Don't Let the Pigeon Drive the Bus!

Study Guide

Hey there, pals! Thanks a bunch for joining in the feather-ruffling fun at TheaterWorksUSA's **DON'T LET THE PIGEON DRIVE THE BUS: THE MUSICAL!**

This handy-dandy guide is cooked up to add some extra zing to your flock's adventure of seeing DON'T LET THE PIGEON DRIVE THE BUS: THE MUSICAL.

This guide is like a roadmap to help your flock soak up more about the musical and toss in some creative spins for tying your theater shindig into your classroom lessons plus some lessons and in-class shenanigans.These activities are cooked up to dive deeper into the wild and wacky world of the musical and spark some serious brain fireworks.

A trip to the theater is like finding a hot dog stand when you're really, really hungry - totally special and it might just ignite a lifelong love for creating theater or driving a bus!

THE AUDIENCE HAS A JOB TOO

HEY AGAIN, THEATER PALS! WELCOME TO THE AWESOME WORLD OF THEATER – WHERE EVERYONE'S PART OF THE FUN! WE'RE SUPER EXCITED TO SHARE THIS AWESOME EXPERIENCE WITH YOU!

PICTURE THIS: COOL FOLKS ON STAGE, SPINNING A TALE RIGHT IN FRONT OF YOU. IT'S NOT LIKE A REGULAR MOVIE; THESE PERFORMERS CAN FEEL YOUR EXCITEMENT LIVE!

SO I HAVE A GIANT JOB FOR YOU. NOW ITS NOT SERVING HOT DOGS OR DRIVING THE BUS BUT IT'S BEING A PRESENT AUDIENCE MEMBER.

YOUR ENERGY IS LIKE MAGIC, SO FEEL FREE TO REACT, LAUGH, CLAP, AND CHEER – BUT BE A GOOD BUDDY TO THE PERFORMERS AND YOUR FRIENDS IN THE CROWD!

HERE'S YOUR CHECKLIST FOR HOW TO HAVE A BLAST AT THE THEATER:

1. APPLAUD AND CHEER: SHOW SOME LOVE AT THE END OF SONGS AND SCENES. OH AND OF COURSE LAUGH IF SOMETHING'S FUNNY!

2. PAY ATTENTION: THESE PERFORMERS PRACTICED A LOT, SO FOCUS ON THE STORY. SAVE TALKING FOR AFTER THE SHOW.

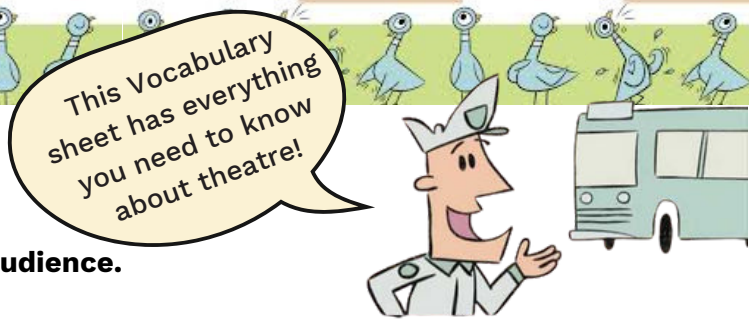
3.NO PHONES OR GIZMOS: LET THE STAGE SHINE – PUT AWAY THOSE PHONES AND GADGETS, EVEN IF THEY'RE ON SILENT. GET READY FOR A DIFFERENT KIND OF FUN!

4. NO SNACKS DURING THE SHOW PLEASE: SAVE MUNCHING FOR AFTER THE CURTAIN FALLS.

5. ARRIVE EARLY AND GET COMFORTABLE: COME ON TIME, USE THE RESTROOM EARLY, AND STAY IN YOUR SPOT. GET READY FOR SOMETHING AMAZING.

6. RESPECT SPACE: BE THE AWESOME PERSON YOU ARE AND TAKE CARE OF YOUR AREA, SO EVERYONE CAN ENJOY THE SHOW!

Vocabulary



Play: A story told live on stage by actors in front of a live audience.

Musical: A story told live on stage by actors in front of a live audience that also involves singing and dancing.

Theme: The message or main idea of a story. This can be a word or a sentence that links a big idea about our world with the story.

Genre: The style of a play.

Plot: The timeline of actions in the story from beginning to end.

Setting: Where a story takes place.

Characters: Who the story is about.

Conflict: A problem that the characters in the story have to face and overcome.
A conflict arises when a character wants something but something else gets in their way.

Objective: What a character wants to achieve or solve in the story. In other words, a character's goal.

Protagonist: The story's hero. This is the character who is out to accomplish a goal or find purpose.

Antagonist: The story's villain. This character is usually against what the protagonist(s) needs to accomplish their objective or goal.

Dialogue: a conversation between two or more people in a play or musical.

Moment Before: an acting term that encourages actors to consider what is going on in their character's life just before the present moment. Ex: If the scene begins with a character entering a room feeling excited, the actor may want to explore what made them feel that way in the "moment before" they entered the room.

Blocking: Movement the director gives to the actors to show them where to go on the stage

Choreography: A sequence of dance moves assigned to a dancer in a musical number (song) that are used to help tell the story.

Cue: In theater, a cue signals when another action should begin. For example: The actor's cue to enter the stage might be after they hear the thunder sound effect.

Vocabulary

AUTHOR: A WRITER OF A BOOK OR ARTICLE. THE AUTHORS OF DON'T LET THE PIGEON DRIVE THE BUS ARE BY MO WILLEMS.

PLAYWRIGHT: THE WRITER OR WRITERS OF THE PLAY. PLAYWRIGHTS WRITE THE DIALOGUE BETWEEN CHARACTERS IN A PLAY.

COMPOSER: THE ARTIST WHO WRITES MUSIC FOR A MUSICAL.

LYRICIST: THE ARTIST WHO WRITES WORDS TO THE MUSIC IN A MUSICAL.

ACTOR: THE ARTIST WHO EMBODIES OR PUTS THEMSELVES "IN THE SHOES OF" A CHARACTER OR CHARACTERS IN A PLAY OR MUSICAL TO TELL THAT CHARACTER'S STORY TO THE AUDIENCE.

