



Jack AND THE Beanstalk

A MUSICAL ADVENTURE

**JACKTIVITY
PACK**

Jack AND THE Beanstalk

A MUSICAL ADVENTURE

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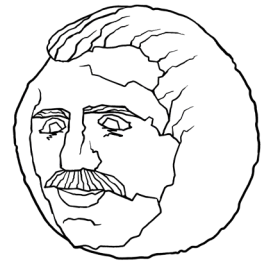
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A LETTER FROM JACK



Hi there!

If you're reading this, it means that we're about to embark on an awesome adventure together. I'm so excited for you to come along on my journey!

I sent this letter all the way from Storyland's magical post office just to make sure that you'd receive it. There might be some leftover Magic Dust on the paper—it's invisible, but if you close your eyes and take a deep breath, you'll see Storyland in your imagination! Go on, give it a try. See the white, fluffy clouds? See the giant castles? Pretty cool, huh?

You can go a lot of places if you use your imagination.

These days, I've actually been spending a lot of time back home on the farm. It's not always as exciting as going to concerts in the clouds and fighting evil giants, but I know that it's important to stay safe and maintain social distancing these days. Plus, I'm having a great time reading stories with Mother and playing games with my best friend, Buttercup!

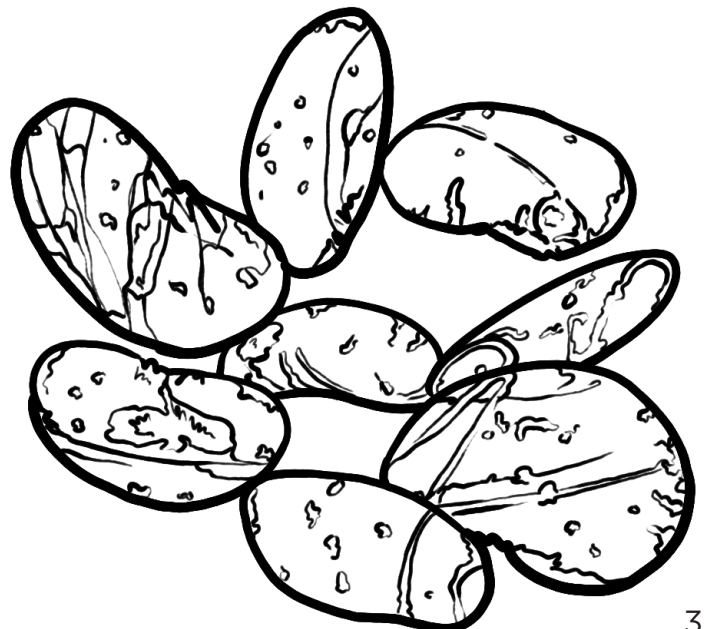
Check out this packet for some of my favorite at-home activities about storytelling, creativity, courage, determination, and kindness. Some of them you can do by yourself, and some are great to do with a friend or grown-up. Most importantly, have fun!

Sincerely,

JACK

(Just Jack)

p.s. I'd love to know what your favorite activity is, too! Let me know by posting on social media by tagging @AmericanRep or by emailing education@amrep.org.



PLOT SUMMARY

Our story begins in a land just above the clouds and just below the moon called Storyland. The Grand Storyteller, an ancient enchantress with the fantastic power to make any story come to life, announces that she is stepping down as Storyteller to be replaced by a hero with a heart of gold. The King Giant hears this news and decides that he will stop at nothing to become the next Storyteller.

Meanwhile, down on Earth, a young farm girl named Jacqueline—Jack for short—and her mother are having trouble with their cow, Buttercup, who refuses to produce any milk. Jack's mother gives Jack their last jug of milk and sends her off to find Buttercup.

On the way into town, Jack meets a bean peddler who trades her some magic beans for the jug of milk. When Jack returns home, Jack's mother is not satisfied with the plain, ordinary, non-magic beans and tosses them right out the window. That night, Jack sneaks out of her room and is shocked to find that a magnificent beanstalk reaching all the way to the clouds has sprouted out of the ground where her mother had tossed the beans.

Jack climbs the beanstalk and finds herself in Storyland, where she meets two mice, Minnie and Stuart, who invite her on a heist to steal three of King Giant's prized possessions: a golden harp, a sack of golden coins, and a goose that lays golden eggs. The heroes split up to avoid being spotted by King Giant's Magic Mirror, which allows him to see anything in Storyland. On her journey, Jack meets the Itsy Bitsy Spider and the Fiddler Cat, who help her find the determination and creativity she needs to succeed on her journey.

Spoilers ahead! Don't read on if you don't want to know the end of the story!

Jack reaches King Giant's palace and discovers that Minnie and Stuart have betrayed her and joined forces with King Giant. When Jack sees her mother in the Magic Mirror, she is reminded of the power of love and musters all of her kindness, courage, creativity, and determination. To everyone's surprise, she befriends King Giant.

