

PRODUCTION GUIDE

Information and activities for ages 6 & up.

APPLAUSE! CARY YOUTH THEATRE presents

May 15-17, 2015

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By Susan Nanus, based on the book by Norton Juster

This play features actors ages 10-17 and is appropriate for all audiences.

Tickets on sale now at the CAC Box Office and eTix.com.

PLAY SUMMARY:

Milo is bored, bored! While wallowing in world-weariness, Milo finds a mysterious box in his room with a note: "For Milo, who has plenty of time." Inside the box is a miniature **tollbooth** and a map for "those who have never traveled in lands beyond". Curious, Milo gets into his toy car and pays the toll. Milo is soon lost in the Doldrums, a colorless place where thinking and laughing are not allowed. He is rescued and joined on his journey by Tock, a "watch-dog" wearing an alarm clock.

Tock guides Milo to Dictionopolis, one of two capital cities in the Land of Wisdom. Formerly a place of harmony where Princesses Rhyme and Reason settled all disputes, Dictionopolis is now in upheaval thanks to a terrible argument between The Land of Wisdom's two rulers, King Azaz and the Mathemagician. Unable to agree with the Princesses' decision that words and numbers are of equal importance, Azaz and the Mathemagician have banished the Princesses to the Castle-in-the-Air in the Land of Ignorance, literally leaving the Land of Wisdom with neither rhyme nor reason.

King Azaz confuses Milo into agreeing to rescue the Princesses. With the **pompous** Humbug as a guide, Milo and Tock set off for the other capital city of Digitopolis to seek the Mathemagician's approval for their quest. In Digitopolis, they meet the friendly Dodecahedron, visit the Numbers Mine, and discuss **infinity** with the Mathemagician. Milo uses the principles of infinity to trick the Mathemagician into allowing them to rescue the Princesses.

After overcoming demons, obstacles, and their own fears along the way, Milo, Tock, and Humbug reach the Castle-in-the-Air and rescue the Princesses, with a little help from the Armies of the Land of Wisdom. The Princesses are welcomed home, King Azaz and the Mathemagician are reconciled, and everyone celebrates the return of Rhyme and Reason.

Milo says goodbye and drives off, thinking he has been away several weeks. Suddenly he is back in his own room, and discovers he has been gone only an hour.



Find vocabulary words in **bold** on the back of this guide.

Activity: Have You Ever...

Been bored? How did you solve this?
Gone on a long trip? How long?
Visited somewhere very different from where you live? What did you learn?
Been lost? How did you find your way?
Broken a rule? What were the consequences?
Done something you thought was impossible? Did anyone help you?

THE LANDS BEYOND:

LAND OF IGNORANCE

Castle-in-the-Air

Princesses Sweet Rhyme & Pure Reason: Imprisoned by Azaz and the Mathemagician for giving equal value to words and numbers.

Senses Taker: Robs people of their senses of purpose, duty, and proportion.

Demon of Insincerity: Demon of half-truths.

The Terrible Trivium: Demon of petty tasks, worthless jobs, and wasted effort.

The Everpresent Wordsnatcher: A nuisance of a bird who garbles the words of others.

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DIGITOPOLIS

Land of Numbers

The Mathemagician: Azaz's brother; lives in a world of numbers.

Dodecahedron: Has 12 different faces wearing 12 different emotions.

To the Tollbooth...

EXPECTATIONS

"The place you must always go to before you get to where you are going"

The Whether Man: Caretaker of Expectations.

THE DOLDRUMS

"Where nothing ever happens And nothing ever changes"

The Lethargarians: Live in perpetual boredom in the Doldrums.

Tock: "Watch-Dog" of the Doldrums who stops people from wasting time.

DICTIONOPOLIS

Land of Words

King Azaz: Ruler of the realm of letters and words.

Spelling Bee: Self-taught master of

spelling.

The Humbug: Lives to flatter mostly himself; ignorant about most subjects but tries to prove otherwise.

Kakafonous A. Dischord: Quack doctor of dissonance and terrible noises.

Dynne: "The Awful"; assistant to Dr.

Dischord.

WORDS & NUMBERS:

Activity: Word Search

"Everyone knows that WORDS are more important than numbers any day of the week." King Azaz

Find these words from the play. They may be across, down, diagonal, backwards, or forwards:

DICTIONOPOLIS
DIGITOPOLIS
DISCHORD
DODECAHEDRON
DYNNE
HUMBUG
LETHARGARIANS
MATHEMAGICIAN
MILO
REASON
RHYME
TOCK
WISDOM
WORDSNATCHER

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Activity: Measure For Measure

"Haven't you ever looked at a calendar? Face it, Azaz. It's the NUMBERS that count." The Mathemagician

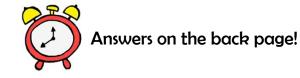
In the United States, we usually measure distance in miles, but almost every other country in the world uses the **Metric System** instead.