AUDIENCE: A GROUP OF PEOPLE WHO ATTEND A LIVE EVENT LIKE THEATRE PERFORMANCES TO WATCH, LISTEN, AND RESPOND TO THE EVENT ON STAGE.

DIRECTOR: THE ARTIST WHO WORKS WITH THE WRITERS, ACTORS, AND DESIGNERS TO TELL A CLEAR STORY ON STAGE FOR THE AUDIENCE. IT IS THE DIRECTOR'S JOB TO HAVE A CREATIVE VISION FOR HOW TO TELL THE STORY AND MAKE SURE EVERYONE IS WORKING TOGETHER TOWARDS THE SAME GOAL.

STAGE MANAGER: THE ARTIST WHO MANAGES THE ONSTAGE AND BACKSTAGE AREAS BEFORE, DURING, AND AFTER A PERFORMANCE. THEY SET UP THE SCHEDULE FOR THE ACTORS, CUE THE LIGHTS AND SOUND DURING THE SHOW, AND MAKE SURE THE SET, PROPS, AND FURNITURE STAY IN GOOD SHAPE THROUGHOUT THE SHOW.

DESIGN: AN IDEA THAT IS SKETCHED, DRAWN, OR MOLDED TO ARTISTICALLY SHOW HOW THE WORLD OF A PLAY WILL TAKE SHAPE ON STAGE.

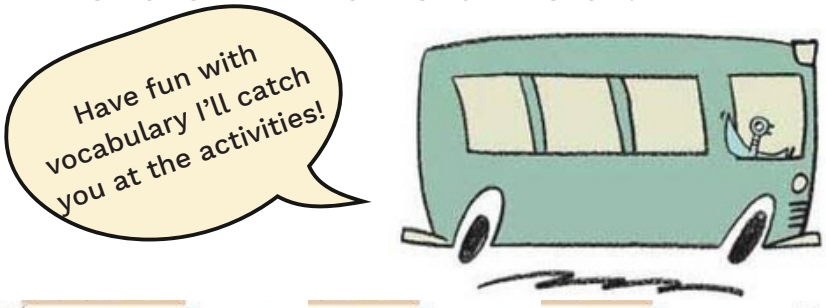
SET DESIGNER: THE ARTIST WHO CREATES WHAT THE WORLD OF A STORY WILL LOOK LIKE ON STAGE. THIS CAN INCLUDE FURNITURE AND SCENERY THAT CAN HELP TELL THE AUDIENCE WHERE THE STORY TAKES PLACE.

COSTUME DESIGNER: A COSTUME DESIGNER CHOOSES AND CREATES THE ARTICLES OF CLOTHING THAT CHARACTERS WEAR ON STAGE TO HELP TELL THE AUDIENCE WHO THE CHARACTERS ARE.

SOUND DESIGNER: AN ARTIST THAT CREATES THE MOOD OR ATMOSPHERE OF THE PLAY THROUGH THE USE OF SOUND, SOUND EFFECTS, AND MUSIC IN A PLAY OR MUSICAL.

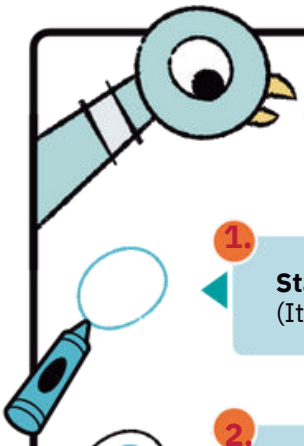
PROPS: OBJECTS USED BY A CHARACTER ON STAGE TO HELP TELL THE STORY. EX: A CHARACTER MAY USE A PROP LIKE AN UMBRELLA ON STAGE IF IT IS RAINING IN THAT SCENE OF THE PLAY.

MAKE-UP: ARTISTICALLY DESIGNED COSMETICS TO ENHANCE AN ACTOR'S PORTRAYAL OF A CHARACTER.
BOX OFFICE: WHERE AUDIENCE MEMBERS PICK UP THEIR TICKETS TO THE SHOW.



Draw Me!

FOLLOW THESE STEPS:



1. **Start with a big letter O.**
(It appears in words like “Mo”!)

2. **Now draw a smaller letter O inside of it.**
(You’ve drawn a doughnut!)

3. **Next, you have a choice between two letters—M or W— but draw the letter on its side.**
(You made a beak!)

4. **We’re going to place the eye next, which is the most important part of the drawing, because the eye shows how the character is feeling. Make sure to darken it in.**
(You always look at the darkest part of a drawing first!)

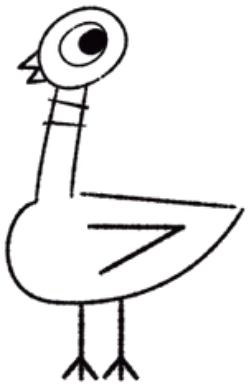
5. **Draw two lines going straight down for the neck.**

6. **Next, draw two lines across the neck for the collar.**

7. **The body is a circ-angle—a triangle and a circle combined.**
(It kind of looks like an ice cream cone that’s fallen over.)

8. **The legs are two more lines straight down from the body.**
(Just like the neck!)

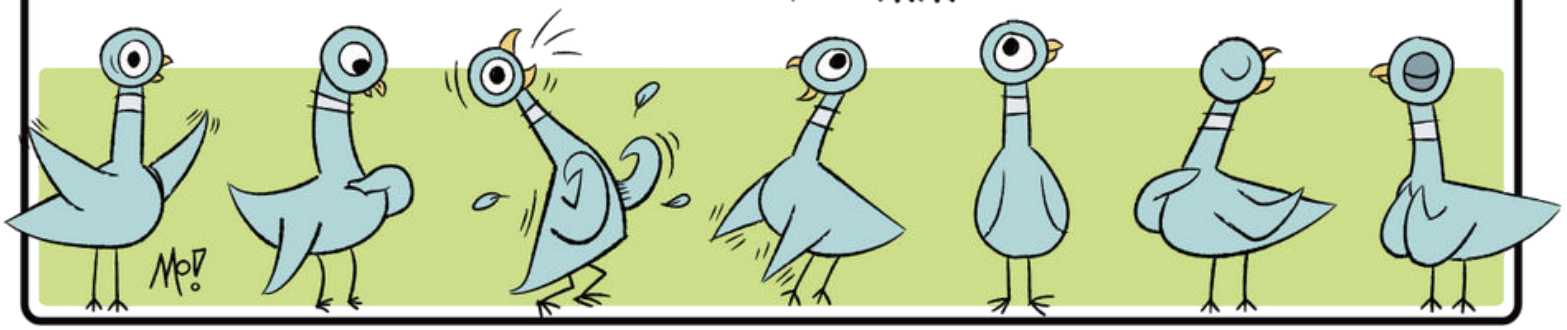
9. **Almost done! Draw the letter V three times. The first two are upside down for the feet. The third is on its side in the body for the wing.**



FINISHED!

