

FANTASY THEATRE FACTORY

Presents

THE WONDERFUL WIZARD OF OZ

Teacher Guidelines

Fantasy Theatre Factory's Teacher Guidelines incorporate and support C Palms Standards.



Show Synopsis

This lively stage adaptation follows Dorothy, a curious Kansas farm girl, who is swept away by a powerful tornado and lands in the magical Land of Oz. When her house accidentally defeats the Wicked Witch of the East, Dorothy is given the enchanted Silver Shoes and pointed toward the Emerald City to ask the Wizard of Oz for help getting home.

Along the Yellow Brick Road, Dorothy teams up with three unforgettable companions—a Scarecrow who longs for brains, a Tin Man who hopes for a heart, and a Cowardly Lion who wants courage. Together they face tricky obstacles, strange lands, and a not-so-friendly Wicked Witch. Through friendship, problem-solving, and bravery, they discover that what they're searching for may already be inside them.



Big Ideas & Discussion Starters

- What does “home” mean? Is home a place, a feeling, or the people who care about you?
- How do friendship and teamwork help us solve problems?
- What are different kinds of courage (speaking up, trying again, helping a friend, asking for help)?
- How can we tell the difference between what we want and what we truly need?
- In a story, how do characters change from beginning to end?

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Principal Characters

Dorothy: A Kansas farm girl who is determined to find her way home.

Toto: Dorothy's loyal dog (may be played by a puppet or prop).

Aunt Em & Uncle Henry: Dorothy's family in Kansas.

Narrator / Stage Manager: Guides the audience through the story with humor and theatrical surprises.

Good Witch of the North: A kind witch who helps Dorothy begin her journey and explains the Silver Shoes.

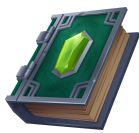
Scarecrow: Wants brains and believes he isn't smart enough—until he proves otherwise.

Tin Man: Wants a heart and worries he can't feel—until he shows deep compassion.

Cowardly Lion: Wants courage and thinks he's a coward—until he acts bravely when it counts.

Wizard of Oz: The mysterious ruler of Emerald City; not quite what Dorothy expects.

Wicked Witch: The main villain who tries to stop Dorothy and her friends.



Vocabulary

Prairie — A large open area of grassland.

Cyclone / Tornado — A violently rotating column of air that reaches the ground.

Emerald — A precious green gemstone; the Emerald City is famous for its green sparkle.

Munchkins — The small citizens of Munchkin Land.

Enchant / Enchanted — To place under a magic spell; magically changed.

Quest — A journey with a goal—often difficult and adventurous.

Courage — Doing what's right even when you feel afraid.

Compassion — Caring about others and wanting to help.

Wisdom — Using knowledge and experience to make good choices.

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Pre Show: Predicting & Comparing

Many students know The Wizard of Oz from the movie. This production is inspired by the original book by L. Frank Baum.

Before the performance, read a short excerpt (or summary) from the book and discuss:

- What details are you expecting to see in the play? (characters, settings, costumes, music)
- What parts of the story might be different from the movie version?
- What do you think Dorothy wants most at the start of the story? How might that change?

CPalms Standards:

ELA.K.R.2.1, ELA.K.R.3.2, ELA.1.R.1.1



Map the Yellow Brick Road

Create a simple “journey map” that tracks Dorothy’s path from Kansas to Munchkin Land, through the forest and fields, to Emerald City, and beyond. Students can draw locations as icons and connect them with a yellow path.

- Add obstacles the characters face (a river, a dark forest, guards, etc.).
- Label where Dorothy meets each friend and how that friend helps the group.
- Optional math extension: estimate distances between locations using a class-made scale (e.g., 1 inch = 10 miles).

Construct maps, charts, and graphs to display geographic information.

Calculate the distance and midpoint between two numbers on the complex coordinate plane.

CPalms Standards:
SS.5.G.1.4, MA.912.NSO.2.3

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Brain, Heart, Courage – Evidence Chart

Fill out the three-column chart labeled BRAINS (Scarecrow), HEART (Tin Man), and COURAGE (Lion). As you read a summary or recall the story, have students write examples that show the Scarecrow is smart, the Tin Man is kind, and the Lion is brave.

Examples:

- **Scarecrow:** Thinks through a problem, shares an idea, or notices a pattern.
- **Tin Man:** Helps someone, shows kindness, or worries about a friend.
- **Lion:** Protects the group, speaks up, or tries something scary anyway.

