

ENRICHMENT GUIDE

YOUNG
COMPANY

EVERY BODY

BY BRANDEN
JACOBS-JENKINS

 **FIRST
STAGE**

EVERYBODY



✦ ENRICHMENT GUIDE ✦

CONTENT ADVISORY

RECOMMENDED FOR FAMILIES WITH YOUNG PEOPLE AGES 14-18
AND THEATER FANS OF ALL AGES!

EVERY YOUNG PERSON IS DIFFERENT AND MAY OR MAY NOT BE READY FOR CERTAIN ELEMENTS OF EACH PRODUCTION. READ MORE ABOUT THIS SHOW'S AGE RECOMMENDATION BELOW.

Audiences will be drawn into this unique story, filled with big questions, insightful ideas and superb acting.

The performance is expected to run approximately 105 minutes including a brief intermission — very young audiences may have difficulty staying connected for the full length of the show.

The show contains conversations about death and dying, strong language and mature content. Audience may feel uncomfortable or anxious as the characters experience these things.

There will be changing lights, and loud music and sounds that may be overwhelming for those with sensory sensitivities. We offer sensory kits for patrons who may need them.



SHOW SYNOPSIS

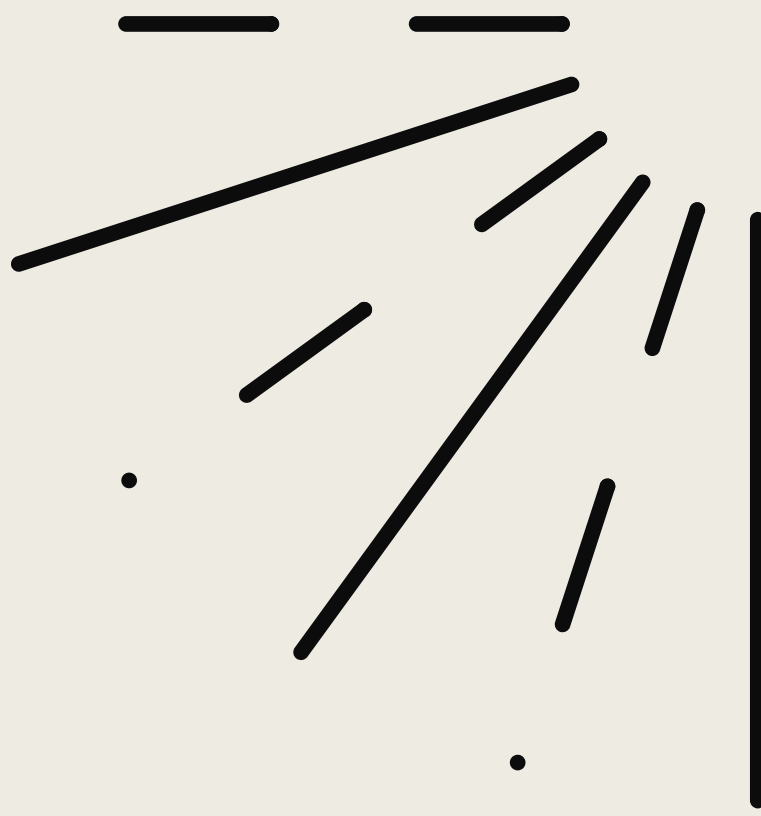
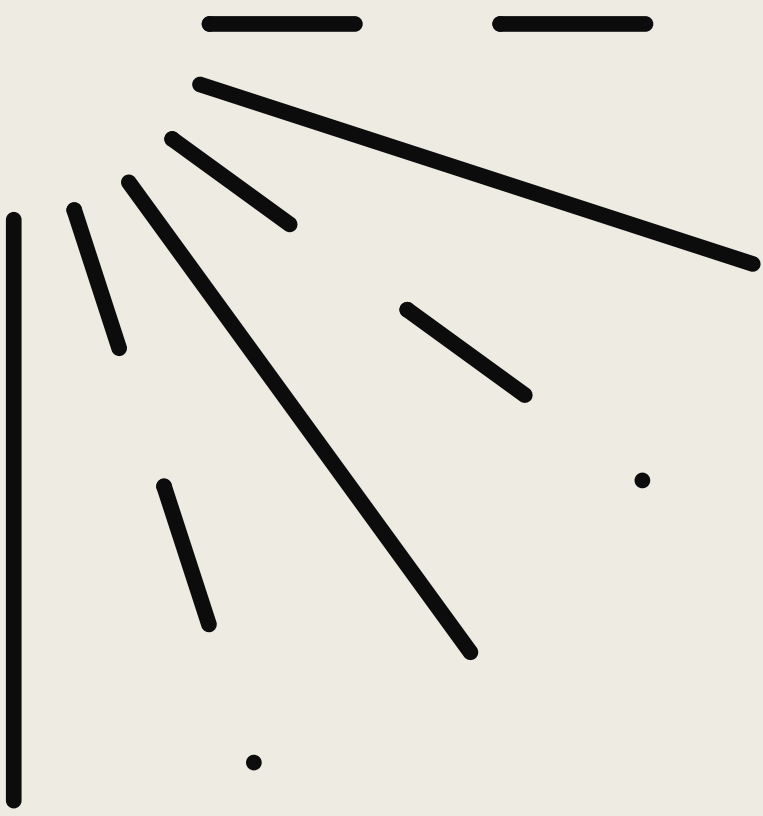
As the play begins, an usher gets the audience's attention. The Usher reminds the audience to turn off their cell phones, to check in with themselves before the play starts, to unwrap their candies, etc. The Usher tells the audience that Everybody is based on a medieval morality play called Everyman, which was likely adapted from a Dutch play, which was likely adapted from a Buddhist fable. Basically, it's a really old story and contains a lot of wisdom, but also some quirks. The story deals with life and death, and the meaning of life. Usher tells us that a morality play is meant to teach a lesson. Then they show the audience where the fire exits are and summon "God".

"God" speaks "through" the Usher about their experiment (the audience can interpret this experiment as themselves, or humanity). Death reveals themselves. "God" sends Death to find Everybody so that they can collect data about their experiment.

"God"/Usher exits, leaving Death to figure out what to do next.

Death awakens five Somebodies. Death tells the Somebodies that "God" sent them to grab them, but they don't believe Death. The Usher reappears, and following any late seating, guides the Somebodies to choose their roles for the remainder of the performance by lottery. Death tells Everybody they must make a presentation about their life. Everybody, joined by A, B, C, and D (Somebodies) tells the audience about their dream, or a play they were in, where they learned that they have to make a presentation about their life to "God". Everybody questions the point of life.

