

Disney FROZEN JR.

Cast and Crew Packet

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EXPECTATIONS



Students involved in *Frozen Jr* are expected to follow the

PRIDE Star way at ALL TIMES.

This means all students should adhere to behavior guidelines listed in the student handbook.

P - Prepared R- Respect I - Integrity D - Determination E - Excellence



Staying in Communication

Listed below is the contact information for all our “behind-the-scenes” people. If you or your families have questions or concerns, or if there is any need to communicate with us, please don’t hesitate!

Name	Theatre Production Role	Contact Information
Helen Suhr	Musical Director Artistic Director	hsuhr@cologneacademy.org School: (952) 466-2276 Cell: (612) 327-9572
Kyle Schliefe	Music Director	kschliefe@cologneacademy.org
Carla Riemer	Choreographer	criemer@cologneacademy.org
Allie Strauss	Choreographer	astrauss@cologneacademy.org
Diane Solberg	Set Designer	dsolberg@cologneacademy.org
Kaylee Chmiel	Backstage Manager	kchmiel@cologneacademy.org
Katie Rotz	Community Engagement & Communications	krotz@cologneacademy.org

Frozen Jr. will have regular ParentSquare posts and all information can be found on the Theatre Club Page on the Cologne Academy webpage - cologneacademy.org. This is where the majority of communication for the musical will be done. Postings will include scheduling, rehearsal requirements, costuming, props, or other announcements. Mrs. Rotz has already sent a ParentSquare post with a link to a downloadable calendar to sync with your phone. See the attached schedule paper copy. The schedule is subject to change based on several factors, including weather and availability.

Grades/Classroom Behavior

Students are expected to maintain good grades and display positive behavior in the classroom. Failing grades will result in sitting out of rehearsal(s) until the grade is brought back to passing. Students that have to serve detention for a class will not be allowed to attend rehearsal on the day detention is served. Repeated misbehaviors may result in removal from the musical.

REHEARSALS ARE MANDATORY!

Frequent absences from rehearsal slow down the progress of the entire cast/crew. Students are expected to be at ALL REQUIRED REHEARSALS unless there is a conflict that is communicated ahead of time. **Communicate any absences** by mailing Mrs. Suhr at: hsuhr@cologneacademy.org.

Students are expected to be in the same room as the director/staff member at all times. This may include the stage, the music rooms, or other spaces as needed. Students should not be moving independently through the school unless there is a specific reason for doing so. When students are not actively involved in the rehearsal, we suggest doing homework or bringing a book to read.

Students are expected to bring a **good attitude** to rehearsal every day. Creating a show from start to finish is a **team effort**. The quote "There are no small parts, only small actors," is true! All roles, both onstage and backstage, are vital to the success of a show.

Students are expected to show collaboration, teamwork, and courtesy to all cast members, crew members, and directors.

All students are required to be picked up from rehearsal at the end of rehearsal. Students not picked up on time or 10 minutes after we end rehearsal will be checked into the Clubhouse program and families will be billed at the drop-in rate. (For example rehearsal ends at 5:00. If a student is not picked up by 5:10, the student will go to Clubhouse.)

There is a **\$125** activity participation fee for cast members and **\$75** for crew involved in *Frozen Jr*. This activity fee helps to purchase costumes, sets, scripts, props and many other costs associated with producing a musical. The activity fee will be added to students' Boonli accounts. Please sign in to your Boonli account at <https://www.boonli.com>. If you have any issues/concerns with the payment email Ms. Suhr at hsuhr@cologneacademy.org or call (952) 466-2276.

Theatre Games

Story Telling I

With the players in a circle, the facilitator calls out the title for a story. The players in the circle tell that story, with each player saying one word at a time as the story travels around the circle. A variation of this is to have students stand in a circle and throw a ball or other object to random people in the circle while building the story one word at a time.

The Imitation Game

A player in the circle shows a physical movement to the player on the right. One by one, each player copies it and sends it on until it gets back to its originator, then the player on the right begins a new movement and sends it around the circle. Variation: Add sound with movement.

Zip, Zap, Zop

The group stands in a circle. The player who starts points across the circle to another player, makes eye contact, and says, 'Zip'. The receiving player points to another person, makes eye contact, and says, 'Zap'. The new receiving player points across the circle and says, 'Zop'. The game continues with the words passed in this order. Players should try to pass the proper word smoothly. This can also be played as an elimination game (i.e., if the receiver speaks incorrectly, he or she is out of the game).

Pass the Light

The group stands in a circle. The player who starts has a ball of light. What is its weight? What is its shape? Is it a specific object? The player takes their "ball" and tosses it to someone else in the circle, who must react to the established shape as they catch it. Once it's theirs, the new player will transform the "ball" somehow. They will then pass their new object to another person. So it goes around the room.

Count to 10

Players form a circle and put their arms on one another's shoulders, forming a "huddle." They then attempt to count as high as they possibly can without two people speaking at the same time. They can not prepare or strategize before the game begins. If they mess up, they must start again at "1."

Bop

The players make a circle. One person is "it." The "it" person will move around the circle, choosing other players to try to get out of his/her role. He/she does so by saying one of the following things:

- "Bop"
- "Bippity-Bippity Bop"
- "Jello" – "1-2-3-4-5-6-7-8-9-10"
- "Moose" – "1-2-3-4-5-6-7-8-9-10"
- "Little Mermaid" – "1-2-3-4-5-6-7-8-9-10"

Players will respond in the following way for each, attempting to do so before the "it" person gets to 10 where applicable:

- "Bop" – Say nothing. If the player makes a noise, they are "it."
- "Bippity-Bippity Bop" – Say "Bop" before the "it" person finishes the phrase. If he/she doesn't, he/she is "it."

- “Jell-o” – Whomever the “it” person singles out puts his/her hands in the air and shakes like Jell-o. The two people on either side use their arms to form a bowl around the middle person. Whomever does not get into place before the “it” person counts to 10 is now “it.”
- “Moose” – whomever the “it” person singles out puts his/her hands in fists against their nose to make a “snout.” The two people on either side use their hands against the middle person’s head to make “antlers.” Whomever does not get into place before the “it” person counts to 10 is now “it.”
- “Little Mermaid” – whomever the “it” person singles out puts two hands down in front of them and strikes a pose a la Ariel from *The Little Mermaid* on a rock. The two people on either side crouch down to form the rocks. All people then sing “Part of your world!” Whomever does not get into place before the “it” person counts to 10 is now “it.”

Theatre Tongue-Twister Warm-Ups

Say the following three times each, focusing on enunciation and projection: USE YOUR STAGE VOICE!

1. Three Free Throws
2. Who washed Washington’s white woolen underwear when Washington’s washerwoman went west?
3. English horseradish sauce
4. Red leather, yellow leather
5. A wet red workrag
6. Free flea spray
7. Where are all our oars?
8. She says she shall sew a sheet.
9. Unique New York. Unique New York. You know you need unique New York.
10. Rubber baby buggy bumpers.
11. He thrusts his fists against the posts and still insists he see the ghost.
12. One smart fellow; he felt smart. Two smart fellows; they felt smart. Three smart fellows; they all felt smart.
13. Eleven benevolent elephants
14. Betty bought butter but the butter was bitter, so Betty bought better butter to make the bitter butter better.
15. Irish wristwatch
16. Ed had edited it.
17. Toy boat
18. A proper cup of coffee from a proper copper coffee pot.