconut with a football or something comparable to explore.

Things you'll need:

- A coconut
- Magnifying glass
- Small scale
- Tape measure
- Bucket or bin of water
- 6-8 unopened plastic water bottles
- Paper and something to write with

Directions:

1. Give Your Coconut a Name: Think of a fun name for your coconut and write it on your paper.
2. Guess the Size and Weight: Before you start, make a guess about how heavy your coconut is and how wide and long it is. Write down your guesses on your paper.
3. Measure the Coconut: Use the tape measure to find out how wide and long your coconut really is. Compare it to your guesses!
4. Weigh the Coconut: Use the scale to find out how heavy your coconut is. See how close you were to your guess!
5. Examine the Coconut: Use the magnifying glass to take a closer look at your coconut.

Write down what you notice:

What color is it?

What do you see up close?

What does it look like?


What does it smell like?

What does it feel like?

How old do you think it looks?

6. Will It Sink or Float? Guess if your coconut will sink or float in water. Write down your guess and why you think so.
7. Test the Coconut: Fill a bucket, bin, or tub with water. Put your coconut in the water and see if your guess was right. Write down what happened. After the coconut is wet, note if it looks, smells, or feels different from when it was dry.
8. Coconut Bowling: Set up some water bottles in a triangle shape like bowling pins. Measure 20-40 feet away from the bottles with your tape measure.
9. Play the Game: Roll the coconut towards the bottles and try to knock them over!

Have fun with your coconut experiments!



ACTIVITY #5 CROSSWORD *PUZZLE ANSWER KEY*

