



arts on the horizon
Theatre for children 0-6 years old in Northern Virginia

Study Guide for

POINT **A** *to* POINT **B**

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Get to Know the Show

Show Description

It's just another day at the Lab, but today's particular assignment has the two employees scratching their heads: a ball keeps appearing from a spot labeled "Point A" and needs to travel to "Point B." The catch is that the ball can never travel the same way twice!

As the two co-workers – one a careful scientist, the other an athletic risk-taker – begin to solve the puzzle together, they explore different modes of transportation in new, wonderful, and exciting ways.

Talk About Transportation

(Cognitive Development & Comprehension, Language Control & Speech, Auditory Learning)

How do you get from place to place? Start talking with your students about how they get around town: How do you travel from your bedroom to your kitchen? *You use your feet.* How do you travel from home to school? *You can ride a bike, drive a car, take the bus, or ride the train!*

This conversation is a great way to open a dialogue about transportation!

Characters



Scientist: A practical and professional employee of the Lab. Her main goal is to get the job done!



Catcher: A fun-loving sports fan who also works for the Lab. His main goal is to make the work day as entertaining as possible!



Musician: A musical employee of the Lab. She provides the soundtrack for the workday and has a few surprises to share!

Extension: Graphing

Use a chart to graph how everyone got to school today!

Ask each student to put a tally mark on the chart next to the way they traveled this morning. Once everyone has put their mark on the board, you can work together to count how many students rode in cars, walked, or took the metro!

Discuss which one has less or more tally marks.

Before You See the Show

Art Project: Painting with Wheels

(Fine/Gross Motor Development, Creative Expression, Tactile Learning)

Supplies:

- Paper
- Toy cars
- Paint trays
- Finger paint
- Construction paper name tags shaped like cars



Instructions:

Pass out the cars and paper. Ask students to roll the cars on the paper to practice. Remind them that for this activity they are only rolling the cars on the paper and the table! Then pass out finger paint in trays. Students dip their cars in the paint, then drive on the paper for a magical, messy project! When these masterpieces dry, put a car-shaped name tag on each picture for a sweet take-home memory.



Get Moving: Traveling Balls

(Fine/Gross Motor Development)

Once you've talked about getting from place to place, put it into practice! Using two laundry baskets (or any two bins or containers) and different kinds of balls, see how many different ways you can move the balls from basket to basket! You can roll them, toss them, slide them, make them fly...the options are limitless!

When you see the show, see if Catcher and Scientist discover some of the same ways you moved the balls!

Creative Clean Up: **Car Wash!**

To clean the cars quickly, put warm soapy water in a sensory bin or water table. Add sponges, tooth brushes, or mesh loofahs! When your class is finished painting, invite them to clean their cars in the "car wash."

Music & Movement: Wheels on the Bus

(Listening, Perceiving, Performing, Responding, Kinesthetic and Auditory Learning, Big Muscle Development)

Most of your students will know the song *The Wheels on the Bus*. Before seeing the show, talk about how this song looks at the different parts of a bus. Use this image as an example to discuss how each part of the bus moves. The wheels go round and round, the horn honks, and the wipers swish. Can you make up other movements to use your whole body to become other parts of the bus? How would the engine move or sound? What about the head lights?



After You See the Show

Discussion: Reviewing the Show

(Comprehension, Appropriate Response, Cognitive Development, Speech Skills, Listening Skills)

Start with an open-ended conversation about *Point A to Point B* to practice memory, reflection, and articulation. Let the students direct the discussion and go deeper into moments towards which they gravitate.

- Tell me about the show.
- What happened in the show?
- Who were the characters in the show?
- Are they friends?
- What was their job?
- How did they move the ball from place to place?

Extension: Deeper Thinking

For children 5 and up, ask more in-depth questions:

- Did Scientist and Catcher succeed at their job?
- What did they use to make each of the different forms of transportation? (ex: car, bicycle, boat, plane, train, hot air balloon)
- What did Catcher eat for lunch? What did Scientist eat for lunch?

Art Project: Juice Box Boats

(Creative Expression and Production, Tactile Learning)



Supplies:

- Juice boxes with straws
- Construction paper (cut into triangles)
- Crayons or markers
- Hole punch
- Paint

Instructions:

A teacher should poke a hole in the side of the juice box (this is where your “mast” will go) before you paint it. Older students can cut their own triangles for sails or you can precut them for younger artists. Decorate your sail with crayons or markers. Punch a hole in the top and bottom of the sail. Thread the straw through the two holes. Put your straw sail in the hole on the side of your juice box. Sail your boats in the water table or sink- they really float!