Everybody recalls that Death said they could bring someone along with them. Friendship appears and notices that something seems wrong with Everybody. They try to guess what it is. As Everybody tries to tell Friendship about the situation Friendship alludes to the fact that they would die for Everybody. Everybody begs Friendship to join them, but Friendship isn't so sure. Friendship says goodbye, presenting Everybody with a Lifetime Achievement Award, then leaves. Everybody discusses what just happened with A, B, C, and D. Everybody is frustrated that Friendship left them, but then realizes that maybe Kinship, somebody biologically related to them, might not abandon them!



SHOW SYNOPSIS

Somebodies become Kinship and Cousin, and Everybody explains the situation to them. Neither Kinship nor Cousin are willing to go with Everybody, but Kinship finds a small girl, and suggests that she could go with Everybody. Kinship leaves, pretending that they have to help the Girl find the bathroom. Cousin, more worried about themselves than about Everybody, muses about what they will say in their presentation to “God”. Once again, Everybody talks thing through with A, B, C, and D.

Everybody says that it was selfish of them to ask someone to come along with them to their death. They begin thinking about what they’re going to miss; their favorite stores, their favorite snacks, their books, and phone, and tablet, etc. Stuff appears. Everybody asks Stuff to go with them, and Stuff refuses. Stuff reveals to Everybody that they trapped them in an un-ending cycle of stuff. Once again, Everybody talks to A, B, C, and D. They argue, and when the lights come up Everybody sees someone in the audience who is getting up to leave. Everybody confronts them. The Audience Member says that they’re offended about how they’ve been portrayed, so they are leaving. The Audience Member reveals themselves to be Love. Everybody begs Love to go with them, and at first Love refuses, but eventually agrees if Everybody will humiliate themselves. Love tells Everybody to take off their clothes. Love yells about disappointing themselves, that they have no control, that their body is just meat, and makes Everybody repeat after them.

Skeletons dance macabre in a landscape of pure light and sound. Death returns, and realizes that seems surprised to find that Everybody found somebody to join them on their journey. Usher checks in, and reveals themselves to be Understanding. Understanding summons their team: Strength, Beauty, Mind, and Senses. They find out that Everybody is going with Death, and they all want to go too. Everybody is confused, but leads them all to something that looks like a grave. Beauty freaks out, and leaves. So do Strength, Mind and Senses. Understanding explains that they actually can’t go with Everybody, so Everybody and Love prepare to descend into the grave together.



SHOW SYNOPSIS

Evil appears. Love and Evil pull Everybody into the grave, followed by Death, while Understanding watches. Understanding expresses that they wish that what happens when you die wasn't such a big secret. The young girl who was kidnapped earlier appears. She is Time. Time declares that they have to wrap it up; the space is being used for something else soon. Death and Time, excited to have met each other, leave together. Understanding becomes Usher once again, and leaves the audience with this message: "Maybe let's just all be a little better about recycling.

Also really really listening to each other, and maybe being less judgmental and more forgiving but, also, owning up to our mistakes and being open to changing our own minds. Lead with our Understanding. You know: just being nice to each other. For once. And I'm talking about Everybody."

The end.

THEATER ETIQUETTE

DO

Stay present

Lean in and engage with the story. Observe and listen without distraction to the story being told on stage

Oohs and Aahs

Reacting is encouraged! Please feel free to laugh, cry, clap, or ooh at appropriate moments.

Respect the space

Please sit nicely in the audience chairs, refrain from eating or drinking, and pick up after yourself.



DON'T

Be on your phone

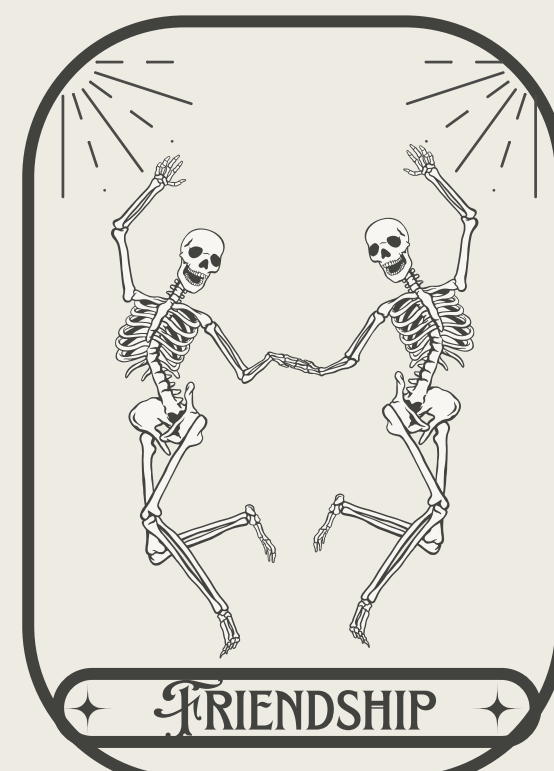
Use of phones is prohibited and is distracting to the actors and audience around you. Recording any portion of the show is strictly prohibited.

Talk over the story

Please refrain from talking over the play. It is distracting to the actors and other audience members, and you'll miss the story!

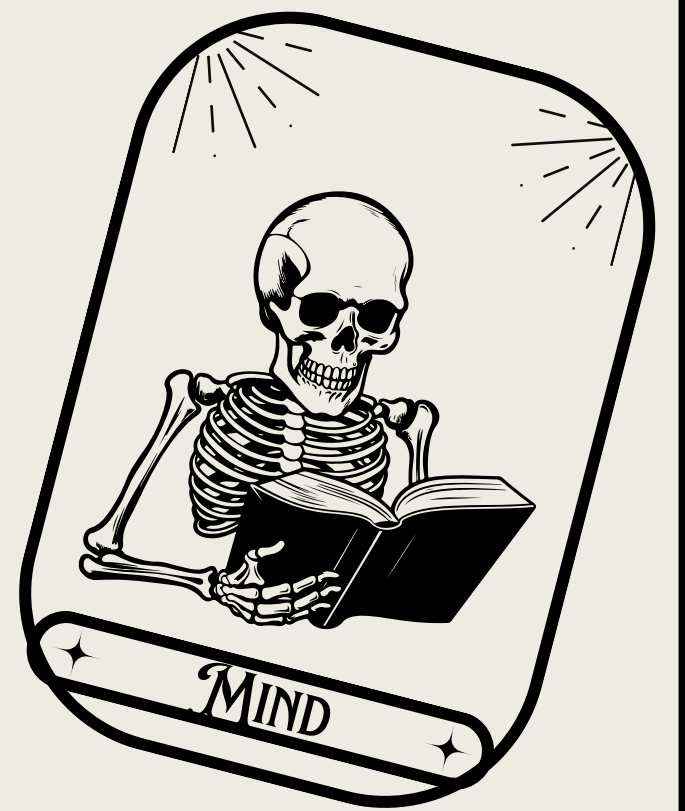
Be disrespectful

Practice the Campsite Rule - leave the theatre better than you find it!



