

# Showman

## Peep Show

Collect several shoe boxes and cut a peephole in one small end of each. Make a slot about one-half inch wide just under the lid on the opposite end of each box. Put an attraction in each box and arrange them on a shelf or high table so the peep show will be about eye level for nine year-olds. String Christmas lights across the back of the boxes, inserting one bulb through each box slot for illumination inside the box. The boxes can be painted or covered or decorated as desired. Here are some ideas for the attractions. The italicized phrase can be written on a card and placed in front of each box to identify the contents.

<i>Rare Invisible Fish</i>	bowl of clear water
<i>World's Smallest Dog</i>	hot dog
<i>World's Hardest Head</i>	hammer head
<i>Famous Conductor</i>	electrical plug
<i>Funny Money</i>	paper money with a mirror for the face image
<i>World's Smallest Buffalo</i>	buffalo nickel
<i>14-karat Ring</i>	ring of 14 carrots
<i>Prehistoric Garden</i>	lump of coal
<i>Tear Jerker</i>	onion
<i>Hawaiian Native</i>	coconut
<i>Ruins of China</i>	broken dish (be sure to sand the edges though)
<i>Ocean Liner</i>	sand
<i>For Women Only</i>	nylon stocking
<i>Pillars of Greece</i>	candle
<i>Famous Hole in One</i>	doughnut
<i>World Famous Cut Up</i>	scissors

## Miniature Maracas

You'll need walnuts, tacky glue, popsicle sticks, paint, sandpaper, rubberbands, and small beads, buttons or seeds.

1. Carefully open the walnuts so that you have two uncracked halves.
2. Remove everything inside the shells.
3. Sand or file the shell's flat bottom end so you can insert a popsicle stick and fit the halves together.
4. Place one or a few tiny beads or seeds inside one half shell. Avoid crowding the shell so that your maraca will be able to make noise.
5. Place glue on the edge of one half shell and glue one end of the popsicle stick into the sanded groove.
6. Put both halves together with the stick in between. Put a rubberband around the shell to hold the halves firmly together while the glue dries for several hours.
7. Decorate the maraca with paint or nail polish if desired.

## Theater Definitions.

Blocking: This is how actors move on stage and where they move.

Down stage: The part of the stage closest to the audience.

Upstage: The part of the stage farthest from the audience. In old theaters, the stage used to slant down toward the audience so that the audience could see the actors better. This is called a raked stage.

Stage left: The part of the stage to the actor's left.

Stage right: The part of the stage to the actor's right.

Center stage: The center of the stage.

Open Turn -- actor is to turn toward the audience

Closed turn -- turn made away and with the actor's back to the audience, usually considered a poor movement. The opposite, an open turn, is most often preferred.

Cross -- movement of an actor from one position on the stage to another

Cross above -- to move upstage/behind a person or prop

Cross below -- to move downstage/in front of a person or prop

Down Right -- acting area closest to the audience and on the right side of the stage as you face the audience (the actor's right)

Entrance -- 1) entering the stage; 2) opening in the set that is used for entering

Exit -- 1) leaving the stage; 2) opening in the set that is used for leaving

Move in -- to cross toward the center of the stage

Move out -- to cross away from the center of the stage

Turn In -- actor is to face upstage, away from the audience

Turn Out -- actor is to face downstage, toward the audience

Up-Left Center -- that part of the playing area farthest from the audience and just left of center as you face the audience (the actor's left)

Upstaging -- to cross deliberately to a place upstage of another actor and assume a full front or one-quarter position, thereby forcing the other performer to turn to a three-quarter position in order to talk with the upstager

Front or Act Curtain (house curtain): Curtain that masks the acting area or stage from the audience. Opens show and can be used to separate Acts.

Apron: Area between the front curtain & edge of the stage.

Proscenium Opening: Opening through which the audience views the play or performance.

Theatre in the Round (arena stage): A stage which may be viewed from all sides simultaneously.

