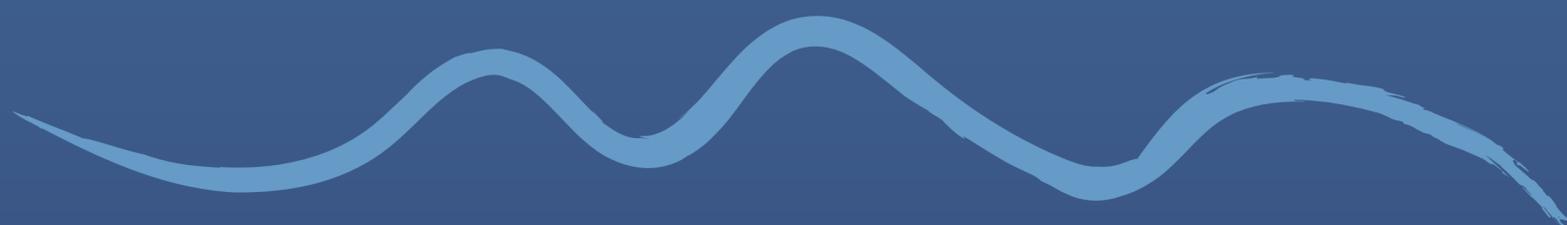


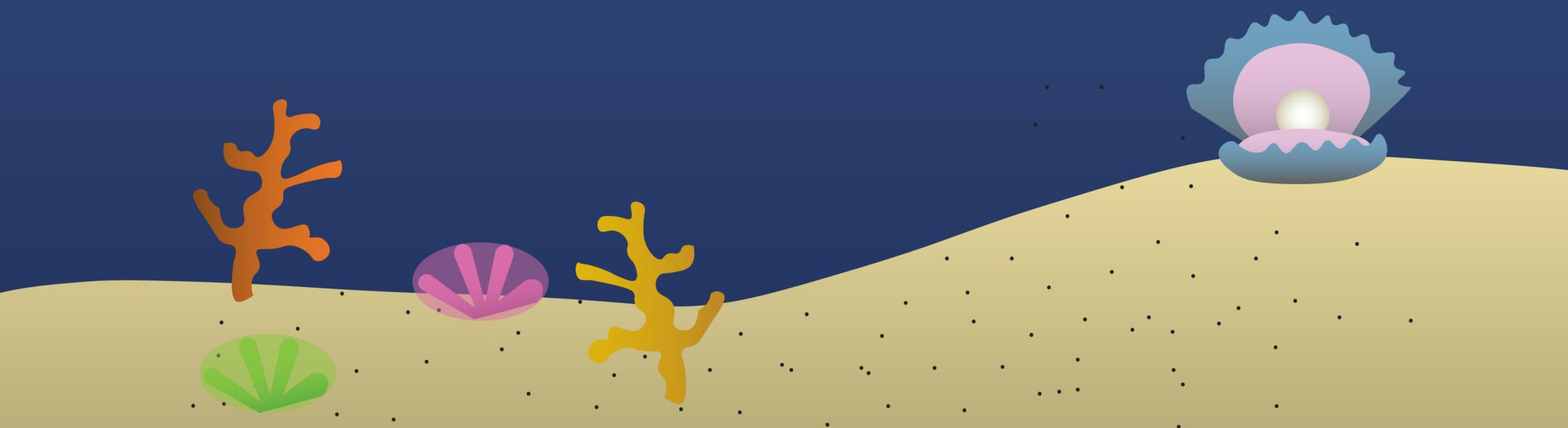
a musical for young audiences

Spells of the Sea

MUSIC, LYRICS, AND BOOK BY GUINEVERE GOVEA



RESOURCE GUIDE



About the Show



Spells of the Sea is a five-episode podcast musical whose beginning is set in the sardine-saturated fishing town of Bleary. This story follows the unlikely duo of Finley Frankfurter--a self-confident young fisherwoman who desires to emulate her skilled and beloved father--and a spiky old lighthouse keeper named H.S. Crank as they journey throughout the ocean to find the Elixir of Life and cure Finley's terminally ill father. As peril and pirates and potions abound, the pair will learn to confront their fears and discover new meanings of family, friendship, and believing in yourself.

