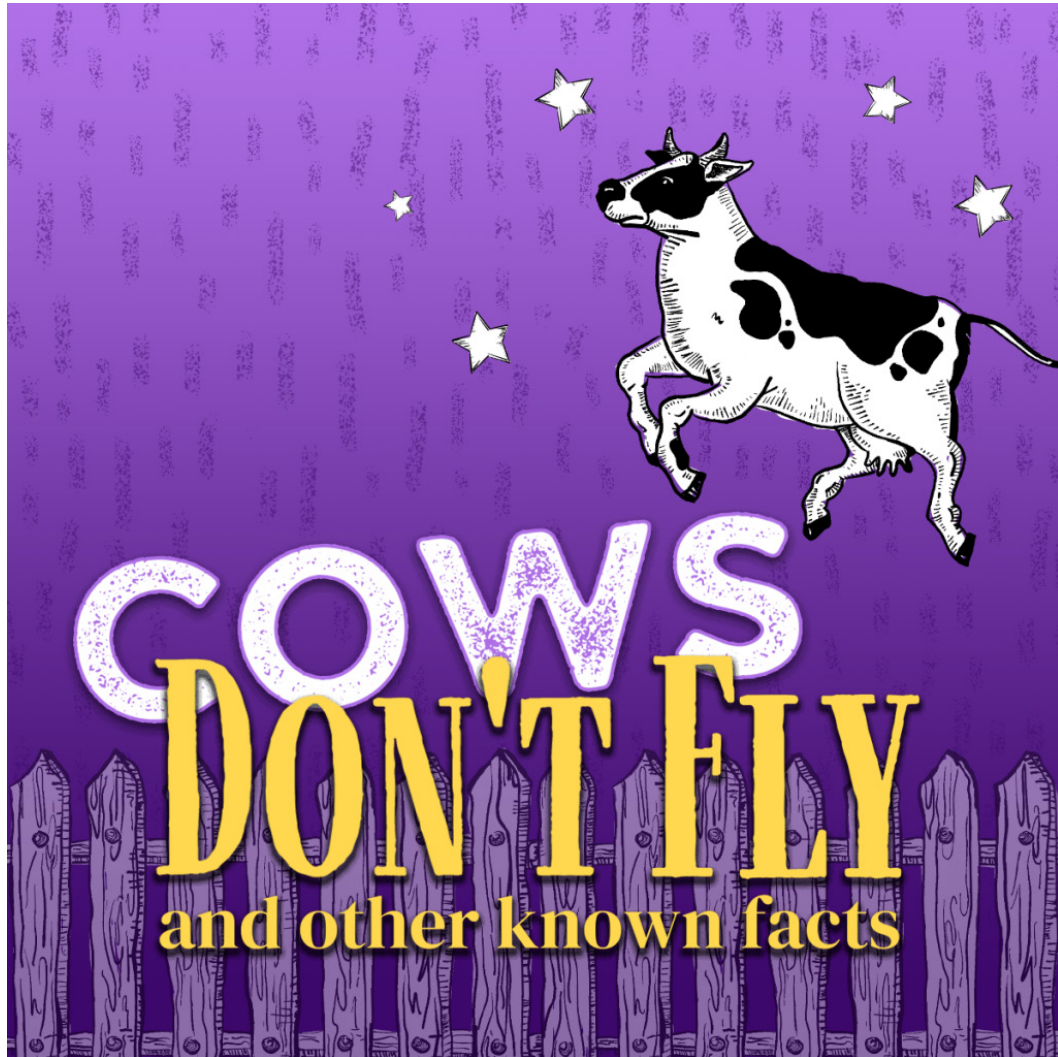


PLAY GUIDE



Cows Don't Fly and other known facts



418 W. Short Street
Lexington, KY 40507
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www.lctonstage.org

By Vivian and Larry Snipes

Based on

The Cow Who Wouldn't Come Down,

The Pig Who Ran a Red Light, and

The Goose Who Went Off in a Huff

Written and illustrated by Paul Brett Johnson

Presented on the LCT Main Stage: February 8–16, 2024

On Tour: January 20 –May 4, 2024

Major Contributors:



Dear Educator -

Lexington Children's Theatre is proud to be producing our 78th season of plays for young people and their families. As an organization that values the arts and education, we have created this Play Guide for teachers to utilize in conjunction with seeing a play at LCT.