Extend the Experience

Get Moving: Tape Roads

(Kinesthetic, Big Muscle Development, Listening)

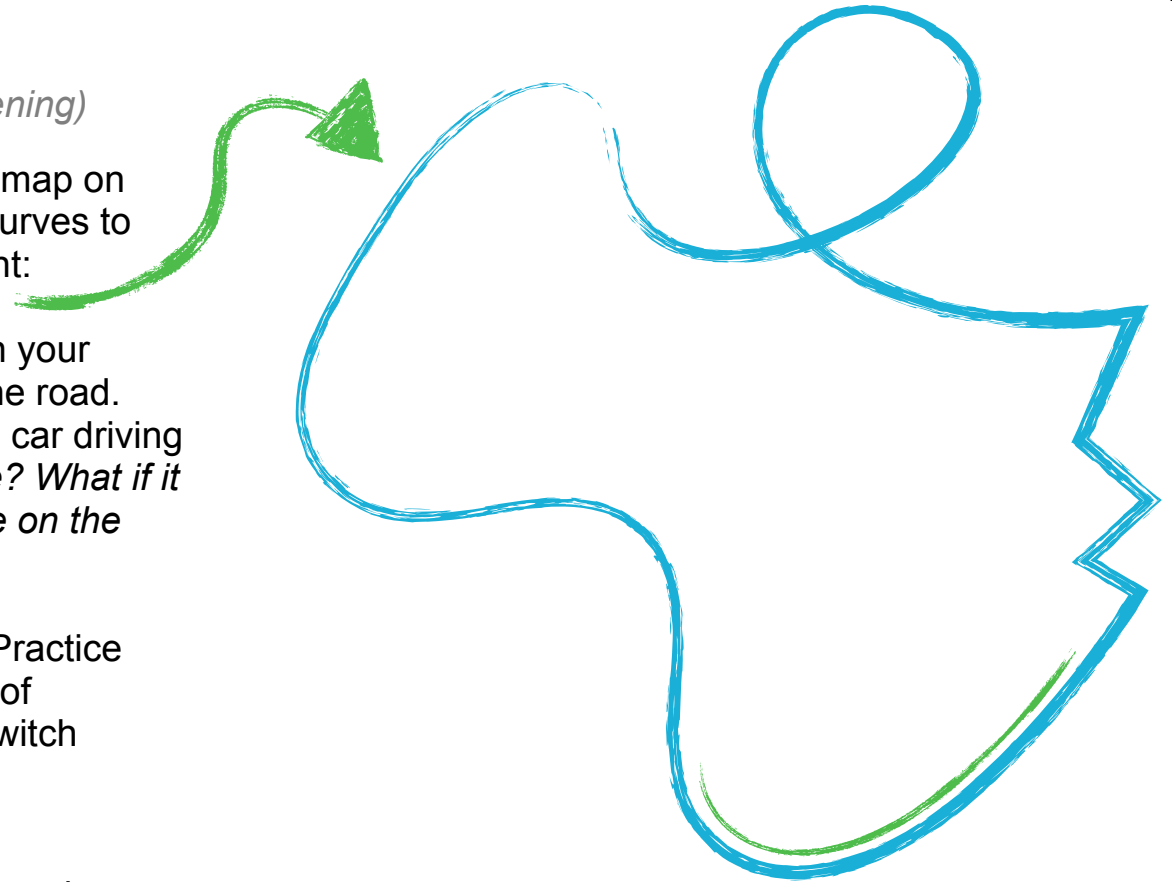
Using masking or washi tape, create a road map on your floor! Add swirls, loops, zig-zags and curves to make it interesting- like this shape to the right:

Begin by walking slowly on the tape line with your class, following the tape, like a car follows the road. Ask your students to imagine that they are a car driving on the road. *What sounds would a car make? What if it was a race car? How would a race car move on the road? Would it go faster or slower?*

Create different ways to move on the road. Practice listening skills by calling out a different form of transportation and challenge your class to switch between them quickly.

Suggestions:

- Bicycle: sit on the ground and peddle your legs
- Bus: make your body really big and move slowly
- Garbage truck: hold your nose or pretend to pick up trash
- Mini-van: find a friend and hold hands as you travel on the road
- Make up your own: older students will enjoy imagining other ways to get around!



Recommended Reading

Airplanes: Soaring! Diving! Turning! by Patricia Hubbell
Alphabeep!: A Zipping, Zooming ABC by Debora Pearson
Cars: Rushing! Honking! Zooming! by Patricia Hubbell
Duck on a Bike by David Shannon
Freight Train by Donald Crews
Machines at Work by Byron Barton