This show is meant to be anachronistic in nature, emulating both the feeling of a folktale that has been passed on through generations and the linguistic styles and slang of the present-day. This duality of language appears in the show in many ways! Both the script and the songs brilliantly blend antiquated sea-faring vernacular and present-day speech patterns, creating a rich and complex world that feels present and outside of time, all at once. Below, we've included some definitions and pronunciations of various sailing terms, both old-fashioned and current (no pun intended).

- **boatswain:** (boh-sin). a shipmate who is in charge of the ship's equipment and crew; Finley and Crank use this term affectionately and ironically in reference to one another.
- **"ready about"** : a phrase used to signal the other shipmates to ready themselves before the bow of the boat turns toward the wind. The crew typically responds, "ready!" before the turn is made.
- **high/low tide:** when the water levels of the ocean rise to its highest point and cover much of the shore / or fall to its lowest point and recede from the shore.

Before the Show



In this resource guide, we've included pre-show and post-show activities that we welcome you to incorporate into your lesson plans! These activities were made with TEKS in mind and are geared toward young people. We've included a few activities to help your students engage with some of the themes of the show before they listen. Here some questions to help guide your classroom discussions either in groups, pairs, or as individual written responses.

Self- Confidence

What does it mean to have self-confidence?

When might it be difficult to have confidence in yourself?

Belonging

Have you ever felt like you don't belong? To a sports team or friend group?

What are some ways people can help others feel like they belong?

More questions for individual written response or group sharing:

- What were some moments in the show that you enjoyed most?
- Which character do you think you have the most in common with and why?
- Think about a moment when you tried to achieve a goal. How did the words and actions of others affect you as you pursued your goal?
- Self-image is a term that means "the way you see yourself." Take a moment to reflect on how the words and actions of others have influenced your self-image.
- If you were your most confident self, how might you behave and think differently?
- What are some words or actions we might say or do to remind others that they belong?

for more resources on facilitating theater activities, visit
<https://dbp.theatredance.utexas.edu>

Classroom Activities



The following pages include adaptable activities designed to help your students to deepen their understanding of the show and its themes, as well as theatrical conventions and personal applications! We eagerly invite everyone who is engaging with *Spells* to participate in these activities, whether in a classroom or from the comfort of their homes.

Using Episode 3 of *Spells of the Sea* as inspiration, have your students, in small groups, recreate and perform a scene in which they face a fear monster. If time permits, have the students create a Token of Self Confidence using construction paper, markers, pipe cleaners, glue, pompoms, popsicle sticks, and other craft materials you have on hand.

Writing Exercises

Exercise #1: Finley needed to retrieve a bottle of kindness from the pirates in order to continue her journey! Imagine you have just swallowed a bottle of kindness and write a monologue about what you might say to yourself as you work to achieve a difficult goal.

Exercise #2: Imagine you are on a sports team or in a school-related club. Write a scene between yourself and a teammate who is struggling to believe that they belong on the team. Think: what are some words or actions you might say or do to remind your friend that they belong? Remember to include a beginning, middle, and end in your story!