Our Play Guides are designed to be a valuable tool in two ways: helping you prepare your students for the enriching performance given by LCT's performers, as well as serving as an educational tool for extending the production experience back into your classroom.

We designed each activity to assist in achieving the Kentucky Academic Standards (KAS), including the National Core Arts Standards for Theatre. Teachers have important voices at LCT, and we rely heavily on your input. If you have comments or suggestions about our Play Guides, show selections, or any of our programming, your thoughts are greatly appreciated. Please email Jeremy Kisling, our Associate Artistic Director in Charge of Education, at jkisling@lctonstage.org.

Please use the Teacher Response form following a performance. We are thrilled that you rely on LCT to provide your students a quality theatrical experience, and we hope this resource helps you in your classroom.

LCT's Education Department

The mission of our education programming



The mission of Lexington Children's Theatre's Education Department is to provide students of all ages with the means to actively explore the beauty, diversity, complexity, and challenges of the world around them through the dramatic process. We strive for young people to develop their own creative voice, their imagination, and their understanding of drama and its role in society.

Your role in the play

You may wish to have a discussion with your class about your upcoming LCT experience and their role as audience members. Remind your students that theatre can only exist with an audience. Your students' energy and response directly affects the actors onstage. The quality of the performance depends as much on the audience as it does on each of the theatre professionals behind the scenes and on stage.

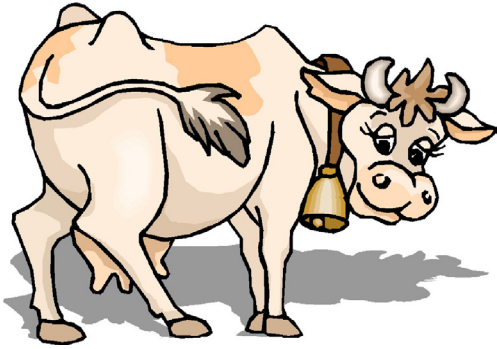
Young audiences should know that watching live theatre is not like watching more familiar forms of entertainment; they cannot pause or rewind us like a DVD, there are no commercials for bathroom breaks, nor can they turn up the volume to hear us if someone else is talking. Your students are encouraged to listen and watch the play intently, so that they may laugh and cheer for their favorite characters when it is appropriate.

At the end of the play, applause is an opportunity for your students to thank the actors, while the actors are thanking you for the role you played as an audience.



What to know before the show!

Play Synopsis



Miss Rosemary and her animals live happily on a farm “just up the holler a bit.” But life changes one day when Gertrude the cow takes to flying. After several failed attempts to get her to come down, Miss Rosemary ultimately decides to hire a new cow to make Gertrude jealous. Gertrude doesn’t take kindly to the idea of being replaced, so she returns to munching grass as cows are supposed to do.

Things settle down on the farm, but not too long after, Gertrude takes the tractor for a drive. Wanting to follow in his friend’s footsteps, George, the pig, decides he wants to drive, too. He drives off in the pick-up truck, wrecking everything in his path before heading off down the highway on

the wrong side of the road! As he reaches town, the Sheriff catches him running a red light and driving without a license, and calls Miss Rosemary to take him home.

Back on the farm, Miss Rosemary and Gertrude come up with a plan to show George that being a pig is fun. As Gertrude eats his favorite foods and rolls in his mud puddle, George decides that he wants to be a pig after all.

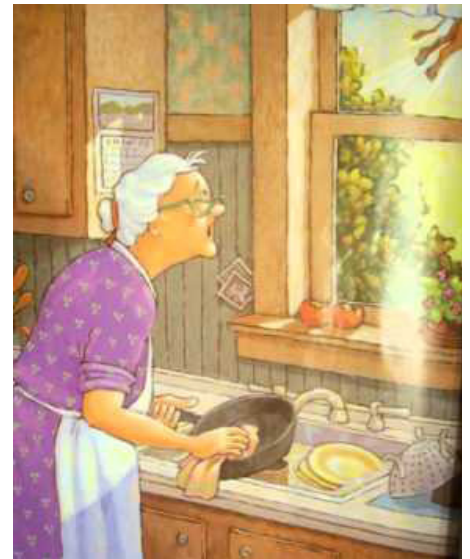
Later on, the group hears that Dotty Sue’s chicks are missing. Miss Rosemary discovers that Magnolia, the goose, has taken them to the swimming hole for a lesson. When Miss Rosemary realizes that Magnolia wants to be a mama, she tells Magnolia to be patient. Upset by Miss Rosemary’s advice, Magnolia marches off in a huff and is nowhere to be found for the rest of the day. That night, Miss Rosemary has a nightmare and wakes up thinking that Magnolia has run off to join the circus. She goes to look for her, but can’t find her.