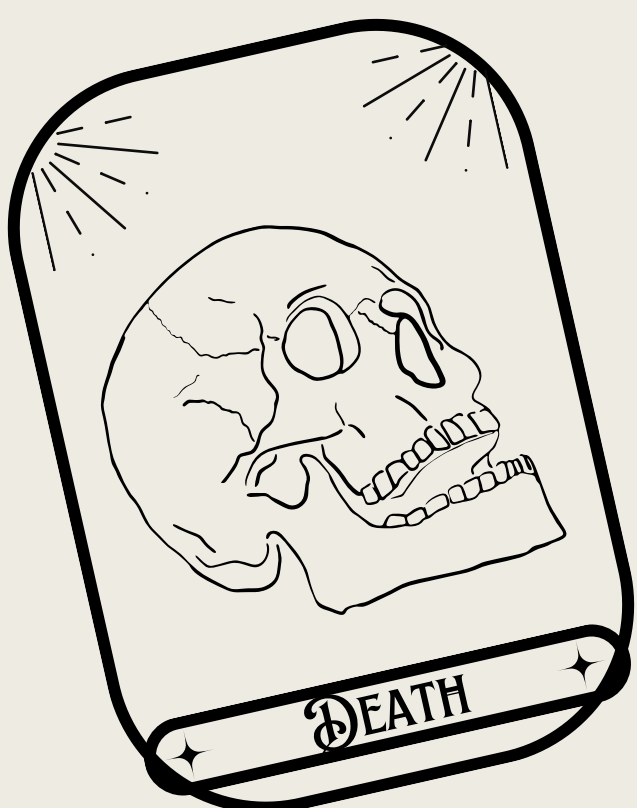
PRE SHOW QUESTIONS

1. *Everybody* explores the relationships we have between others in our lives. What are some impactful relationships you have in your life?



2. The characters in *Everybody* are determined by chance at the beginning of the show. How would you feel if you were in the actors' shoes?

3. The character of *Everybody* is trying to gather things and people for a journey. Have you been on a journey before? What did you take with you?



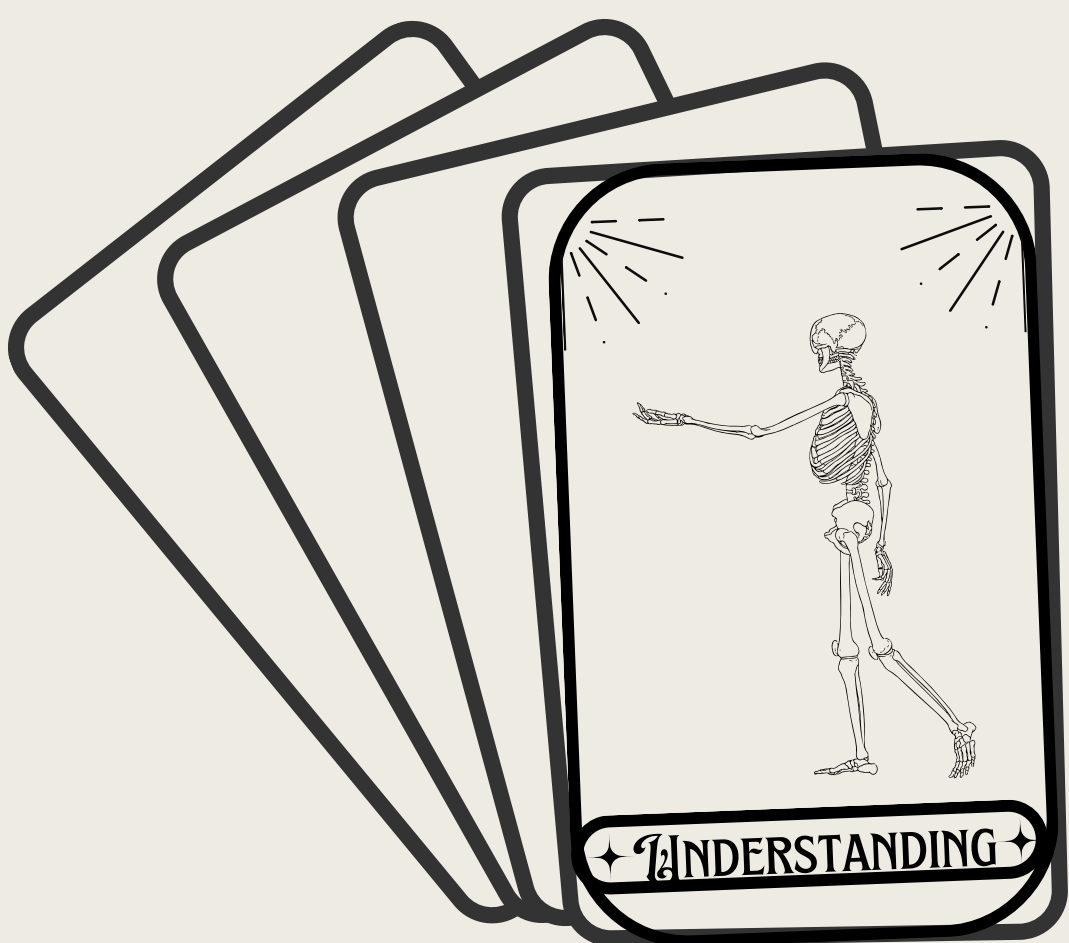
WHAT IS A MORALITY PLAY?

Everybody is a modern adaptation of one of the most well known “morality plays” of all time – Everyman.

But what is a “morality play?”

This style of play originated in the 15th and 16th centuries in Europe. In these stories, the characters personify a moral trait (ex. Dignity, charity, justice) or an abstract idea (ex. Death, youth, love).