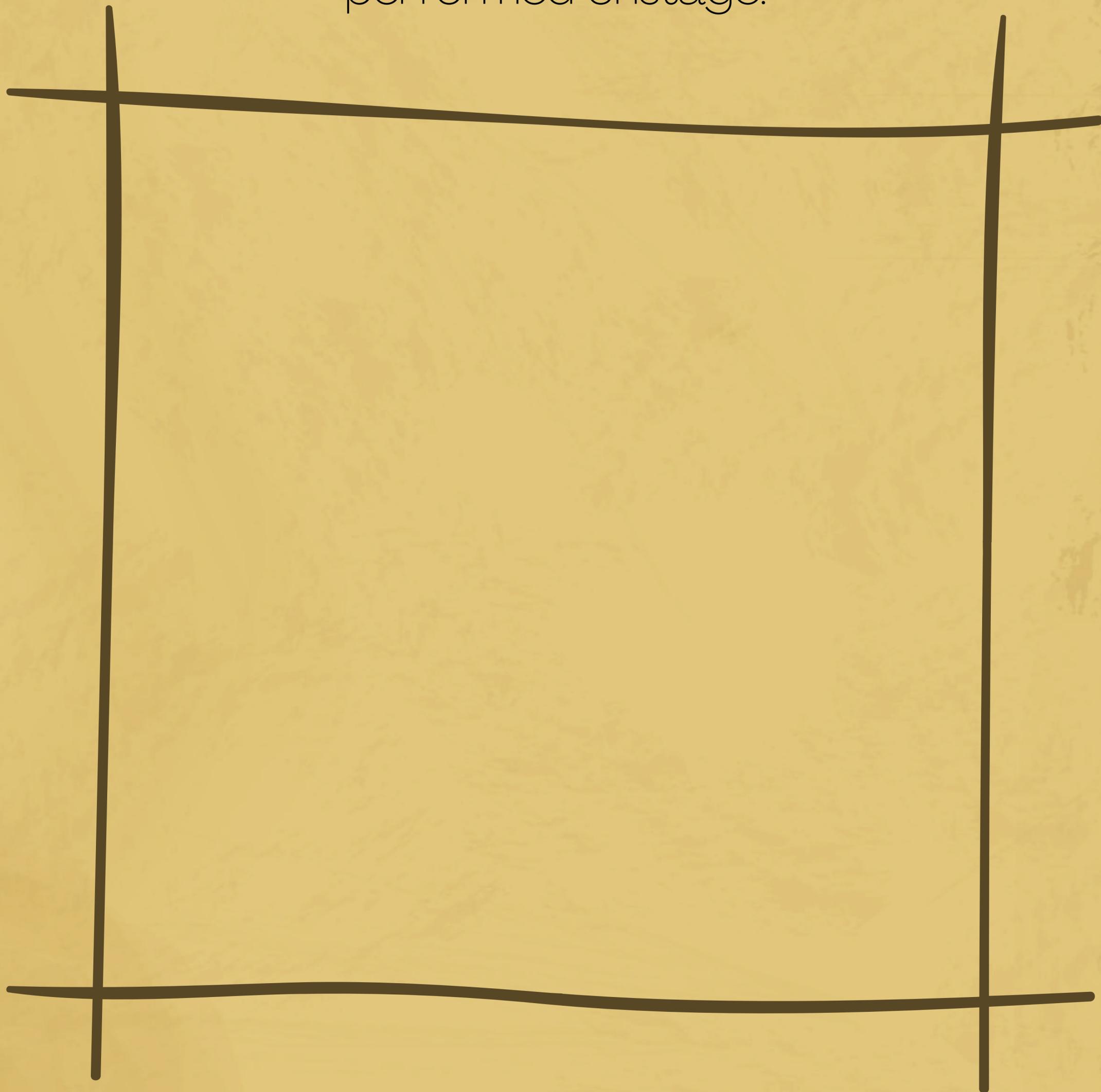
Exercise #3: In episode 4, Princess Kelp remarks, "Mermaids are like, totally the least respectable commoners in the sea...everyone knows they'll sing songs to *anybody*." Can you think of a group of people in your world who might have things unfairly said about them? Like Finley did, write an affirmation to that group of people.