When she gets home, she spots Magnolia hiding in the shed and devises a plan to get her to come out. That evening, as the circus train chugs out of town, Miss Rosemary hears a strange noise by the tracks. The circus has left a baby elephant behind! Magnolia steps in and takes the baby elephant under her wing. An elephant on a farm? Well, if cows can fly and pigs can drive, then anything is possible!

Farm Animal Orchestra

With your class, review the types of animals that live on a farm and write them on the board. Decide what sound each of the animals makes, then experiment with how each animal would sound if they were happy, frightened, sad, etc. How are the sounds different?

Divide the class into three groups; each group should be assigned one animal and its corresponding sound. With the teacher serving as conductor, the class will create a symphony using their animal sounds. Review the song “If You’re Happy and You Know It” with your class. Explain to the class that they will sing it using only their assigned animal sound. The teacher may wish to continue singing only the actual words, while substituting “clap your hands” with “clap your hooves” or “flap your wings.” Have each group sing the song once using their group’s assigned animal sound. Then put all three groups together at the same time. Discuss whether or not the class liked the sound. Now try the song as if the animals are happy, frightened, sad, etc.



What to know before the show!

A Day on the Farm with Miss Rosemary

"It is early morning, and Miss Rosemary and her animals are asleep. Well, everyone, that is, except the Rooster. It's time for the sun to rise over the distant trees. As soon as it does, the Rooster lets out a mighty "Cock-a-doodledoo." Miss Rosemary opens her eyes, gets out of bed, stretches and is ready to begin her day. First she goes to the bathroom and washes her face, then brushes her teeth, and finally gets dressed to go outside and start her morning chores.

Read the following narrative to your class and have the students act out the story as you read it. Divide the class into two groups; assign group one to be Miss Rosemary and group two to be the farm animals on Miss Rosemary's farm. As you read the narrative, make sure to give students plenty of time to complete the actions. Read it once, then have the groups switch and act it out a second time.

Miss Rosemary decides to feed the chickens first and calls, "Here Chick, Chick, Chick." Miss Rosemary spreads corn over the ground for the chickens to eat. She calls again, "Here Chick, Chick, Chick." The chickens come running to the corn and start pecking and scratching as they eat. While the chickens eat, Miss Rosemary collects the hens' eggs in her basket and thanks the chickens.

Now it's time to slop the pigs. Miss Rosemary lifts the heavy slop bucket full of last night's leftovers. She carries the heavy bucket over to George's pig pen. Miss Rosemary lifts the heavy bucket and pours it into George's trough. George bounds over and begins eating (rather sloppily) out of his trough. He lifts his head and thanks Miss Rosemary with a very loud "Oink." Miss Rosemary pats him on the head and says, "You're a good pig, George; yep, a real good pig."

Now it's time to milk and feed Gertrude, Miss Rosemary's best cow. But when Miss Rosemary arrives at the barn, Gertrude is nowhere to be found. Miss Rosemary looks in the shed. She looks out in the pasture. She looks under the large oak tree. Then Miss Rosemary hears something above her. Gertrude is flying high in the sky. "Moooooooooo," goes Gertrude as she dives under a cloud. Miss Rosemary calls Gertrude down, but she doesn't listen. What is Miss Rosemary going to do? Well, she sits in her thinking chair and waits for the right idea to strike her, for she has got a problem – a flying cow and no milk!"

KAS: TH:Pr4.1.1b; TH:Pr6.1.1

Museum of Animals



Divide your students into pairs. In each pair, decide who will begin as the artist and who will begin as the clay. The artist, without touching the other person, must mold the clay into a farm animal of their choice. The artist can show their partner how they would like for them to stand using their own body or they can use words to describe their vision. Once the artist has finished sculpting their animal statue, they can bring the student acting as the clay to life. Allow the student statue to act and sound as their animal for three seconds before returning to their frozen statue. Switch roles and repeat.

KAS: TH:Cr1.1.1c; TH:Cr2.1.Ka

What to know - before the show!