Great job! That’s an awesome Pigeon!

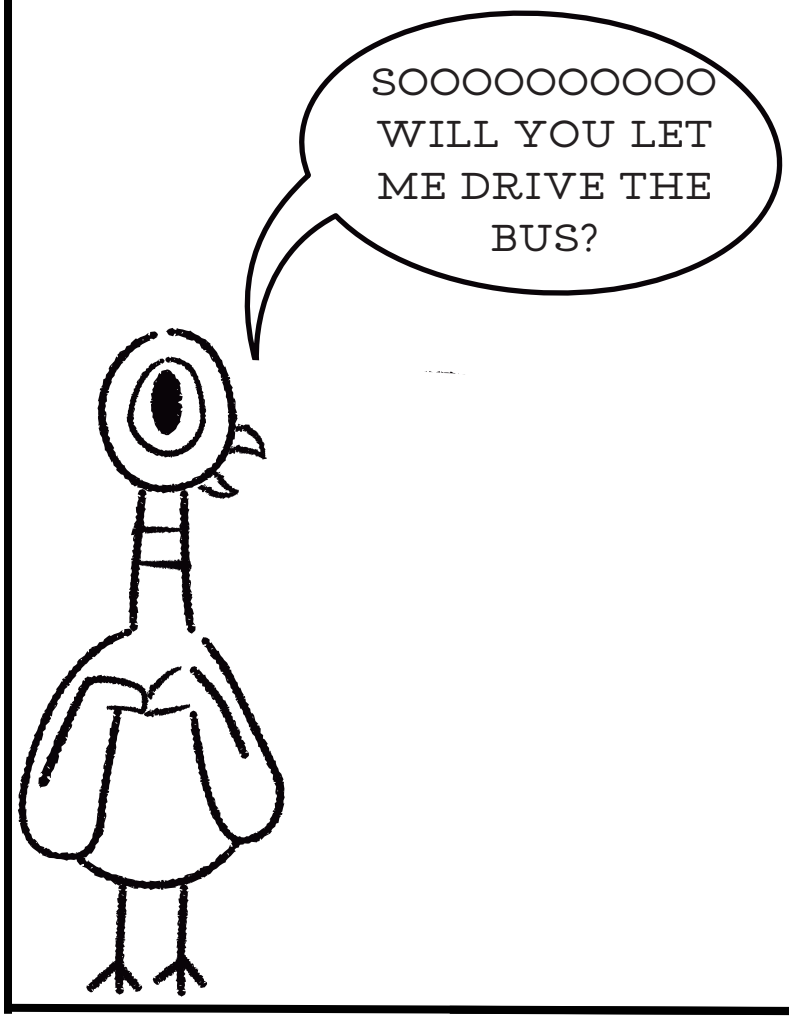
Once you’ve gotten the basic drawing down, mix it up. Move The Pigeon’s beak, wings, eye, or legs to create lots of funny poses!



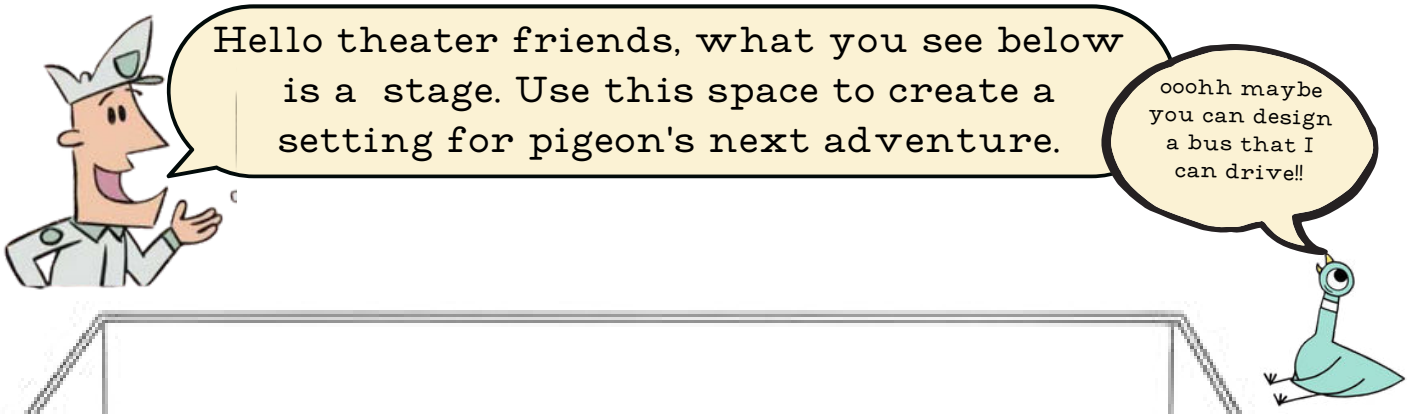
Find more activities like this at https://pigeonpresents.com/get-busy/