The bean peddler returns and reveals herself to be the Grand Storyteller. She explains that by befriendng King Giant, Jack has shown that she has a heart of gold and will be the next Storyteller. Jack's first act as Storyteller is to share the power of storytelling with everyone, putting each person in charge of telling their own stories.

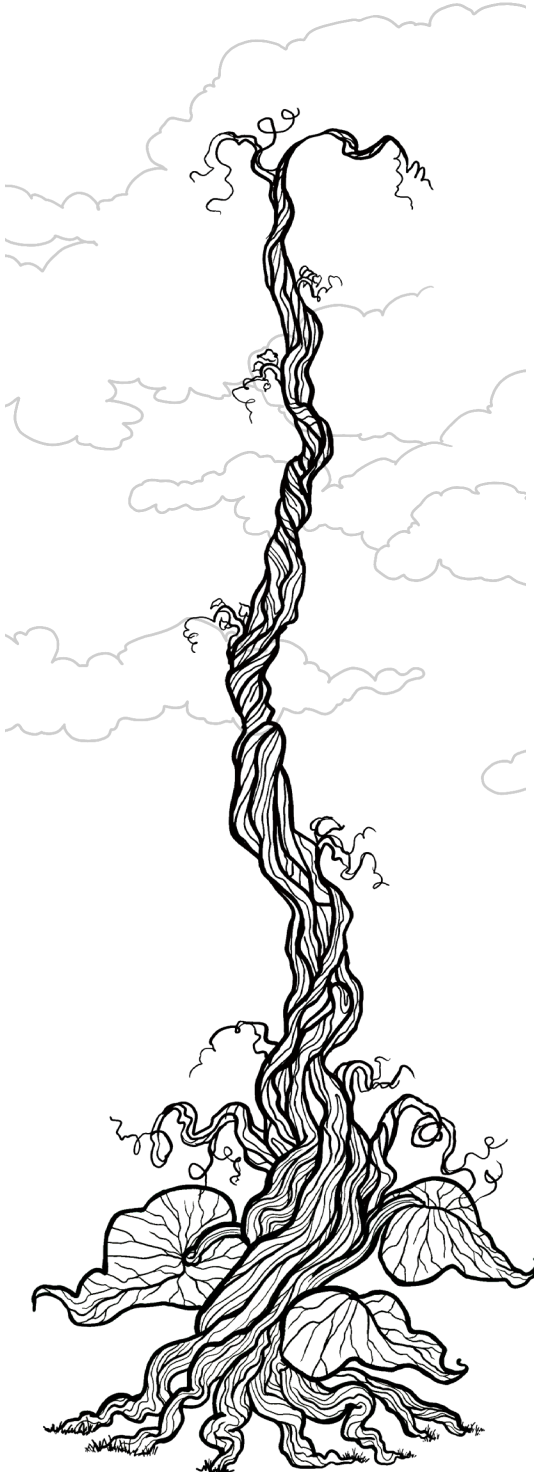
People from all over town come to see the giant beanstalk, and milk sales go through the roof. With some extra time on her hands, Jack writes down all of Storyland's stories and shares their lessons with the children of her world.



WRITE YOUR OWN ADVENTURE

Create your own adventure using this fun word game.

A grown-up can help fill out the words with you. Without reading the story, choose a word for each part of speech specified in the blanks of the story below. Then, read the story using the words you filled in, and have a good laugh!



Once upon a time in _____, there lived a brave
(a place)
hero named _____ who lived with
(child's name)
_____ and their _____.
(family member) (animal)

One day, the hero met a _____ who gave them
(magical creature)
a handful of _____, magic _____.
(adjective) (vegetable, plural)

This gave the hero the power to _____.
(magic power)

With this new power, _____ meets up with their
(child's name)
best friends, the _____, _____,
(adjective) (animal)
and a(n) _____.
(adjective) (occupation)

Together they went to the _____ of a
(type of building)
powerful _____ to take back three
(a person who is in charge)
_____ treasures that were stolen from them:
(adjective)

a(n) _____, a(n) _____
(a precious item) (adjective)
_____, and a(n) _____.
(food) (something noisy)

The hero and friends returned these items to their homes
and lived _____ ever after.
(adverb ending in -ly)

TELL OUR STORIES

In ***Jack and the Beanstalk***, we learn about the importance of telling our own stories and about listening to the stories of people who are important to us. For this activity, you will be sharing true stories about yourself with a grown-up, and they will share their stories with you.

First, choose someone you trust who has lived for a long time, and ask them to be your story partner for this activity.

**With your story partner, take turns answering these questions.
You can look at the questions before you meet with your story partner
if you want to think about your own story ahead of time.**

Do you remember a time in your life when you felt very angry?

Do you remember a time in your life when you felt very sad?

What is your favorite memory from when you were younger than you are now?

What is something you hope you can still achieve in your life?

What's the most important lesson you've learned so far? How did you learn it?

Where is your favorite place that you've ever been? Why?