BRAINS (SCARECROW) 	HEART (TIN MAN)  	COURAGE (LION) 

CPalms Standards:

ELA.K12.EE.1.1, ELA.K.R.1.1, ELA.1.R.1.1

FANTASY THEATRE FACTORY



(STEM): Tornado in a Bottle

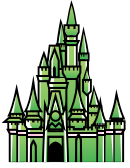
Connect two clear plastic bottles (one filled 2/3 with water) using a tornado tube connector or strong tape.

Flip and swirl the bottles to create a vortex (tornado). Discuss how moving air and pressure create storms.

- Safety note: Use water only; keep bottles sealed and supervised.

CPalms Standards:
SC.K.N.1.4, SC.912.E.7.6

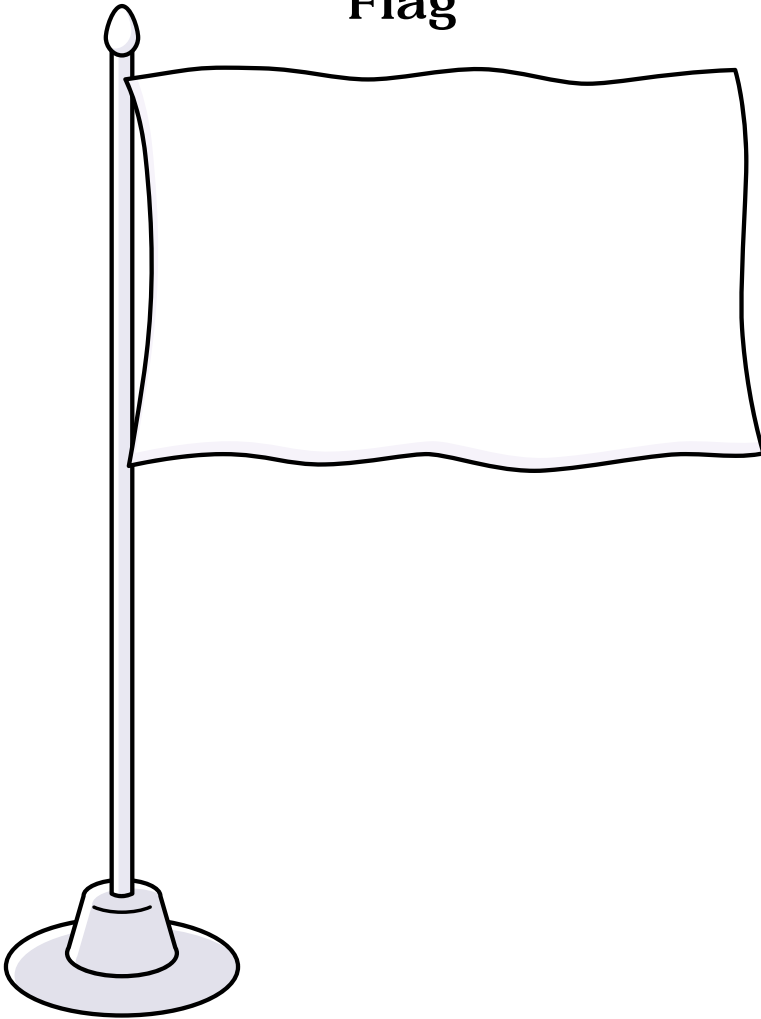
FANTASY THEATRE FACTORY



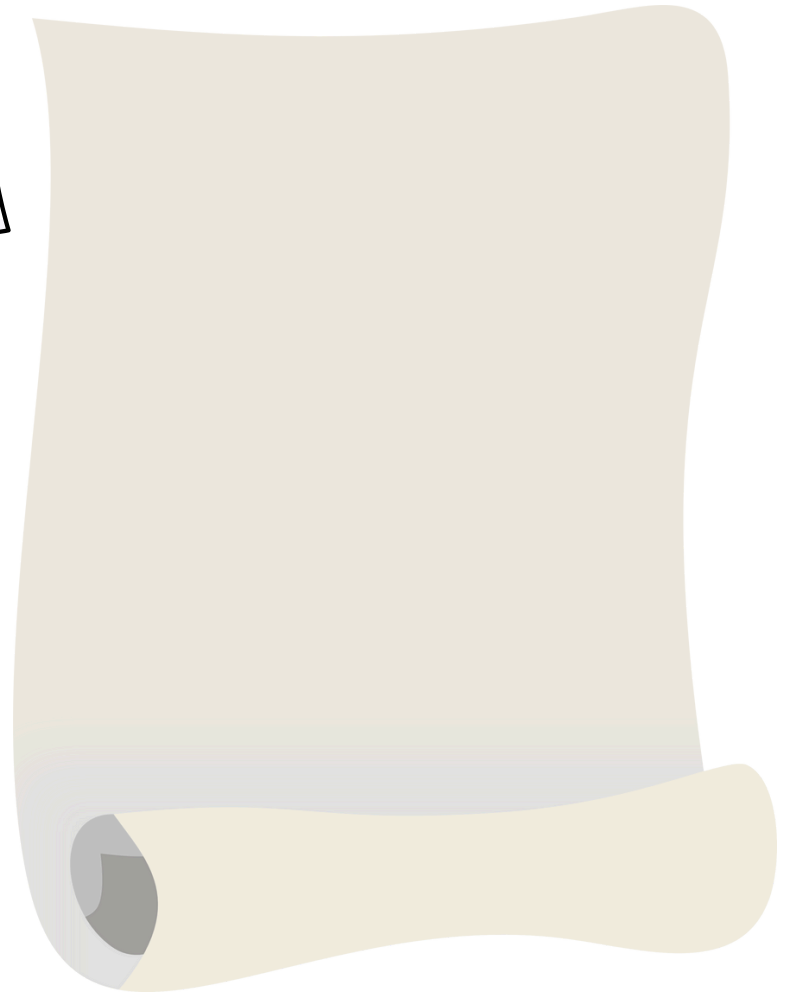
Design Your Own Emerald City

Students design a “new” Emerald City (or a brand-new land of Oz) with a map, flag, and one rule that makes it a kind place to live.

Flag



Map



C Palms Standards:
VA.1.S.1, ELA.K.C.1.3, SS.5.G.1.4

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C Palms Standards addressed in these teacher guidelines:

ELA.K.R.1.1 Describe the main character(s), setting, and important events in a story.

ELA.1.R.1.1 Identify and describe the main story elements in a story.

ELA.K.R.2.1 Use titles, headings, and illustrations to predict and confirm the topic of texts.

ELA.K.R.3.2 Retell a text orally to enhance comprehension.

ELA.K12.EE.1.1 Cite evidence to explain and justify reasoning.

ELA.K.C.1.3 Using a combination of drawing, dictating, and/or writing, express opinions about a topic or text with at least one supporting reason.

ELA.2.C.1 Communicating Through Writing.

SS.5.G.1.4 Construct maps, charts, and graphs to display geographic information.

SC.K.N.1.4 Observe and create a visual representation of an object which includes its major features.