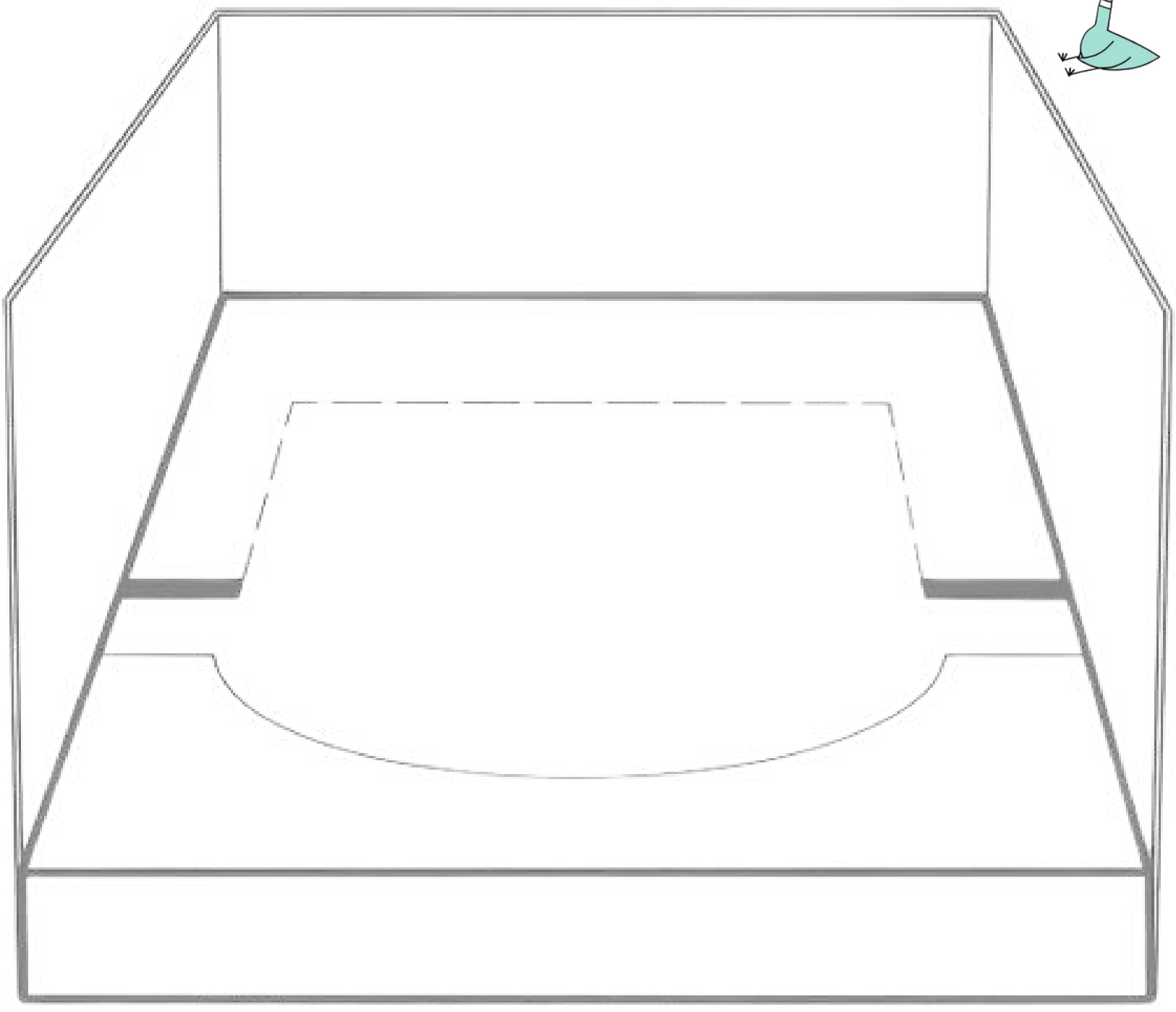
Would you let the Pigeon drive the bus?

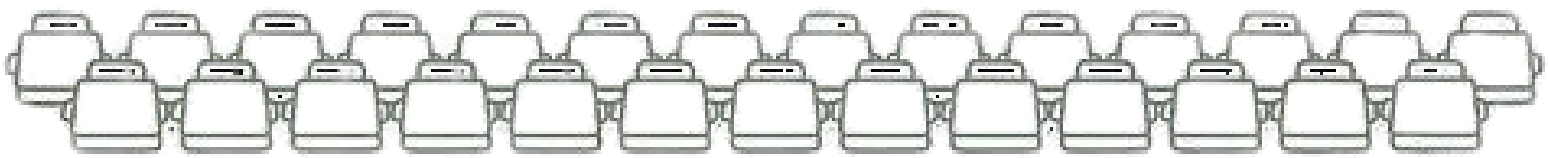
OH, WOWZA! THE PIGEON REALLY, REALLY WANTS TO DRIVE THE BUS? CAN YOU BELIEVE IT? THAT FEATHERED FRIEND HAS SOME WILD IDEAS! IF THE PIGEON ASKED YOU WHAT WOULD YOU SAY? WOULD YOU LET THE PIGEON DRIVE SOMETHING ELSE INSTEAD? DRAW A PICTURE OF YOURSELF AND YOUR RESPONSE BELOW!