Mama Mix Up

KAS: Sc.LS3.A



Name: _____

Land o'Goshen! Goslings with mares? Chicks with ewes? Fill in the baby animal's name and draw a line from her to the correct mother. Then write in the mama's correct name to set things right at the farm again.

Baby Animal Names:
Foal Gosling Chick Lamb Calf

Mama Animal Names:
Mare Heifer Hen Goose Ewe



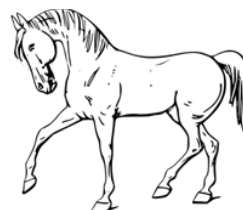
Baby Name: _____



Mama Name: _____



Baby Name: _____



Mama Name: _____



Baby Name: _____



Mama Name: _____



Baby Name: _____



Mama Name: _____



Baby Name: _____



Mama Name: _____

What to know - before the show!

A World-Class Menagerie



In LCT's production of *Cows Don't Fly*, Miss Rosemary's animals can be seen displaying some very surprising behavior. While cows may not fly and pigs can't drive in real life, animals have still proven to be incredibly intelligent, brave, and helpful to humans.

Though many exotic animals such as elephants, large cats (like lions and tigers), and monkeys are trained to perform various acts for entertainment in circuses and other performance venues around the world, other animals are trained to provide services for humans. Dogs are used for many forms of physical and emotional support. Service dogs train between 18 to 24 months to assist those with disabilities and are classified as medical support rather than pets. Because of their heightened sense of smell, some service dogs recognize scent changes in their owners, detecting oncoming seizures in order to provide necessary warning signs up to two

hours in advance. Emotional support and therapy dogs are trained to aid patients' mental health. Emotional support dogs can be prescribed to a patient by a doctor as a means of stability for the patient's mental health. Emotional support animals are often utilized by veterans who suffer from disorders such as depression and Post-Traumatic Stress Disorder. Therapy dogs go through 8-week training sessions before being taken into hospitals and nursing homes to bring joy and cheer to the patients and residents.

While certain breeds of dogs – Labradors, German Shepherds, and Golden Retrievers – are traditional choices for the job of service animal, other species of animals have been known to act as service animals including miniature horses, ferrets, dolphins, cats, and parrots. Ultimately, a service animal's job is to aid and protect their owner or patient physically, mentally, and emotionally. However, even if an animal is not trained to provide services for humans, they are amazing in their own right.

Check out these cool facts about animals:

- Male emperor penguins can stand for upwards of two months without eating in the harsh Antarctic climate while the female penguin goes off to feed.
- Polar bears have black skin under their white fur to assist in the absorption of the sun's rays.
- The Portuguese man o' war is often mistaken as a jellyfish. However, it is actually a siphonophore which are marine animals composed of several separate organisms called zooids.
- Hippos create and secrete an oily red substance that acts as both a sun block and moisturizer for their skin.
- Electric eels can administer electric jolts of up to 600 volts – which is enough to knock an adult horse off its feet.
- When tarantulas molt, they are capable of replacing internal organs such as the lining of their stomach and even lost limbs.
- A beaver's teeth grow continuously so as not to be worn down from chewing on wood.
- The Ruby-throated Hummingbird can beat its wings over 50 times per second and fly backwards as well as hover.
- The loudest known living organism is the snapping shrimp which uses its claws to shoot jets of water up to 62 miles per hour leaving a trail of bubbles that explodes at 200 decibels.

How to grow - after the show!

Authors and Books VS. Playwrights and Plays

Lexington Children's Theatre is very proud to offer you a play based on the works of Paul Brett Johnson. *Cows Don't Fly and other known facts* is comprised of three of Mr. Johnson's books: *The Cow That Wouldn't Come Down*, *The Pig Who Ran a Red Light*, and *The Goose Who Went Off in a Huff*. Often when playwrights adapt a book for the stage, they tell the story differently than the author of the book from which they base the play. Read one of Mr. Johnson's books and compare what happens in the book versus what happens in LCT's production. What was different? How were things the same? Make a list of the differences and similarities.



Paul Brett Johnson

KAS: TH:Cn11.2.Ka; TH:Cn11.1.K

Sunrise to Sunset

Miss Rosemary wakes up early every day to do the chores, but before the day ends, her animals find some sort of mischief to get into. Review with the class the main events of the play. Then divide the students into three groups and assign each group the beginning, middle, or the end of the story. Have students create three frozen images for what happens during their assigned portion of the play (beginning, middle, or end) giving attention to the action and emotions of each character in their part of the story. Discuss how the characters might have felt, the order in which key events took place, and how students can show those details through their bodies and imagination.