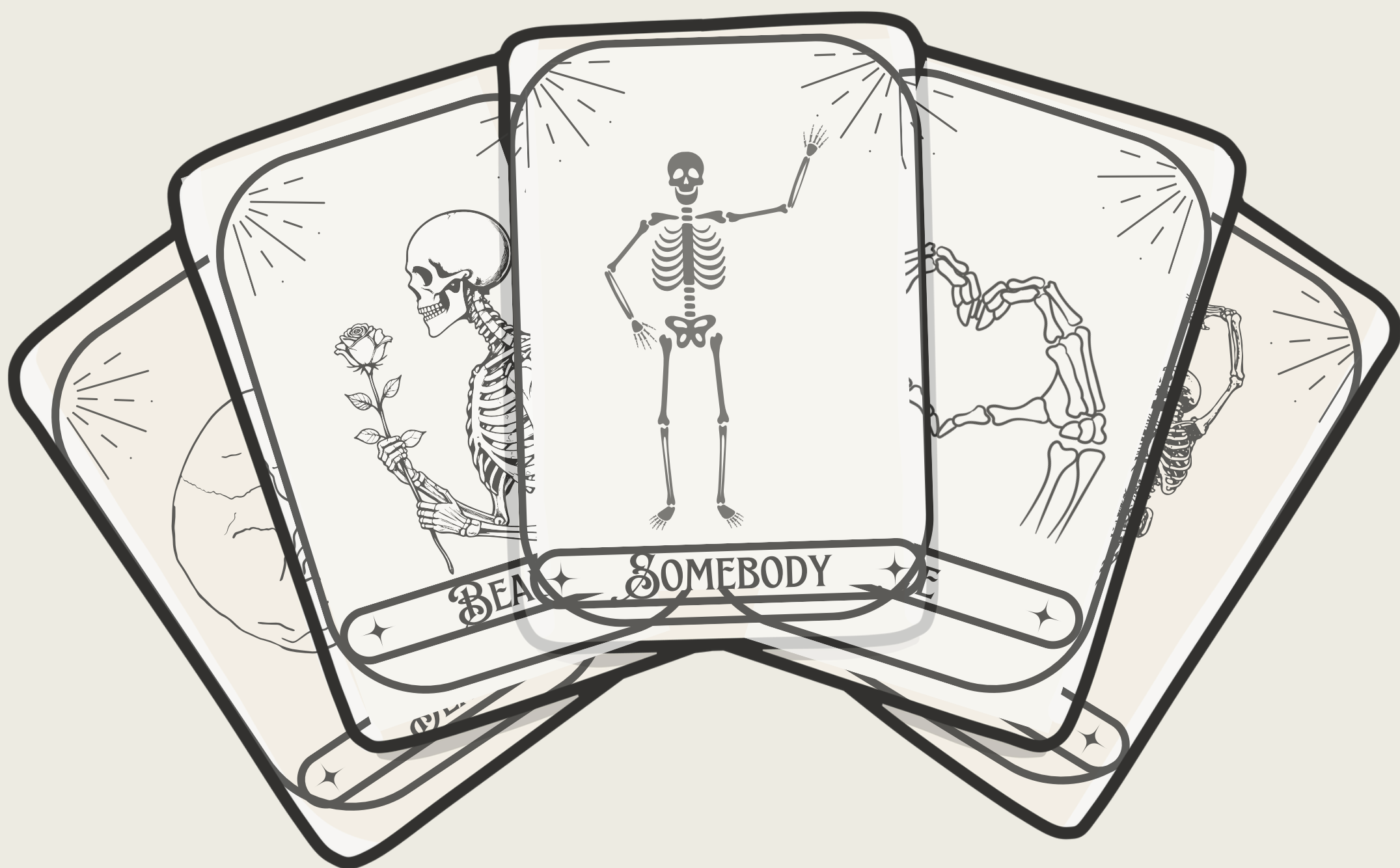
Morality plays aim to teach a moral lesson by placing a human character at a crossroads where they must interact with moral traits and abstract ideas as they grapple with how to make the “right” choices.



A STORY BY LOTTERY

An English Language Arts Activity

Select characters in *Everybody* are determined via lottery for each performance. Essentially, the actors draw their character for the performance from a hat. They don't know which character they'll be playing until the performance has already begun! In this activity you will use story cards to create your own story by lottery!



A STORY BY LOTTERY

An English Language Arts Activity

DIRECTIONS

1. Print the story cards found on the next page (print double sided) and then cut them out. If you want your cards to be more durable, you can print them on cardstock or laminate them.
2. Shuffle the setting cards. Then draw one. This is the setting for your story.
3. Shuffle the character cards. Then draw three. These are the characters for your story. One will be the protagonist or main character, one will be the antagonist or villain, and one will be the main character's sidekick.
4. Shuffle the event cards. Then draw five. One of these events will take place during each of the five parts of your story; exposition, rising action, climax, falling action, resolution. Arrange the five events cards in the order in which you'd like them to take place.
5. Tell you story! Tell your story orally (aloud) to a friend, family member, or pet, write your story down, or even make your story into a play or video!

Character

Character

Character

Character

Character

Character

Character

Character

Raven:
Old
and
wise

Buddy:
Friendly
and
kind

Morgan:
Strong
and
mighty

Kinley:
A little
extra,
but
means
well

Beau:
Really
pretty

Sage:
Really
smart

Puck: A
prankster

Clay:
Nature
lover

Setting

Setting

Setting

Setting

Setting

Setting

Setting

Setting

**A
Hospital**

**A
small
town**

**A
big
city**

**Inside
an
elevator**

**On
a
bus**

**The
Woods**

**A
Middle
School**

**A
skyscraper**

Event

Event

Event

Event

Event

Event

Event

Event

**Someone
breaks
their leg**

**Someone
loses
their job**

**There is
a
thunder
-storm**

**There is
an
argument**

**Someone
wins the
lottery**

**There
is a
sale**

**Someone
gets lost**

**There
is a
giant
bug**



WHAT ARE THE ODDS?

A Math Activity

In *Everybody*, the actors find out which characters they play based on a lottery system. Lotteries are based on probability – how likely something is to happen based on the number of possibilities. Essentially, it's a giant game of “What Are the Odds?”

In this activity, you will make your own lottery! Using the materials listed, follow the instructions on the following page.

MATERIALS NEEDED:

- Six pink cards (either colored pink or pink paper)
- Two yellow cards (either colored yellow or yellow paper)
- Paper bag or hat for holding the colored paper
- Scratch paper
- Pencil