MAKE A DESIGN

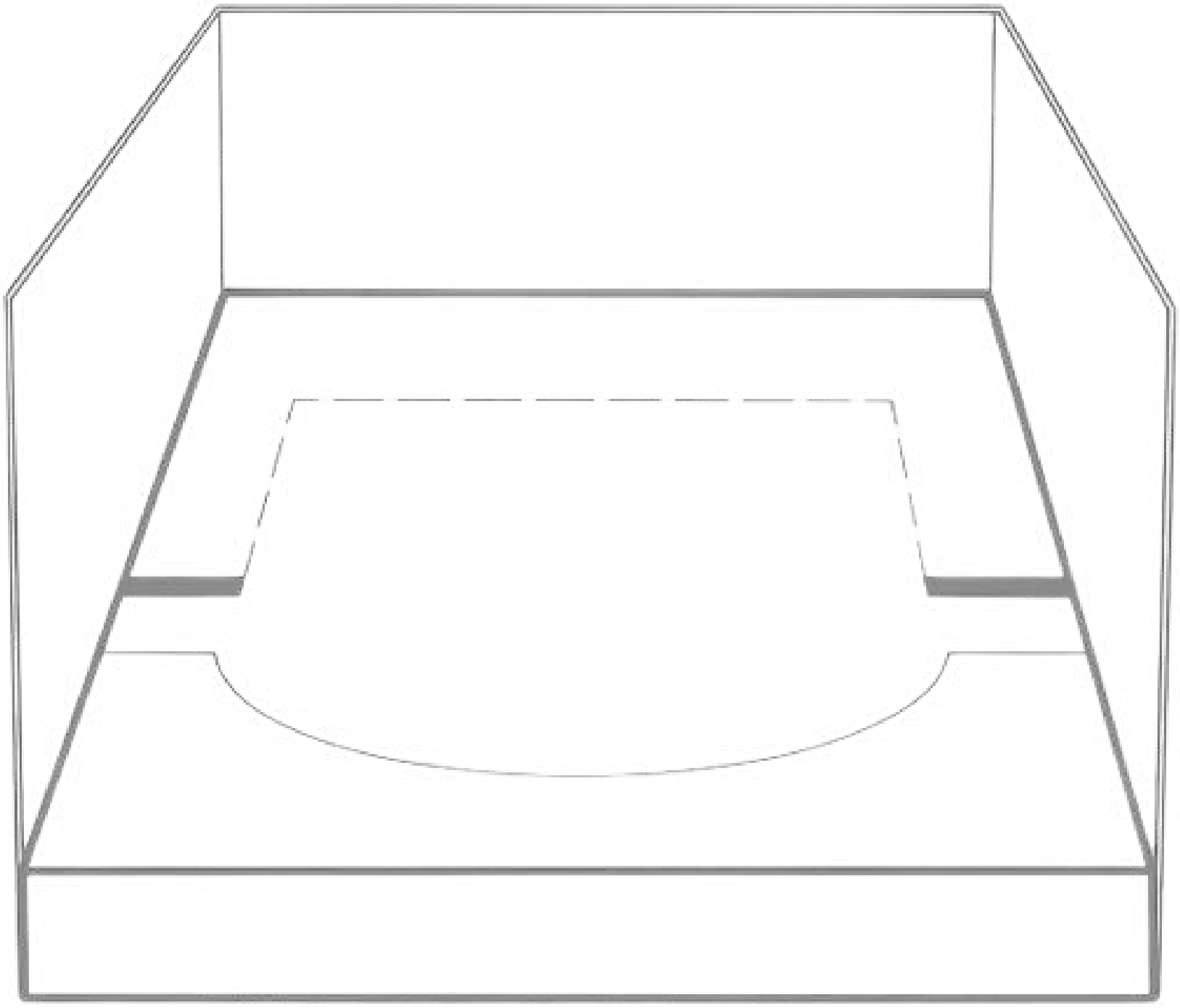


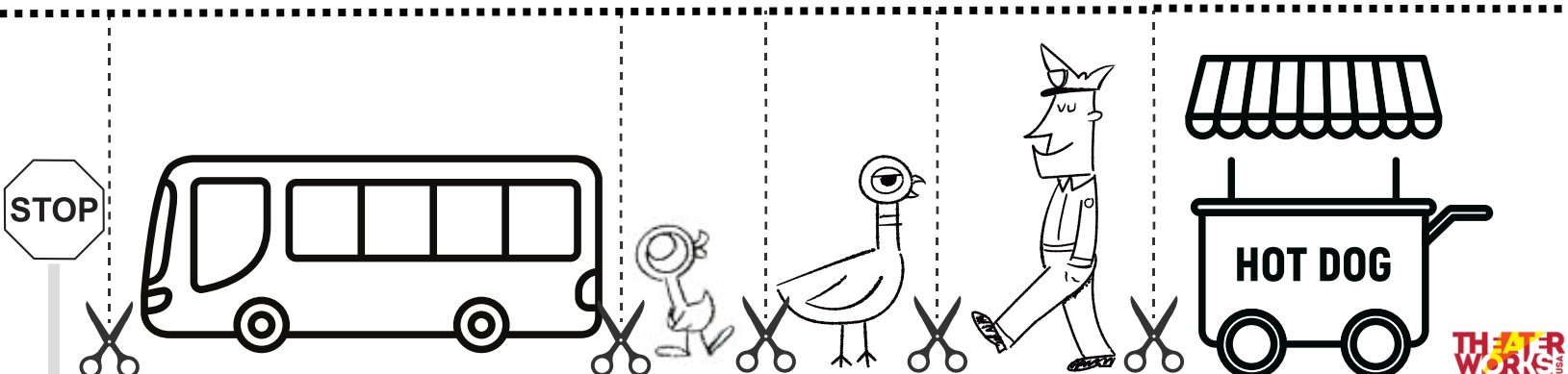




MAKE A DESIGN

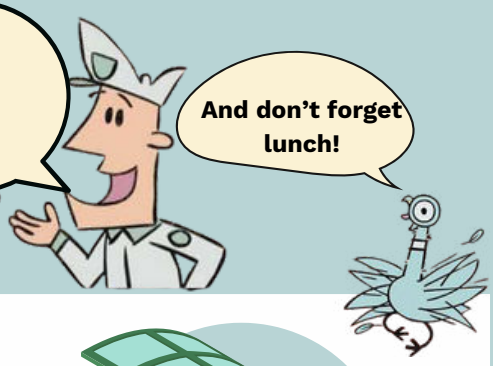
Hello theater friends, what you see below is a stage. Cut the pictures below and uise this space to create a setting for pigeon's next adventure.





Panic At the Bus Stop!

Oh no! The Bus broke down! Pigeon must zoom and tell everyone why I'm late. But uh-oh, Pigeon's tummy is rumbling, and he got lost! Can you help Pigeon, grab lunch, give the passengers the message, and return safely to the bus stop? Navigate the maze, circle those passengers, and make it to the last bus stop safe and sound? Ok, ready, set, soar!



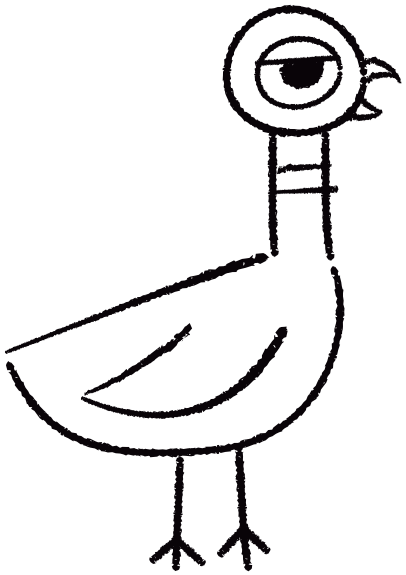
LET'S MAKE FINGER PUPPETS!