How has the world changed as you've grown older?



**After you've talked about the questions on previous page,
discuss these questions with your story partner:**

Is it important for everyone to tell their own stories? Why?

Did anything surprise you about your partner's stories?

How did telling your own stories make you feel?

Why is it important to hear stories about people who lived before you were born?

How did listening to your partner's stories make you feel?

What is something you learned about your story partner?

Is it important to listen to people when they tell their own stories? Why?

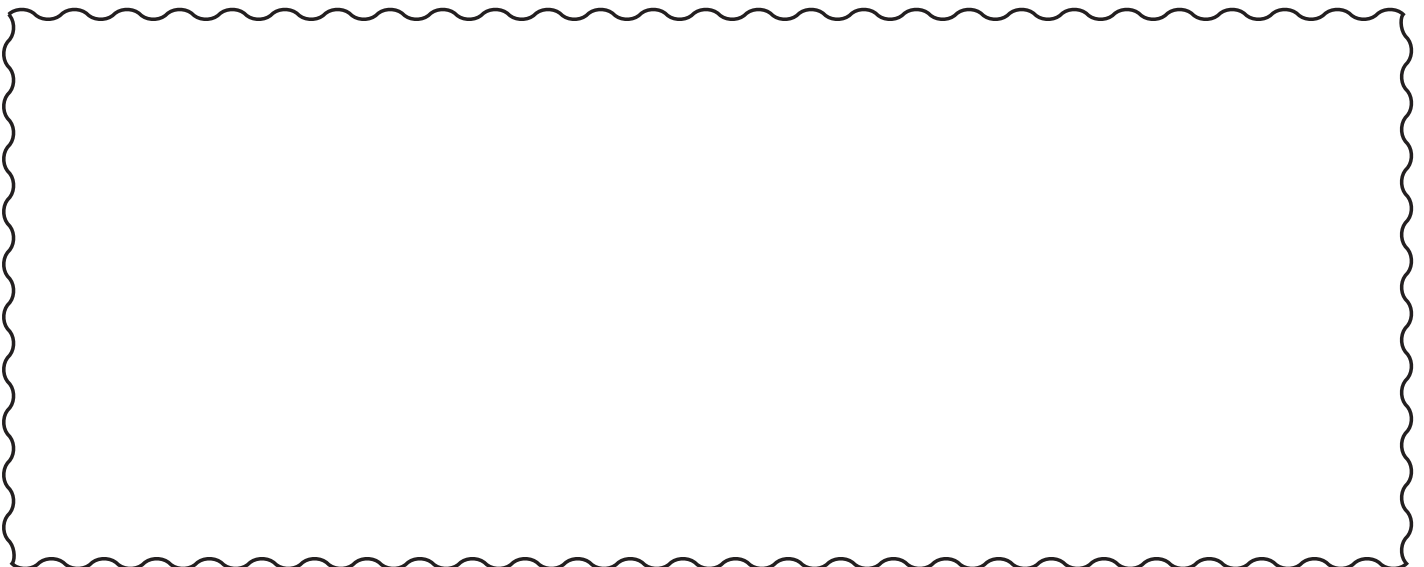
**Sharing stories is a gift. You've now given a gift to your story partner,
and they've given a gift to you! Here are some ideas about how to thank them:**

Draw a picture of one of their stories that you enjoyed.

Write them a letter thanking them for their stories.

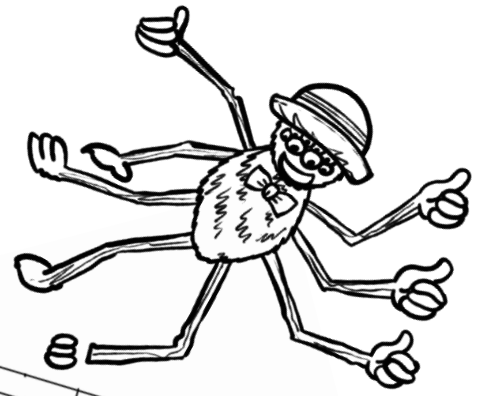
Give them a phone call to hear more of their stories.

Simply say "thank you!"