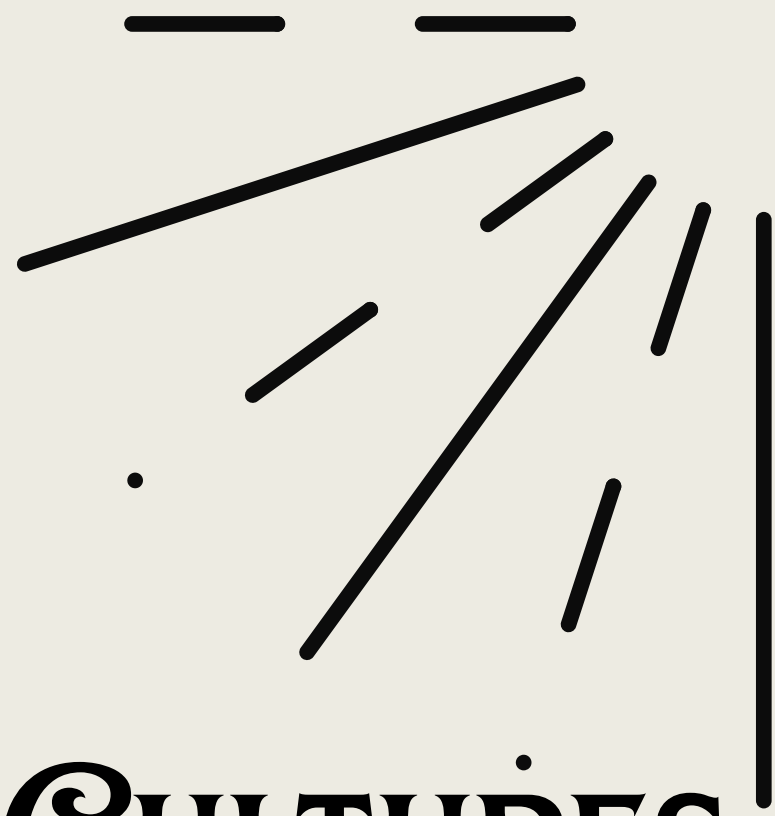
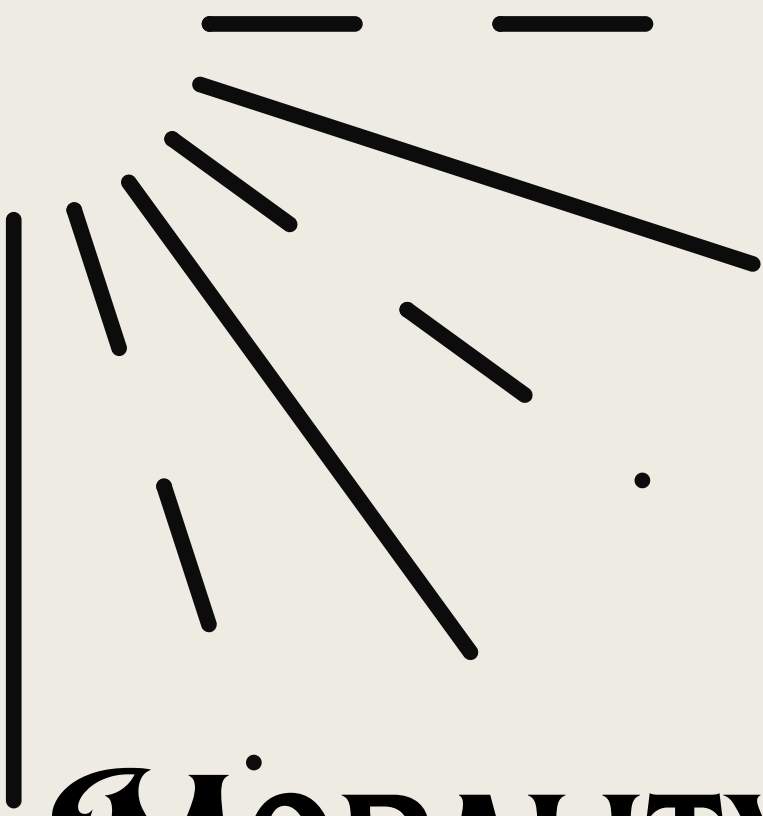
WHAT ARE THE ODDS?

A Math Activity

DIRECTIONS

- Gather colored cards (six pink and two yellow)
- Put them into a paper bag or a hat and shake them around
- You'll be pulling four cards out. Before you do, answer the following question on scratch paper:
 - How many of each color card do you think you will pull out, based on how many are in the hat/bag?
- Pull four cards out of the hat/bag
- Count how many yellow and pink cards you pulled out
 - Was your guess correct? What was the probability that you would pull a yellow card?





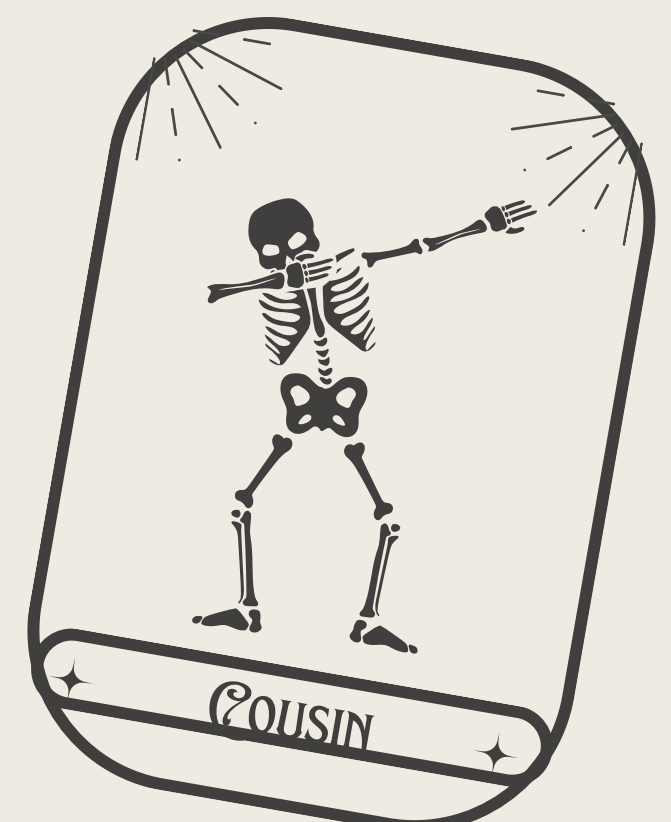
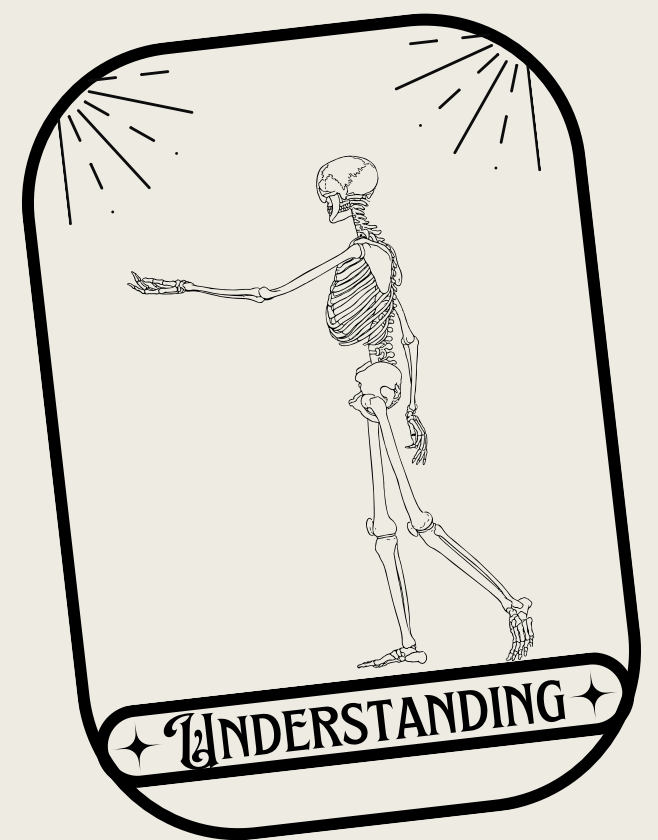
MORALITY PLAYS ACROSS CULTURES