You will need:

CRAYONS SCISSORS TAPE

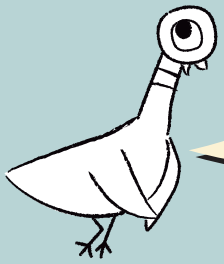
JUST FOLLOW THESE SIMPLE STEPS:

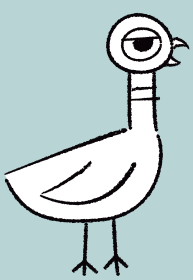
1. Color the puppets below.
2. Cut along the dotted lines.
3. Roll the bottom into a tube so that the arrows touch; then, tape it together. It should be a little bit bigger than your finger.
4. Yay! You just made finger puppets!



Set the Scene

LOOK AT THE SPEECH BUBBLES AND PICTURES OF CHARACTER BELOW. CREATE A DIALOGUE WITH A CHARACTER YOU CREATE AND PIGEON IN THE SPACES BELOW!





MAKE A SONG

Chorus

A chorus is repeated words and melody that expresses your theme and feeling.

Examples:

Chorus: PANIC!
PANIC AT THE BUS STOP!
JUMP, SHAKE!
PANIC AT THE BUS STOP!
GYRATE!
PANIC AT THE BUS STOP!

Verses:

A verse is the parts of the song that move the main story forward.

Examples:

Verse: PANIC AT THE BUS STOP!
IF I DON'T SEE MY GRAND-KID,
STUCK HERE AT THE BUS STOP,
I'M GONNA FLIP MY LID!
I'LL THROW
BIRD SEED!
IN THE AIR!
TOSS! TOSS! TOSS! TOSS!
EVERYWHERE!

Chorus:

I'M NO FEATHERWEIGHT!
WHEN THINGS DON'T WORK OUT
PIGEON
AND I FEEL LIKE I'M LURCHING.
THAT MOMENT OF DOUBT–
IS JUST A FORM OF SEARCHING.
YOU HAVEN'T BEEN STOPPED,
YOU'VE ONLY BEEN SLOWED.
THERE'S MORE THAN ONE WAY,
BUS DRIVER
THERE'S MORE THAN ONE

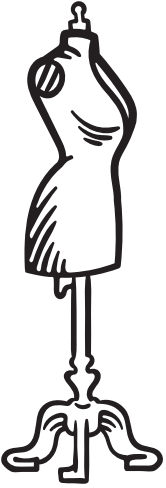
Verse:

WHEN I LOOK
IN FRONT OF ME
I SEE SOMETHING GREAT.
IN MY BOOK
YOU'RE A CHAMPION,
YOU'RE NO FEATHER WEIGHT.
WHEN THINGS DON'T WORK OUT
AND IT FEELS LIKE YOU'RE LURCHING.
THAT MOMENT OF DOUBT,
IS JUST A TYPE OF SEARCHING.
YOU HAVEN'T BEEN STOPPED,
NO, YOU'VE ONLY BEEN SLOWED.
'CUZ THERE'S MORE THAN ONE WAY,
THERE'S MORE THAN ONE ROAD!

These songs helped our characters express their feelings. Can you write a verse and chorus below that can continue the lyrics above :