Wings: Offstage areas to R and L of acting/onstage area.

Teaser: Heavy curtain hung from above the proscenium opening to adjust the height of the opening.

Tormentors: Curtain or flats on the sides of the proscenium opening used to vary the width of the opening.

Borders: Short curtains hung above the acting area to mask lighting and flown scenery from audience.

Tabs: Long curtains hung parallel to the tormentors on both wings to create masking or entrances.

Trap: An opening in the stage floor.

Fly Loft (flies) -- space above the stage where scenery may be lifted out of sight of the audience

Drop: A large cloth (often painted) used for creating a scene or picture background on stage.

Scrim: A drop of loosely woven material (cheesecloth) that is opaque if front lit and is transparent if backlit.

Flats: Wooden frames with a flat surface used to create walls or separations on stage.

Backstage -- stage area beyond the acting area, including the dressing rooms

Offstage -- areas of the stage not in view of the audience

Pit -- area immediately below the stage, usually lower than the auditorium level; used by the orchestra

Platform stage -- stage raised above the audience area, which is placed at one end of a room

Spike -- to mark the stage floor with chalk or tape to indicate the position of furniture, properties, or scenery so that they will be placed correctly during scene shifts.

## "Positions" Game

This game will allow the Webelos to figure out about the various stage directions. The trick is that you do not give them the entire "blocking" for the act since they can easily look at the last spot on the list and see where they will end. Instead, there is a sheet of paper at each of several stage locations and depending on which move they are on, they go to the location on that sheet. Sound confusing. It's not. Here's a set of instructions for a ten-boy den with most of the following locations.

Offstage	UR	URC	UC	ULC	UL	U=Upper C=Center D=Down	L=Left S=Stage R=Right
	SR	RC	CS	LC	SL		
	DR	DRC	DC	DLC	DL		

Audience

These are the moves that each boy will make.

Boy #	Start	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Finish
1	RC	DLC	DRC	LC	RC	UC	Exit URC	Enter ULC
2	LC	CS	DLC	UC	Exit DLC	Enter ULC	DRC	CS
3	URC	LC	RC	DC	DLC	Exit URC	Enter URC	DRC
4	DRC	Exit DLC	Enter ULC	URC	LC	RC	CS	DLC
5	ULC	RC	LC	ULC	UC	DC	DLC	Exit LC
6	DLC	DRC	Exit URC	Enter DRC	DC	LC	UC	LC
7	CS	ULC	CS	DLC	URC	DRC	DC	RC
8	UC	URC	DC	CS	ULC	DLC	RC	UC
9	DC	UC	URC	Exit RC	Enter DRC	CS	ULC	DC
10	Offstage	Enter to DC	UC	RC	CS	URC	LC	URC

Place the stage directions (gray part only) at the stage positions shown. The right column shows who should end at that spot.

Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	Who's Here
Offstage	DC	ULC	DRC	DRC	ULC	URC	ULC	1
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
URC	LC	DC	Exit RC	LC	DRC	LC	DRC	3
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
UC	URC	URC	RC	Exit DLC	DC	Exit URC	LC	6
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
ULC	RC	CS	URC	UC	DLC	DRC	DC	9
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
RC	DLC	LC	DC	CS	UC	CS	UC	8
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
CS	ULC	DLC	DLC	ULC	URC	ULC	DLC	4
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
LC	CS	RC	ULC	RC	RC	UC	URC	10
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
DRC	Exit DLC	Exit URC	LC	DC	CS	DC	CS	2
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
DC	UC	UC	CS	DLC	LC	DLC	RC	7
Location	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	
DLC	DRC	DRC	UC	URC	Exit URC	RC	Exit LC	5

Run the first round stopping at each move to make sure the boys are in the right spot. The second round go 2-3 moves between stops and the final round go the whole way without stopping. You can add the other stage positions to the mix if desired.