A Social Studies Activity

Everybody is a modern adaptation of the play *Everyman*. *Everyman* is a story dating all the way back to the 15th century. The original play is largely believed to be based on the Dutch play *Elckerlyc*. The adaptation of *Everybody* is also influenced by Buddhist morality plays.

In this activity, you will compare and contrast the elements of morality plays in English, Dutch, and Buddhist cultures.

Please follow along with the worksheet on the next page



ENGLISH

- Designed to teach Christian salvation
- Characters are abstract concepts
- Most plays were written in the Middle Ages in Europe
- Teaches consequences of one's choices

DUTCH

- Navigating the struggle between salvation and sin
- Two characters that act as the introduction of temptation for the human character (ex. devil on the shoulder)
- Characters portray stereotypes

BUDDHIST

- Battle between vices and virtues
- Teaching merit to positively impact someone's karma
- Utilizes narrators in the storytelling
- Characters are shown through masks
- Teaches cause and effect

What do these cultures have in common? What are their differences?

Similarities:

Differences:

THE MEANING OF LIFE

VISION BOARD

An Art Activity

ONE OF THE MOST PREVALENT THEMES OF EVERYBODY IS THE SEARCH FOR THE MEANING OF LIFE. IN THIS ACTIVITY, YOU'LL CREATE A VISION BOARD TO EXPLORE THAT THEME.

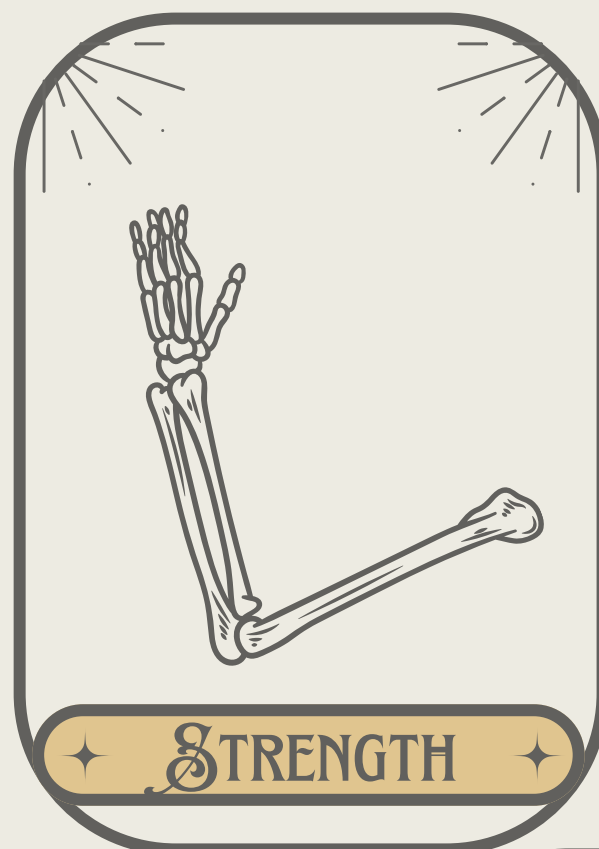
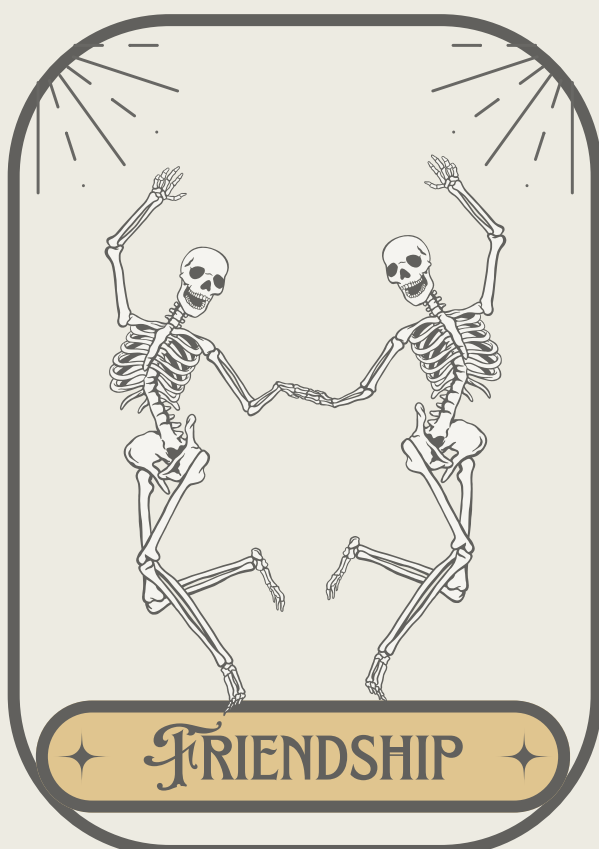
Directions:

1. Brainstorm. Create a word web to gather your ideas.
2. Collect. Collect the materials you'll use to create your vision board. You can use digital software like Canva, or physical materials like cutting and pasting images from magazines, drawing, or printing photos.
3. Create. Get crafty and create your vision board.
4. Display. Display your vision board in a place where it can inspire you!