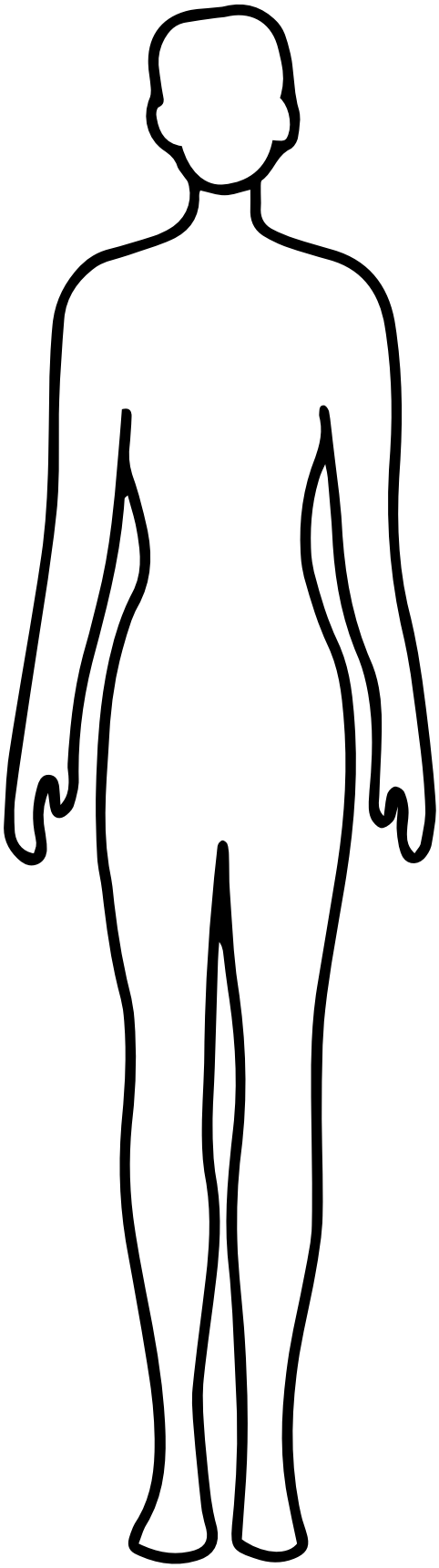
Chorus

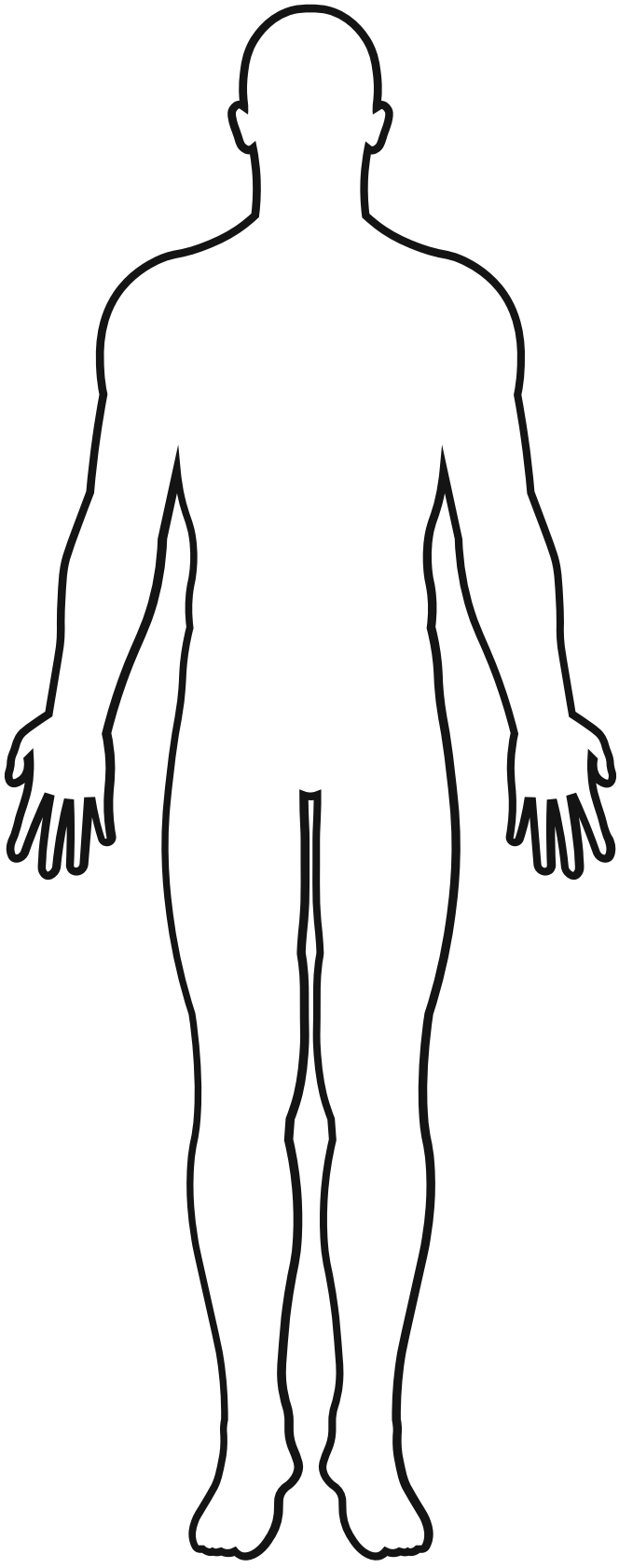
Verses

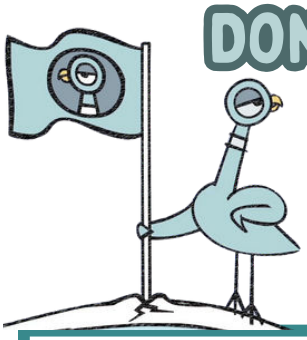


DESIGN A PASSENGER

Design two brand-new character costumes for Pigeon's next bus adventure!





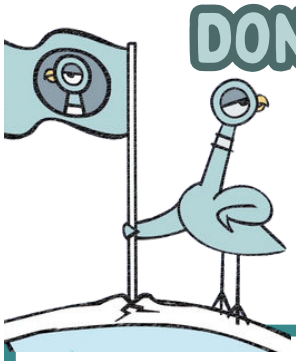


DON'T LET THE PIGEON DRIVE THE BUS

WORD SEARCH

Look for words that are hidden and circle them.
Then write the words on the lines below.

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



DON'T LET THE PIGEON DRIVE THE BUS

WORD SEARCH

Look for words that are hidden and circle them.
Then write the words on the lines below.