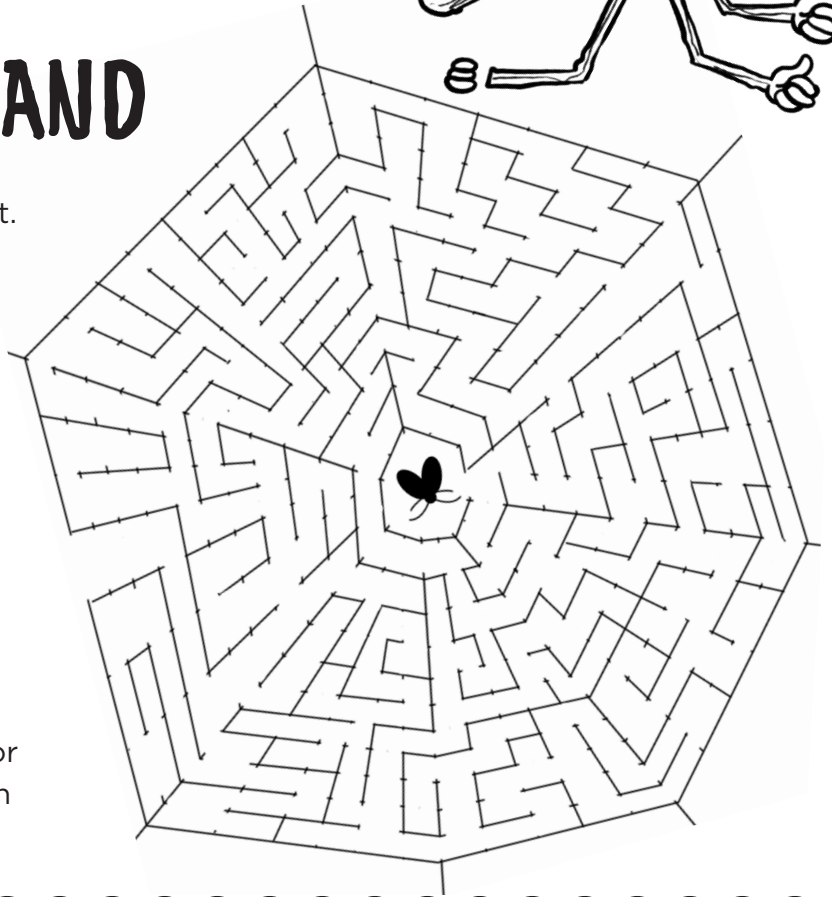


Determination

FIND YOUR WAY AROUND STORYLAND



Itsy is **determined** to climb the water spout.
You can help by solving the maze!



Find the words hidden
within the puzzle below.

Beanstalk
Mousetrap
Castle
Water Spout
Cradle

Sun
Moon
Clouds
Magic Mirror
Zigzag Path



C	R	A	D	L	E	J	M	X	M	M	Q	G	F	L	O	X	S
Q	E	F	A	Q	J	M	M	A	R	E	C	H	W	X	N	E	P
B	S	H	K	W	G	C	W	M	G	H	C	L	V	X	H	M	T
Z	I	G	Z	A	G	P	A	T	H	I	L	A	O	W	Z	V	G
F	B	E	A	N	S	T	A	L	K	W	C	A	S	U	H	R	A
R	O	W	K	M	D	C	K	P	S	X	K	M	L	T	D	D	I
U	T	V	W	W	O	A	S	Z	U	A	V	R	I	V	L	S	T
X	W	Z	X	D	B	I	S	B	N	X	F	R	Z	R	N	E	O
C	O	O	R	F	M	T	F	Z	H	G	A	W	D	E	R	N	V
L	H	S	N	M	O	U	S	E	T	R	A	P	Z	W	E	O	T
B	Z	J	F	C	T	B	K	F	Z	S	K	M	O	O	N	Y	R
V	Q	D	S	K	B	W	A	T	E	R	S	P	O	U	T	Q	B

Creativity

DRAW ALONG WITH THE MUSIC

Did you know you can listen to the music in **Jack and the Beanstalk** whenever you want? Choose a song on Jack's website AmericanRepertoryTheater.org/Jack, and use your creativity to draw what happens in the song as you listen to it. While you draw, think about how the person singing feels, what they are doing, and how the song makes you feel.



Courage

I CAN BE BRAVE

Everyone is afraid or unsure sometimes. Jack and her friends need a lot of courage while on their adventures in ***Jack and the Beanstalk***. Think about something that makes you feel frightened or unsure, and use your imagination to think about how you can use **courage** and support from those around you to help you feel better about your fears.

What is something that frightens you?

Draw how this fear makes you feel:

Draw you and your helpers facing your fear:

Draw three helpers that can help you feel better about your fear.
These could be people, things, or ideas:



Kindness SEND A BEAN

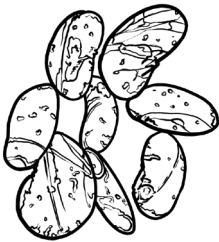
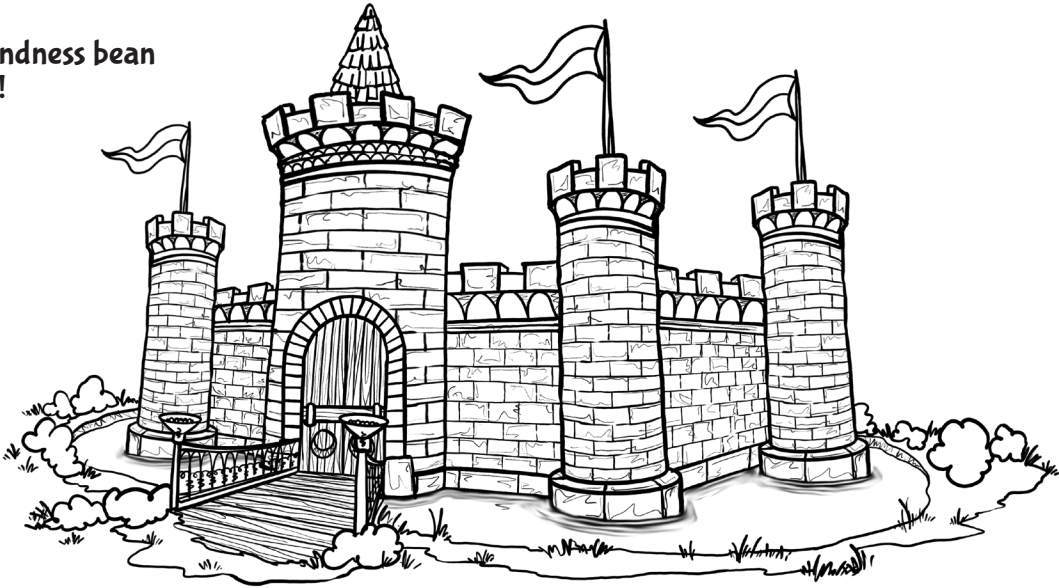
It is important to be **kind** to others, and being **grateful** when folks are kind to you can help the kindness grow—kind of like a magic bean!

Think of someone who has been kind to you, and use the space below to write them a short thank-you. You can either give your bean to this person, or an adult can help you mail it to them. You can also color in your kindness bean on the other side of this page.

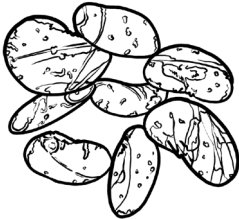
<p>Dear _____, I am grateful because....</p> <p>Thank you!</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>POSTAGE GOES HERE</p>	<p>Dear _____, I am grateful because....</p> <p>Thank you!</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>POSTAGE GOES HERE</p>
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Jack Jokes: What do you call a cow
that plays an instrument?

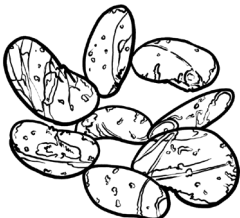
Color the image below of your kindness bean
before giving it away!



Thank You for Being Kind



Thank You for Being Kind



REFLECTION TOOLS

In ***Jack and the Beanstalk***, we learn about the importance of kindness, courage, determination, and creativity as we follow Jack's magical journey through Storyland. These activities will help you unlock some of your own creativity, kindness, courage, and determination! They are extra fun to do after you watch ***Jack and the Beanstalk***!

Let's start by using our imaginations by drawing some pictures.
In the boxes below, answer the questions using pictures, not words.

What does **CREATIVITY** look like?

What does **KINDNESS** look like?

What does **COURAGE** look like?

What does **DETERMINATION** look like?



Great job!
Let's take a closer look
at each of these themes!

REFLECT ON KINDNESS

We all have the power to show and accept **kindness**. Take a moment to think out loud with a grown-up as you answer the following questions

- Is it easy or hard to be kind? Why?
- Did you notice any moments in ***Jack and the Beanstalk*** where one of the characters did something kind?
- What are some ways that you practice kindness every day?
- Can you think of someone in your life who could use some kindness right now? What could you do to show kindness to them?

There's no better time than right now to perform the act of kindness that you just thought about! Try it, then think about these questions:

- How did it feel to perform an act of kindness?
- How do you think it made other people feel?
- Why is kindness important?

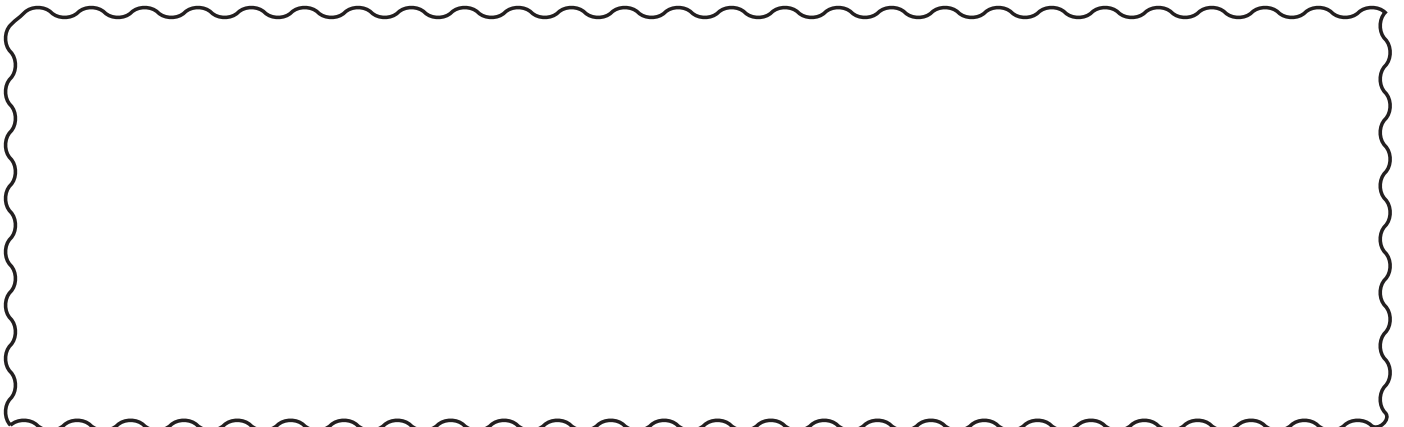
If you want more kindness, make sure to send the Kindness Bean on page 11.