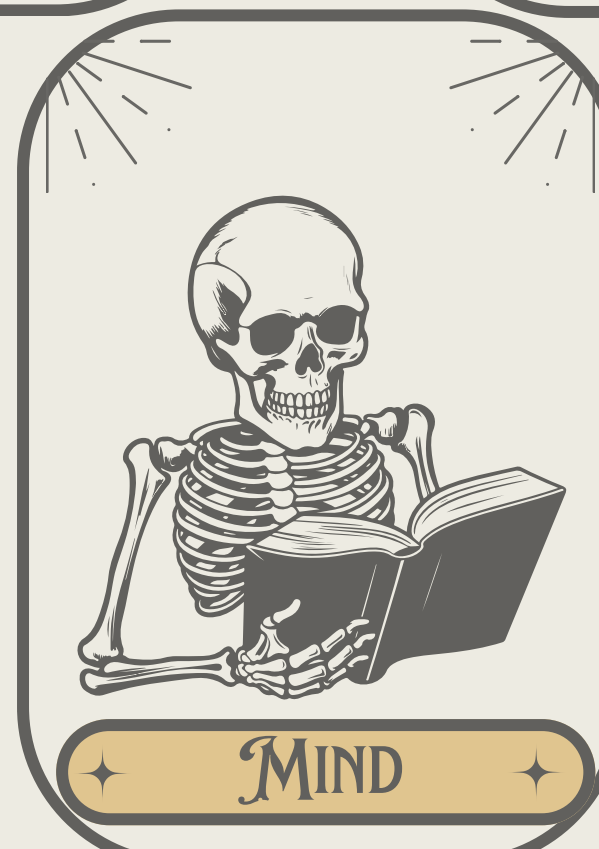
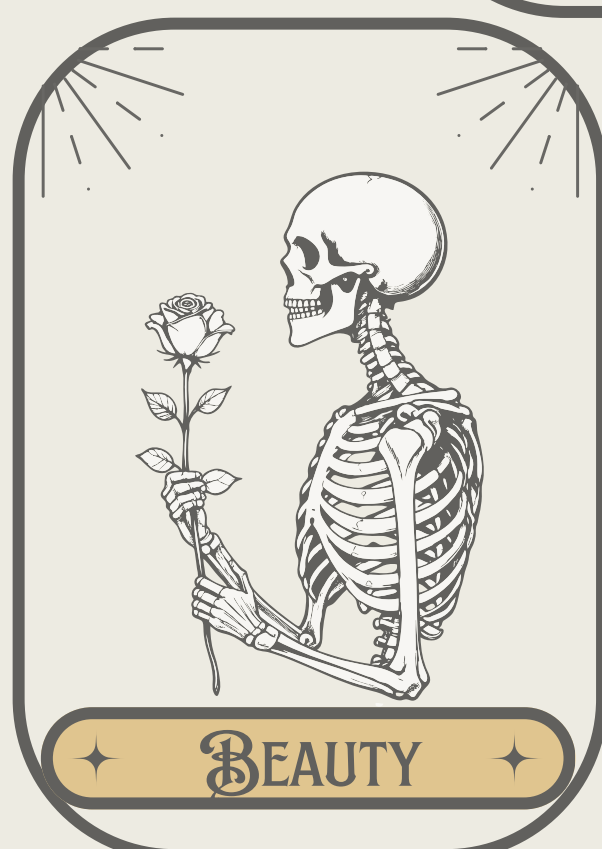
ARCHETYPE PROPS

A Technical Theatre Activity

The characters in Everybody are archetypes (shown below). A character archetype is a universally recognized model or pattern of a person. Think about everyday objects that you can find in your home or classroom to represent each archetype.



IF YOU GET STUCK,
CHECK OUT THE EXAMPLES
ON THE NEXT PAGE!



ARCHETYPE PROPS

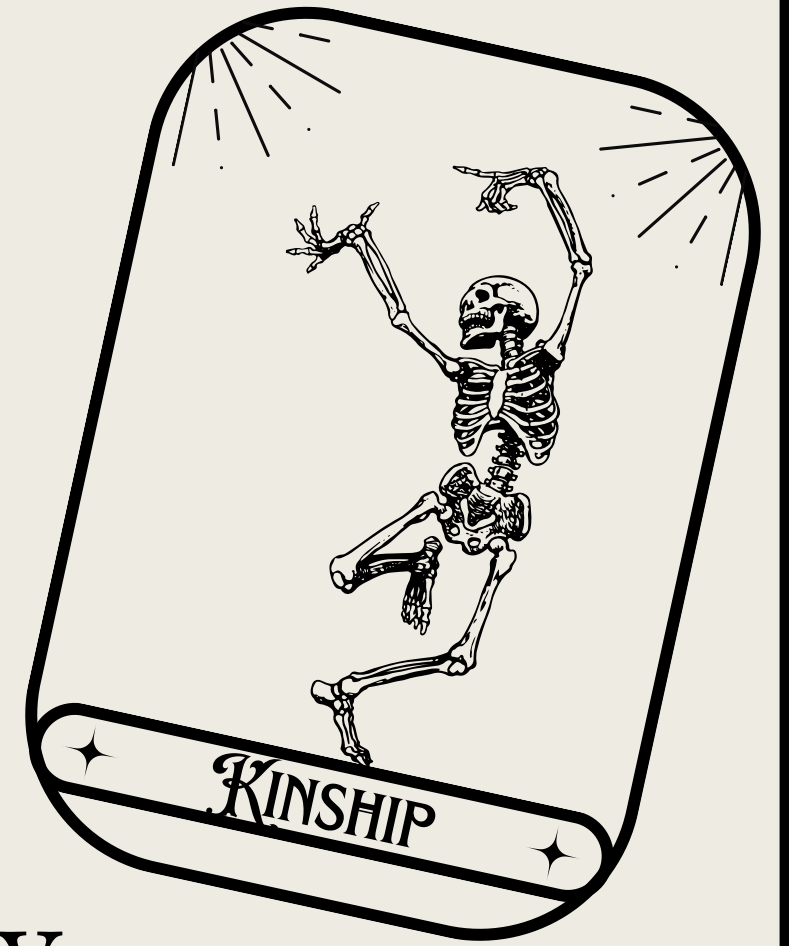
A Technical Theatre Activity

EXAMPLES

- Friendship - A friendship bracelet, photo of you with a friend, card or gift from a friend.
- Strength - A weight, running shoes, rock.
- Kinship - A family photo, a drawing of your home, a treasure from your community.
- Beauty - A flower, a pretty stone or gem, a nice drawing.
- Mind - A book, a report card, a test with a good grade.
- Senses - A candle, essential oils, a flower.
- Stuff - A box or basket, clothing, toys or games.
- Time - A watch or clock, leaves from different seasons, clothing from different seasons (i.e. A sweater, puffy coat, T-shirt and tank top)