KAS: TH:Cr2.1.1; TH:Cr.1.1.1c; TH:Re7.1.1

Daily News



Those who know Miss Rosemary and her unconventional animal friends know all about the silly adventures that happen on the farm. Have your students work together as a class to create a newspaper about the strange occurrences on Miss Rosemary's farm. Divide students into groups and assign each one of the animals from the play (cow, pig, and goose). Give students the opportunity to discuss the events from the play within the group and come up with three questions that they'd like to ask either Miss Rosemary or the other animals. As the teacher, take on the role of Miss Rosemary and allow each group to interview you or one of the other animal groups about the events that happen on the farm. Once each group has had a chance to ask and answer their questions, allow each group to

draw a picture and write a few sentences about what they learned from their interviews to be added to the class newspaper. Put them all together and make copies to distribute to the whole class so they can stay informed on the crazy happenings on Miss Rosemary's farm.

KAS: TH:Cr3.1.K; TH:Re9.1.K

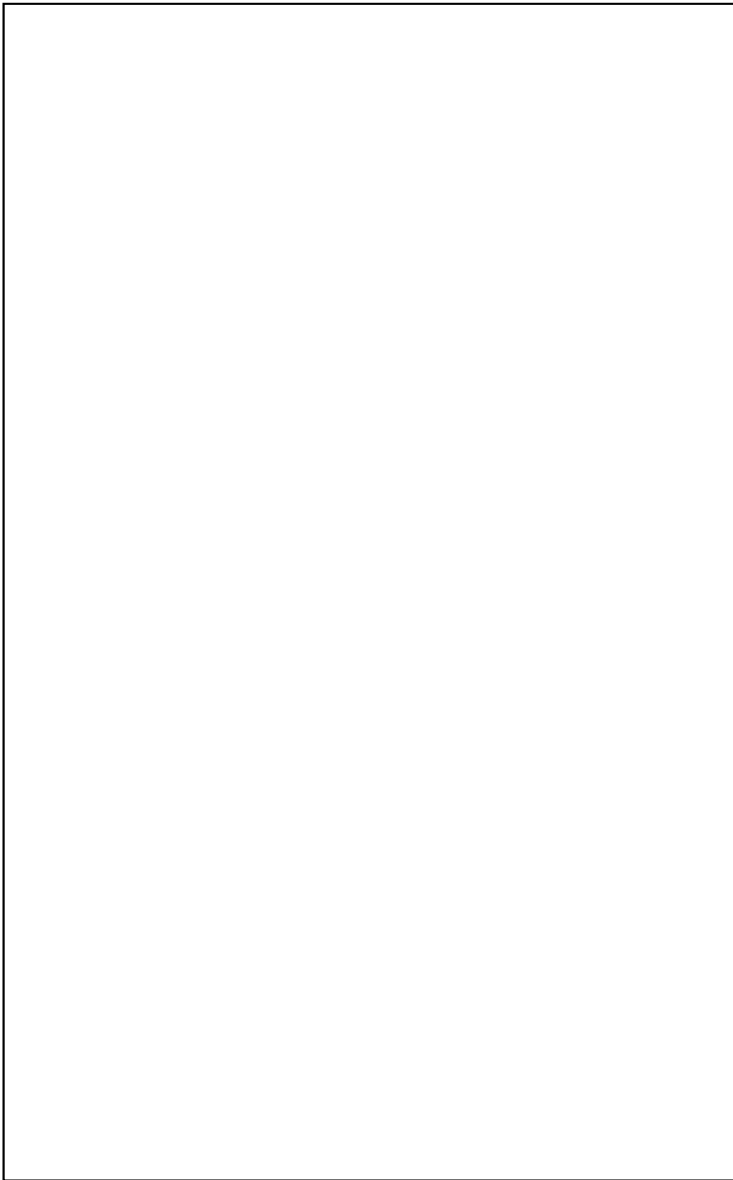
How to grow - after the show!