In the Metric System:

1 mile = 1.609 kilometers

1 kilometer = .62 miles

1 kilometer = 1000 meters

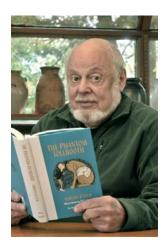


How many kilometers is Dictionopolis from Expectations, if Milo travels 42 miles to get there?

The Doldrums stretch endlessly for 12,000 meters, UGH! How many kilometers is that?

The Castle-in-the-Air is 15 kilometers away from Digitopolis. Milo has enough fuel in his car to make it 20 miles. Can he save the Princesses and return to Digitopolis?

LITERARY LINK:



Norton Juster was born in Brooklyn, NY, in 1929. He studied to be an architect, and served in the Navy for three years. While in the Navy, Juster became interested in writing, and began to brainstorm the character of Milo. Juster said, "There was no rhyme or reason in Milo's life. My thoughts focused on him, and I begain writing about his childhood, which was really mine."

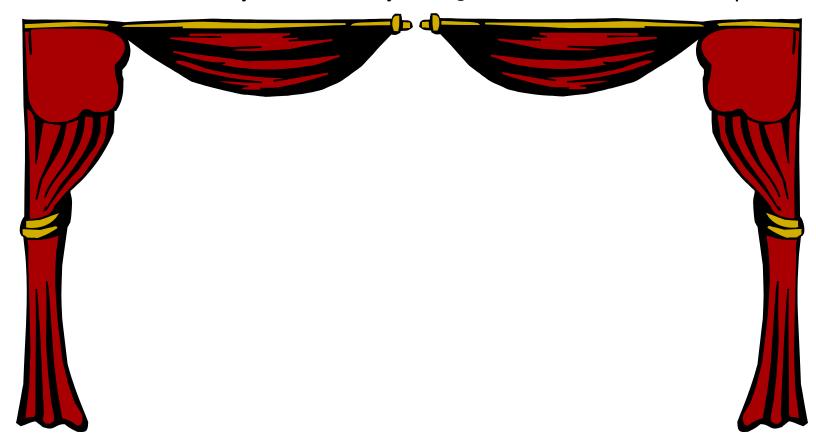
<u>The Phantom Tollbooth</u> was published in 1961. Illustrated by Jules Feiffer, the book received rave reviews for imaginative wordplay and sophisticated storytelling. Juster enjoyed continued success with other works including <u>The Hello, Goodbye Window</u>, and <u>The Dot and The Line</u>, which won the **Caldecott Medal** in 2006 and was made into an Oscar-winning animated film. Juster lives in Amherst, Massachussetts with his family.



Plays, like our script for *The Phantom Tollbooth*, are often **adaptations** from novels or other literary works. Novels can be a great place to start: the story is appealing, the characters are interesting, and the plot is dynamic. In addition to our adaptation by playwright Susan Nanus, <u>The Phantom Tollbooth</u> has been adapted into an animated film, a libretto for an opera, a musical play, a symphony, and more!

Activity: Fantastic Journey!

We were inspired by the **fantasy** elements of *The Phantom Tollbooth*, and wanted to make our play look like it came straight out of a child's imagination: scenery with a hand-drawn look, and costumes with bright colors, for example. Think about one of the places Milo visits in the play. How would YOU draw the scenery or costumes? Let your imagination run wild – that's the whole point!



GLOSSARY:

Adaptation: A story or work of art that has been created from the basis of an original work,

reimagining its form of storytelling.

Caldecott Medal: A yearly children's book award recognizing the preceding year's "most distinguished

American picture book for children".

Dissonance: Lack of harmony among musical notes.

Fantasy: A story which contains magic elements and enchanted worlds.

Infinity: Endless time, space, or quantity.

Metric System: A decimal system of weights and measures based on the meter and the kilogram;

created by the French astronomer and mathematician Gabriel Mouton in 1670. The

metric system is the most widely used measuring system in the world.

Nuisance: A person, thing, or circumstance causing inconvenience or annoyance.

Perpetual: Continuing or enduring forever; everlasting.

Pompous: Overly dignified or self-important.

Tollbooth: A booth, perhaps at a bridge or the entrance to a toll road, where a fee is collected

allowing access to the road or waterway.

Bonus Activity!

Which two words in the Glossary could be considered synonyms?

3. Yes! It's 18.6 miles round-trip.

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Answers to Measure for Measure:

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- http://www.sparknotes.com/lit/tollbooth/characters.html
- *www.wikipedia.com

WANT TO KNOW MORE?

Search "Phantom Tollbooth" at www.townofcary.org or call (919) 465-4792.

Tickets are on sale now at the CAC Box Office or eTix.com!