Welcome to Cuesheet, a performance guide published by the Education Department of the John F. Kennedy Center for the Performing Arts, Washington, D.C. This Cuesheet is designed to help you enjoy the performance of Aesop Bops!

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Written and performed by David Gonzalez
Accompanied by Daniel Kelly on keyboard
Welcome to Aesop Bops!

Storytellers tell stories without any sets or costumes. They use their words, voices, and bodies to tell you where the story happens and what the characters say, feel, and do. At the performance, you will hear three stories:

- The Lion and the Mouse
- The Fisherman and His Wife
- The Turtle’s Shell

Read a little about the stories on this page and the next one.

The Lion and the Mouse

One day while a lion sleeps, a mouse runs across his paw. The lion wakes up with a big ROAR! He wants to eat the mouse, but then the mouse says something that makes the lion laugh. If the lion sets him free, the mouse says he might be able to help the lion someday. How?
Three Stories

The Fisherman and His Wife

One day, a fisherman catches a magic fish. The fish says he will grant all the fisherman’s wishes if the fisherman lets him go. When the fisherman tells his wife what happened, she makes him go back. Ask the fish to make you the king and me the queen, she says! When the fish grants those wishes, the wife asks for more. Will the fish keep granting the wife’s wishes?

The Turtle’s Shell

Why do turtles’ shells look like they do? The answer comes from the story of the world’s first turtle. The turtle loved the blue sky and wanted to live there. Then he met a big bird called a vulture. The vulture let the turtle climb on his back. They began to fly. But there was one problem. The turtle complained about the vulture’s smell, and that made the vulture mad. What will happen to the turtle?
Who Is Aesop?

Aesop (pronounced EE-sop) was a man who told stories thousands of years ago. His stories almost always had animals in them, and the stories always taught lessons. Because the stories showed people how to behave, people told the stories over and over again. The stories in this performance are like stories Aesop told.

The Storyteller’s Toolbox

A storyteller uses special tools. Not tools like hammers, but tools that we all have in our own bodies and brains. They are:

- Different voices, like a squeaky voice for the mouse
- Different movements, like showing the fisherman rowing a boat
- Different faces, like showing surprise or fear
- Words that rhyme, like “shack” and “cracked”

The Sound of the Stories

With just a voice, a guitar, and a keyboard (a piano), the storyteller can make many different sounds that help tell you what is happening in the story. Listen for:

- The tip-toeing of the mouse
- The roar of the lion
- The turtle’s walking through the mud
**The Grown-Up Page**

*Information for Adults Accompanying Children to the Performance*

**Dear Grown-Up,**

This page features background information that can help teachers, parents, and other adults discuss the performance with children. We’ve also included learning activities (“Things to Do”) for the children to try before or after the performance.

**About the Performance**

**Enduring Tales**

All three stories in this performance are in the spirit of Aesop, with animal characters and morals. You might recognize Lion as classic Aesop. To create The Turtle’s Shell, David Gonzalez combined an Aesop fable with a South American folk tale. The resulting Turtle story is also a pourquoi tale, a story that explains how something came to be. Fisherman is a Grimm’s fairy tale. After the performance, you may want to help the children explore other Aesop’s fables and pourquoi tales at the library.

**A Multitalented Storyteller**

David Gonzalez is not only an award-winning storyteller, but also a musician and poet. Gonzalez, who is also a music therapist, performs nationwide and conducts educational workshops.

**Things to Do**

**Ways to Tell a Story**

Choose a short story or nursery rhyme that you can remember, like “Jack and Jill Went Up the Hill.” Tell the story with just movement but no words or sounds. Then, tell the same story again using just words but no movements. Finally, tell the story once more using both sounds and movements.

**Words to Live By**

The stories in *Aesop Bops* contain morals, or lessons about doing the right thing. After the performance, discuss what you learned from each story. (For example, be happy with what you have.) Then think of another lesson that is important for people to remember. Create a short story that could teach that lesson.

**Things to Talk About After the Performance**

- Which story was your favorite? Why?
- If you could be any of the characters, which one would you be? Why?
- Did you feel sorry for any of the characters?
- Choose two of the stories to compare. How are the two stories different? Alike?

**The Write Stuff**

Write a letter to David Gonzalez. Tell him what your favorite part of his show was and why, and ask him questions. Draw a picture of your favorite part to include with the letter. Send to: David Gonzalez, c/o ARTSEEDGE, The Kennedy Center, P.O. Box 101510, Arlington, VA 22210.
A Good Audience

At the , you are the .

This is different from or a . You are in the same room with the . They do best when you and carefully. like it when the reacts to parts of the story that are , , or . If you like the , show it by at the end.

Resources
For more about storytelling, go online to www.artsedge.kennedy-center.org

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Aesop Bops!
Written and performed by David Gonzalez

Theater at the Kennedy Center is presented with the generous support of Stephen and Christine Schwarzman.

Additional support for the Kennedy Center Performances for Young Audiences is provided by the U.S. Department of Education, The President's Advisory Committee on the Arts, the Estate of Joseph R. Applegate, Chevy Chase Bank, and the Clark Charitable Foundation.

Cuesheet
Editorial and Art Direction: Marcia A. Friedman
Design: Simmons Design

Cuesheets are produced by ARTSEDGE, a program of the Kennedy Center Education Department.

For more information about the performing arts and arts education, visit our Web sites: www.kennedy-center.org/education www.artsedge.kennedy-center.org

Questions, comments? Write us at cuesheets@artsedge.kennedy-center.org.

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