Animals Go Crazy

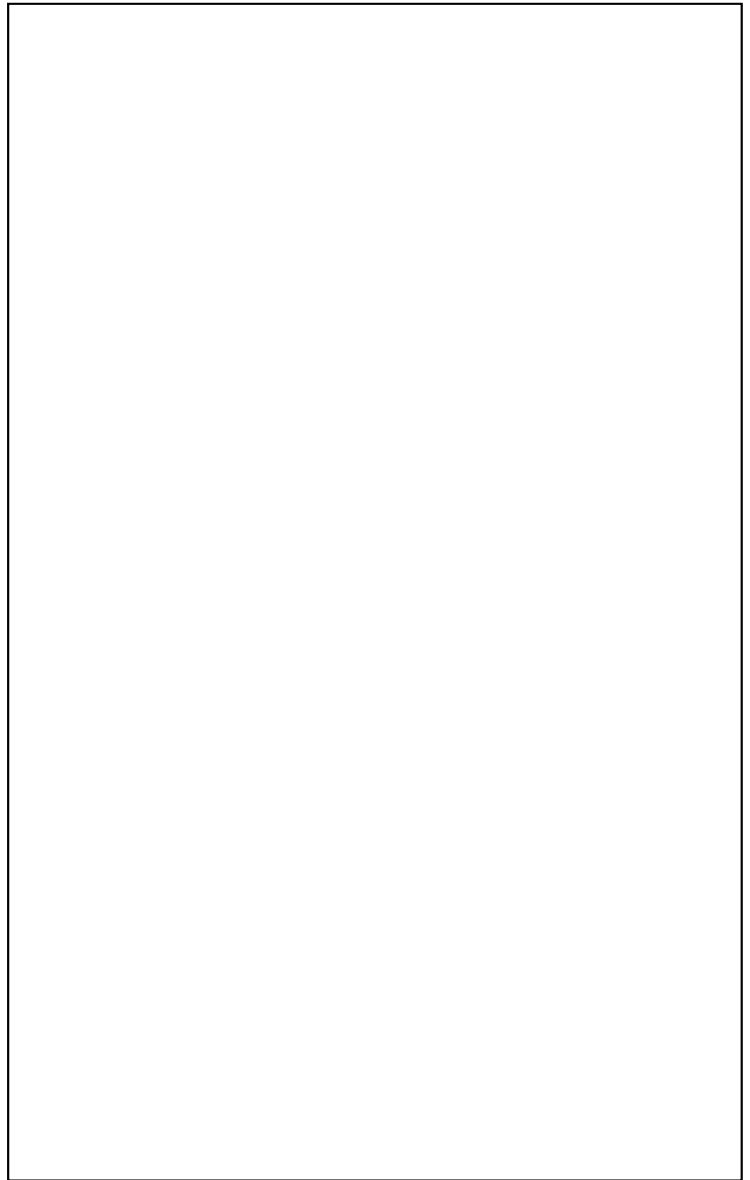
Name: _____

Miss Rosemary has some strange animals on the farm! She has a cow that flies, a pig that drives, and a goose with baby fever. Have your students choose an animal that lives on a farm and pick an unusual activity for their farm animal to do. Maybe there is a rat who likes to sing opera or a cat that plays piano. Allow students to draw a picture of their animal and Miss Rosemary's reaction to her animals' unusual behavior. Then have the students act out their drawings for the class.

Your Animal's Strange Behavior:



Miss Rosemary's Reaction:



How to grow - after the show!

What to Read Next

The Cow Who Wouldn't Come Down by Paul Brett Johnson
Miss Rosemary tries everything to coax her flying cow Gertrude down from the sky.

No Moon, No Milk! Chris Babcock
Martha the cow refuses to give milk until she can visit the moon like her great-great-grandmother before her, the Cow Who Jumped Over the Moon.

Minnie and Moo Go Dancing by Denys Cazet
Cow friends, Minnie and Moo, decide to dress up and attend a party at the farmer's house.

Hunting the White Cow by Tres Seymour
A child watches as more and more people join in the attempts to catch the family cow that has gotten loose, each remarking on how special the cow is.

LCT teaches in YOUR school!

Would you like to see some of these play guide activities modeled in your classroom?

Book a workshop for your class with one of LCT's teaching artists! In our pre-show workshops, our teaching artists will engage students in acting skills and themes from the play through drama activities. In our post-show workshops, students will extend their play-going experience by strengthening their personal connection to the play and deepening their understanding of the themes and characters.



Call us at 859-254-4546 x233 to book a pre or post-show workshop for your class!

To learn more about Lexington Children's Theatre and our programming for your school visit:
www.lctonstage.org/for-educators/arts-education-in-the-classroom/