REFLECT ON COURAGE

Being brave means being afraid and doing what we think is right anyway! Think about these questions with a grown-up:

- Can you think about a character in ***Jack and the Beanstalk*** or another story who did something brave? How do you know it was brave?
- Can you think of a moment in your life when you needed courage? How did you feel in that moment?

Sometimes when we are not feeling brave we can remember something we are really good at, and think about that as a super power to give us **courage**. Think about something you are good at and draw yourself with your super power!



REFLECT ON DETERMINATION

Not everything we do is easy, and sometimes we need to use **determination** so that we can learn instead of giving up. Take a moment to think out loud with a grown-up as you answer the following:



- Is there a moment in ***Jack and the Beanstalk*** where one of the characters chose to keep going, even though it was hard?
- Think about a time you did something really hard.
How did you feel before you did it?
How did you feel while you were doing it?
How did you feel after you tried it?
- What is something you are really good at? Did you need determination to learn how to do this, or did it come to you naturally?
- What is something you wish you were better at?
Can determination help you improve?

Sometimes it doesn't feel good, but failure is an important part of learning, and determination can help us when things don't go our way. Think about these questions with a grown-up:

- Have you ever tried to do something that didn't turn out the way you wanted?
How did that make you feel? Did you try again?
- What is something new you'd like to try? What will you do if it doesn't turn out how you expect? Who is someone you can ask for help if you need it?

Jack Jokes:
What's the best way
to learn about spiders?

REFLECT ON CREATIVITY

Everyone is born with **creativity**, but sometimes that creativity needs to be unlocked, often by solving a problem or using your imagination. Take a moment to think out loud with a grown-up about creativity:

- What is one way that you saw a character in ***Jack and the Beanstalk*** be creative?
- Is there a time when you had to use creativity to solve a problem? What did you do?
- How did it make you feel to be creative?
- Has your adult ever used creativity to solve a problem?

**Let's practice! Think of a problem or something you wish was better in the world.
Now think about three completely different ways to solve the problem or make it better.
Draw your solutions below!**