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

Pigeon

Bus

Drive

Dream

Hotdog

Plane

Duck

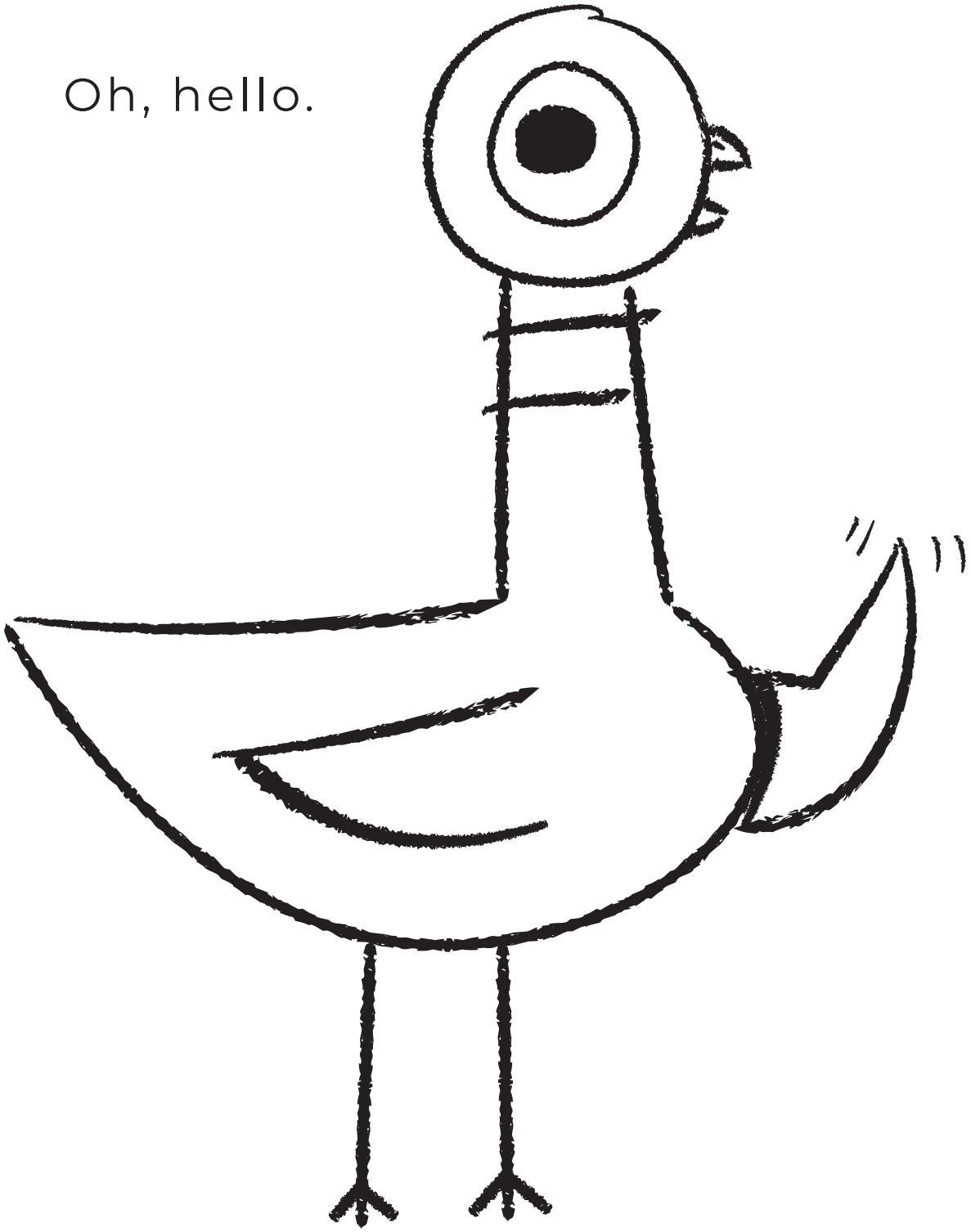
Panic

Silly

Engine

Partner Up and Act it out!

Oh, hello.



Art © Mo Willems

Scene 1 -Hot Dog Vendor and Pigeon

HOT DOG VENDOR:
(*LOUD)*
HOT DOG! HOT DOG! ANYBODY WANNA HOT DOG?!

PIGEON:
(*RAISING WING EXCITEDLY)*
OH! OH! ME!

HOT DOG VENDOR:
(IGNORING PIGEON)
AAAAAANYBODY AT ALL?

PIGEON:
HOT DOG VENDOR GUY!
(*WAVES WING FRANTICALLY)*
I WANT A HOT DOG!

HOT DOG VENDOR:
YOU?

PIGEON:
CAN'T YOU SEE ME RAISING MY WING?

HOT DOG VENDOR:
WING? YOU'RE A PIGEON! A PIGEON COULD NEVER APPRECIATE THE GLORY OF A HOT DOG.

PIGEON:
WHAT?!

HOT DOG VENDOR:
DO YOU REALIZE THAT A HOT DOG IS A TASTE SENSATION?

PIGEON:
SO I'VE HEARD.

HOT DOG VENDOR:
THAT EACH MORSEL IS A JOY?

CONTINUE

Scene 1 -Hot Dog Vendor and Pigeon

PIGEON:
I love “joy!”

HOT DOG VENDOR:
A celebration in a bun!

PIGEON:
Hot dog party!

HOT DOG VENDOR:
(suddenly eats the dog)
Ammuh-numb-numb!
(small burp)

PIGEON:
What just happened?

HOT DOG VENDOR
Just talking about Hot Dogs makes me hungry! How am I supposed to sell hot dogs with you around making me eat them?!

PIGEON
Huh?

HOT DOG VENDOR
Fly off, bird!

THE HOT DOG VENDOR storms off stage as THE PIGEON calls after him.

PIGEON:
I prefer walking!!!
(to audience)
See?

END

Scene 2 -Duckling and Pigeon

DUCKLING:
(HIGH, SWEET VOICE)
HIYA, THE PIGEON.

PIGEON:
(*GLUM)*
HIYA, DUCKLING.

DUCKLING:
YOU LOOK BLUE.

PIGEON:
(SAD)
THAT'S JUST THE COLOR OF MY FEATHERS.

DUCKLING:
NO, SILLY! I MEAN YOU LOOK SAD.

PIGEON:
WELL, I AM. EVERYONE TELLS ME TO "FLY OFF!"

DUCKLING:
GEE, THAT'S TOO BAD.
(*PULLS OUT HALF A HOT DOG FROM UNDER HER WING)*

PIGEON:
I NEVER GET WHAT I WANT. LIKE, JUST NOW I -
(*NOTICING HOT DOG, FREEZES)*
WAIT. A. SECOND.
(*BIG)*
WHERE DID YOU GET THAT!?

DUCKLING:
(INNOCENT)
OH, THIS MORSEL OF JOY? I JUST ASKED THE HOT DOG VENDOR GUY.

PIGEON:
AND HE GAVE IT TO YOU?!

DUCKLING:
(*SHRUGS)*
I WAS VERY POLITE. BESIDES, GETTING HOT DOGS IS MY THING.

PIGEON:
YOU HAVE A THING!?
SUDDENLY, THE DUCKLING EATS THE ENTIRE HOT DOG WITH WILD VERVE.

DUCKLING:
AHMUNH! NAM NAM NAM!! GULP.
(THE HOT DOG IS GONE)
(DUCKLING)
HMMM... NEEDS MUSTARD.
THE DUCKLING EXITS, HUMMING CHEERFULLY.

CONTINUE

Scene 9 -Pigeon and Bus Driver

PIGEON:
PUBLIC TRANSPORTATION IS ONE OF OUR SOCIETY'S MOST BELOVED INSTITUTIONS.

BUS DRIVER:
WILL YOU HELP ME?

PIGEON:
I CAN'T.

BUS DRIVER:
SURE, YOU CAN. YOU'VE GOT WINGS, DON'T YOU?

PIGEON:
WINGS ARE FOR GUITAR SOLOS! AND PLAYING VIDEO GAMES!

BUS DRIVER:
PIGEON. YOUR WINGS ARE FOR FLYING.

PIGEON:
(UPSET) NO! YOU DON'T UNDERSTAND! I... I...
(*HEAD DOWN)*
I NEVER LEARNED HOW TO FLY!

BUS DRIVER:
(SYMPATHETIC)
PIGEON.
YOU CAN LEARN!

PIGEON:
NO I CAN'T. THIS IS HOPELESS!

BUS DRIVER:
I AM GOING TO TEACH YOU HOW TO FLY RIGHT NOW!

PIGEON:
YOU EXPECT ME TO BELIEVE YOU'RE A BUS DRIVER AND A TEACHER!? THAT'S TOO MUCH AWESOME FOR JUST ONE PERSON.

BUS DRIVER:
TRUST ME.

PIGEON:
WHAT DO YOU WANT ME TO DO?

BUS DRIVER:
HAVE YOU TRIED FLAPPING?

PIGEON:
THAT'S WHAT YOU'VE GOT?

BUS DRIVER:
TRY IT. LIKE THIS!

END