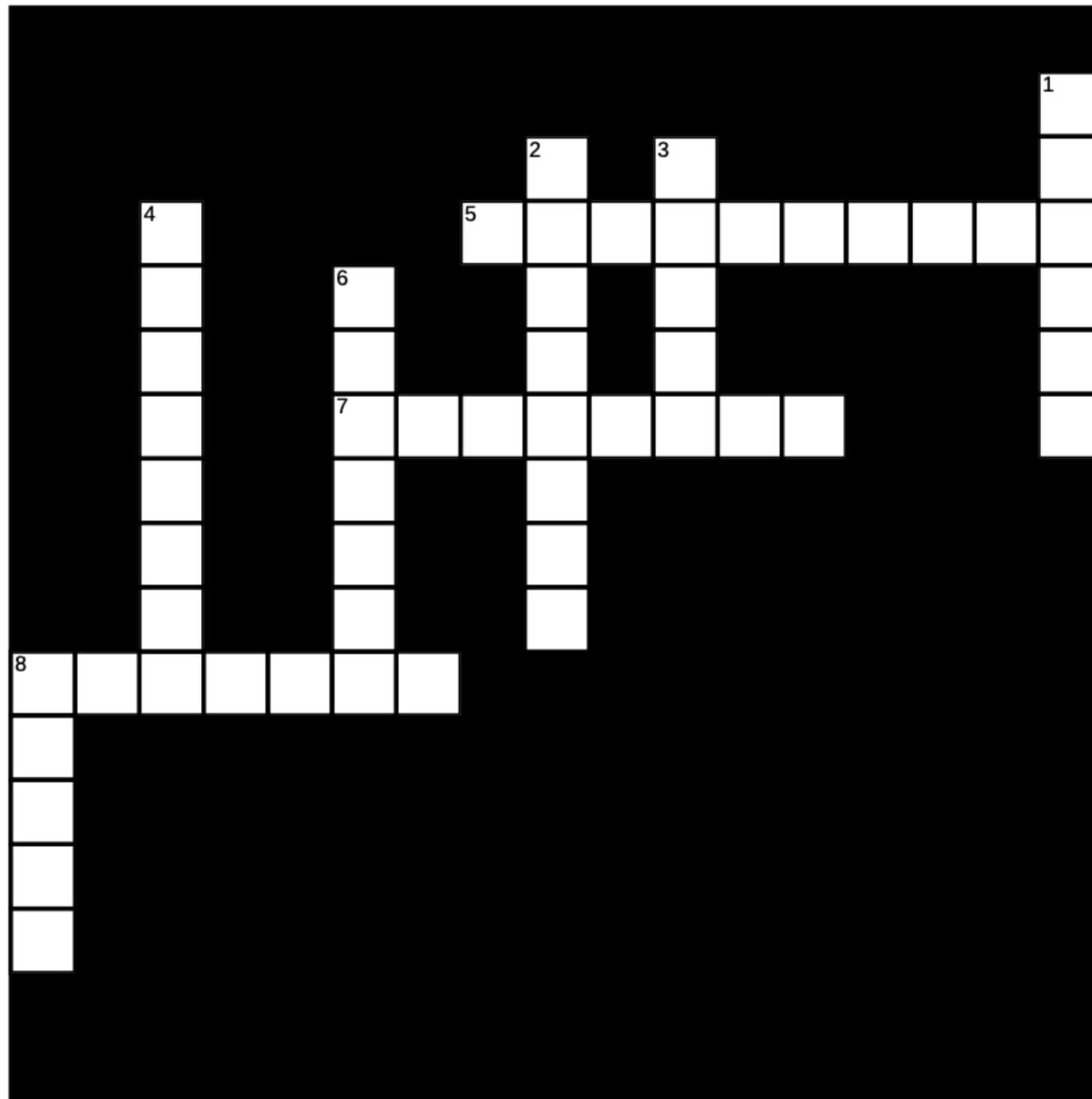
Additional Activities

Spells of the Sea is a podcast musical, which means we experience the show through sound. Choose a scene from the show and draw how you would design the set if it were to be performed onstage.



Spells of the Sea

Listen through all five episodes of Spells of the Sea to complete this crossword!



Across

- 5 Crank lived here all alone, until Finley came along!
- 7 Finley needed the soul of a _____ for the Elixir of Life.
- 8 Finley and her dad both loved doing this activity together.

Down

- 1 This is the town where Finley, her dad, and H.S. Crank live.
- 2 Finley and Crank needed a bottle of _____ for the Elixir of Life.
- 3 Finley had this many days to find the Elixir of Life and save her dad.
- 4 Captain Serpent Tyde and his crew of pirates had the ability to steal _____ from Finley and Crank.
- 6 Finley began calling Crank by this new name after he fixed the submarine (Hint: _____ Crank)
- 8 In the final song, Finley, Dad, and Crank call themselves a _____ family.