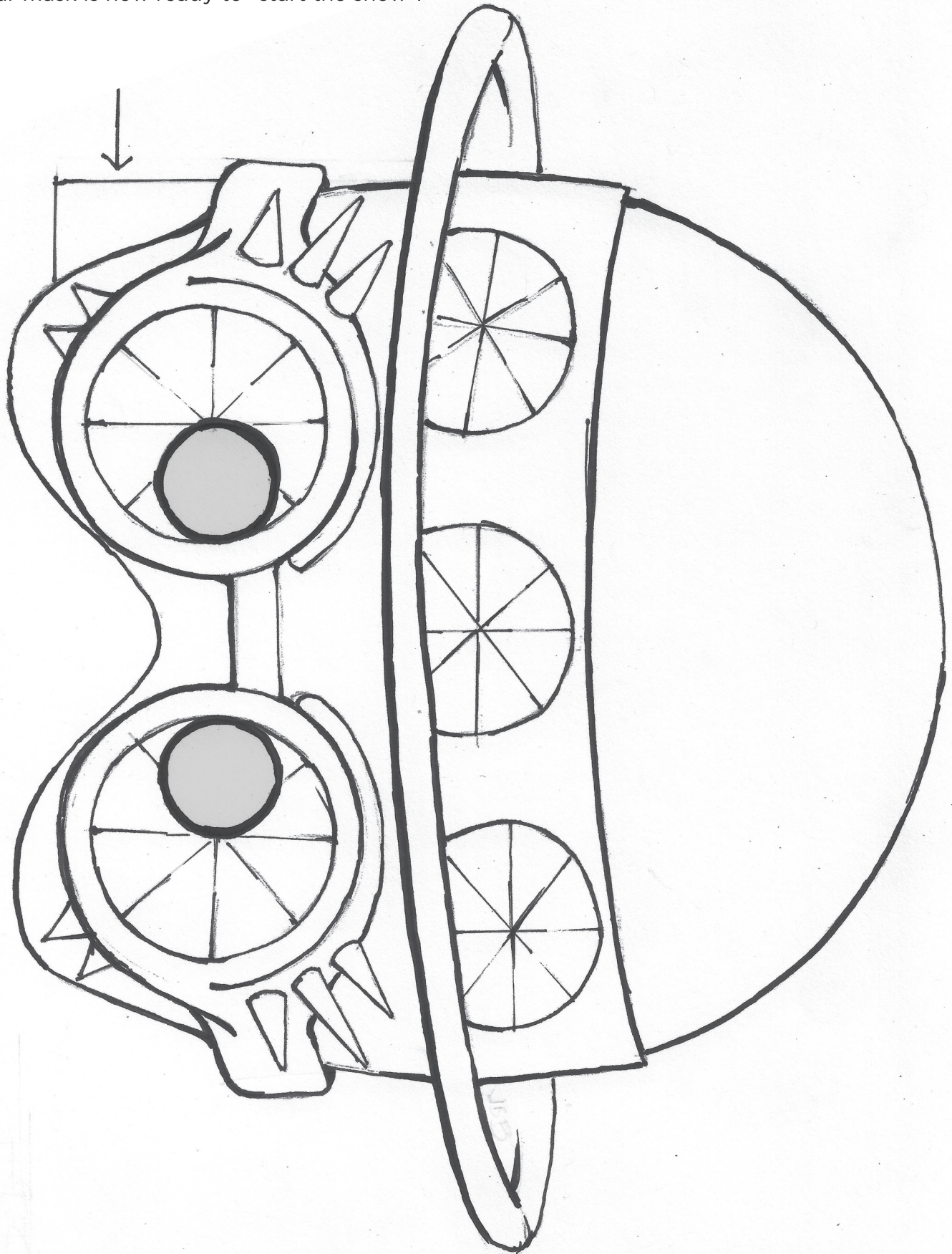


You did it! It might not have been easy, but you used your creativity to imagine different solutions. Are there other problems you could solve using creativity?



MAKE YOUR OWN MASK

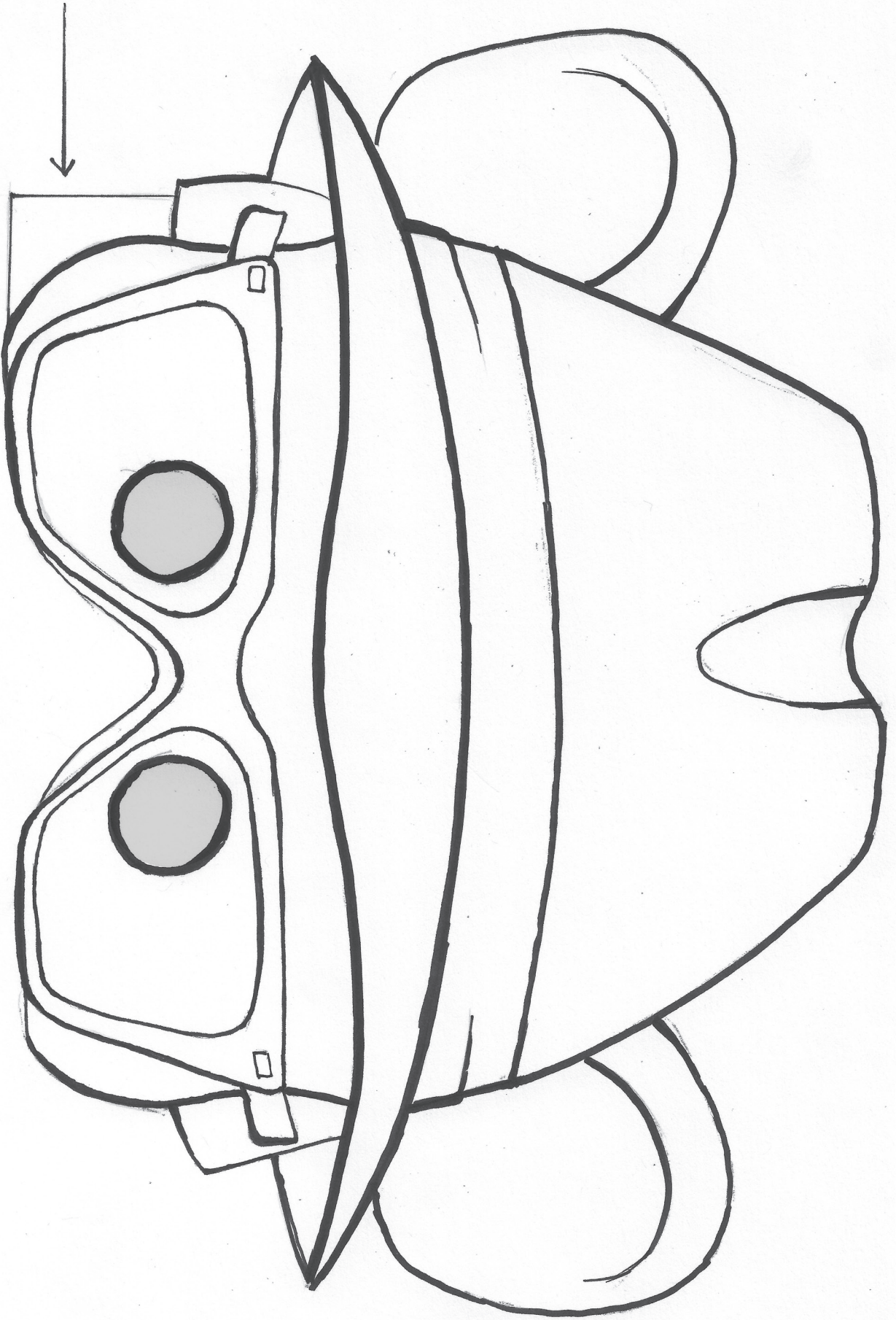
1. Color in your mask.
2. Cut around the outline of the mask, and carefully cut out the eye holes.
3. Tape a pencil, ruler, or another object as a handle to the back of your mask.
4. Your mask is now ready to "start the show"!