SC.912.E.7.6 Relate the formation of severe weather to the various physical factors.

MA.912.NSO.2.3 Calculate the distance and midpoint between two numbers on the complex coordinate plane.

SC.K.N.1.4 Observe and create a visual representation of an object which includes its major features.

TH.912.C.1.3 Justify a response to a theatrical experience through oral or written analysis, using correct theatre terminology.

VA.1.S.1.3 Create works of art to tell a personal story.



About Fantasy Theatre Factory

Fantasy Theatre Factory (FTF) is a professional touring theatre created in New York in 1978 by Ed Allen and Mimi Schultz, performing artists and teachers. FTF is currently headed by Producing Artistic Director Larry Fields.

FTF presents theatre for diverse family audiences. FTF's 20 touring educational shows appeal to pre-school, elementary, family, adult and senior audiences. FTF shows cover themes of: Children's Literature, Reading, Ecology, Social Service, Black history, Bullying Prevention, Dance, English, and Music. FTF performs in rural and innercity schools, theatres, parks, hospitals, community centers, and more. In this manner, Fantasy Theatre Factory presents more than 500 Florida programs reaching over 150,000 people each year. Fantasy Theatre Factory's mission is to make more quality theatre programs available to more people.

Learn more by visiting FTF's website www.ftfshows.com

Also Check out FTF on Social Media:

www.facebook.com/ftfshows,
www.twitter.com/ftfshows
www.instagram.com/ftfshows

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We love fan mail! Let us know your favorite part and how much you enjoyed the show. You can even draw a picture. We cannot wait to hear from you!