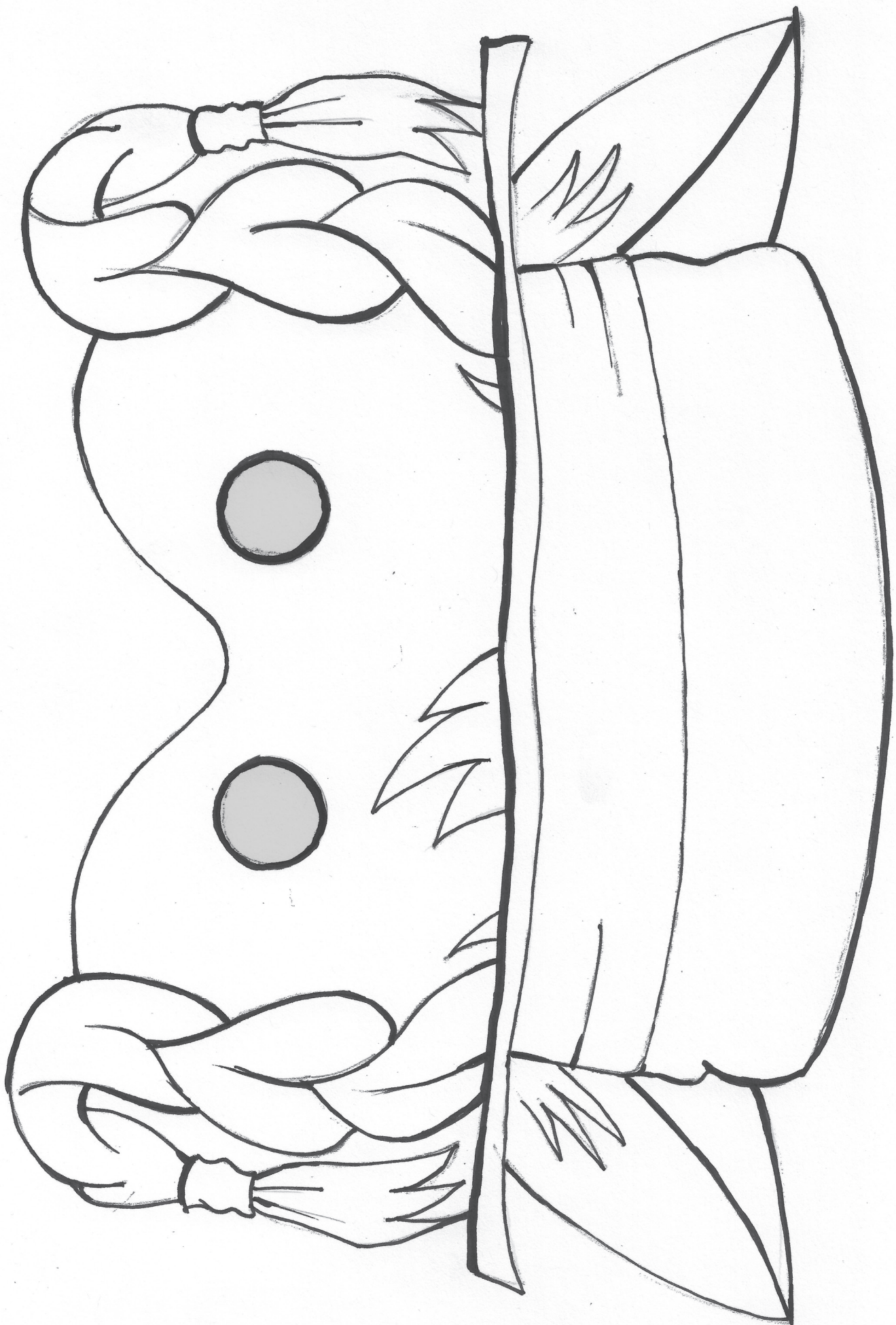


BUTTERCUP

STUART



Jack Jokes:
Where does King Giant keep his armies?



FIDDLER CAT