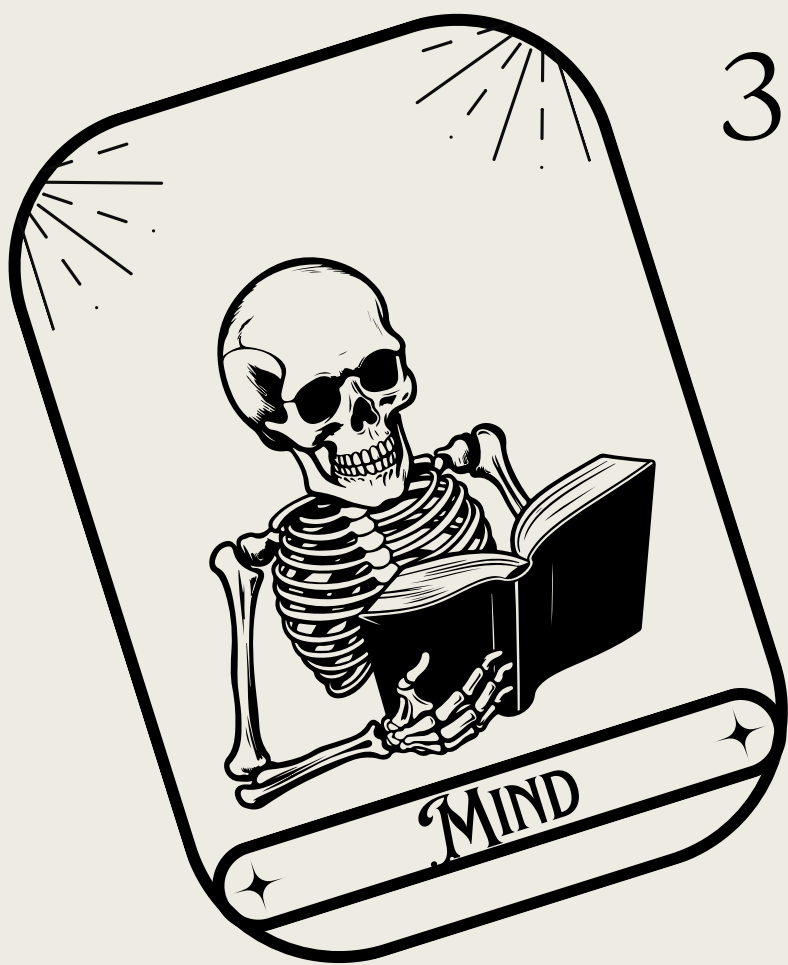
POST SHOW QUESTIONS

1. *Everybody* shows us how external and internal factors make us who we are. What are some external (ex. Family, friends) and internal (ex. Goals, motivations) that make you who you are?



2. The play takes the character of *Everybody* on a journey through their life, with stops along the way. What moments would you want to stop by in the journey of your life?

3. Which character(s) did you empathize with?

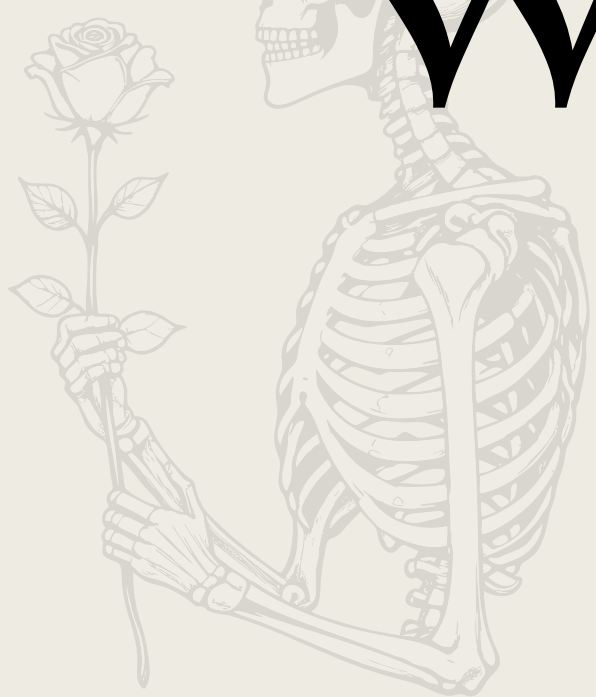


WHO SAID IT?

1. You're dying, Everybody. Starting now. - Death
2. Is it that person we both hate? Oh no! It's not that person we both love, is it? - Friendship
3. Why does everything bad always happen to me?! - Friendship
4. What's wrong? Something's wrong. What do you need? Is it money? Is it shelter? Is it something to eat? - Kinship
5. And, also, a defining feature of this family is our sort of vague inner strength and our modest track record of occasionally overcoming specific kinds of obstacles, so I think you're really selling yourself short. - Cousin
6. Yo yo yo, do all you guys know about "God"?! - Cousin
7. I am a different Self from your Self. - Everybody
8. This is a theatre. - Love
9. I guess. I have here Strength, Mind, Beauty, and Five Senses-and Love and Understanding; I don't know what better companions I could ask for...-Everybody
10. Why is it these plays about death always only ever wind up trying to tell us about life?- Usher

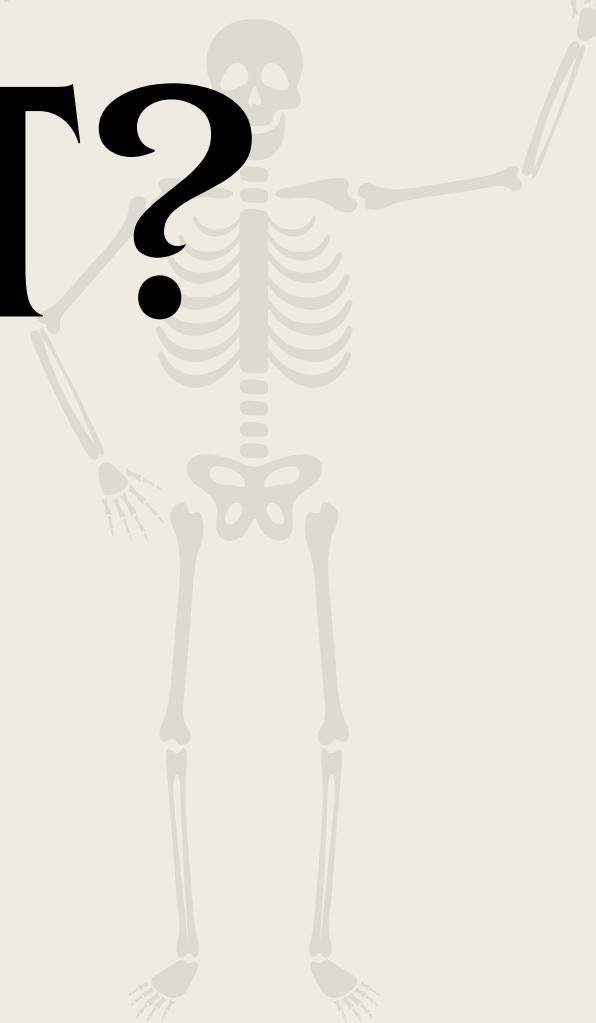
WHO SAID IT?

Answer Key

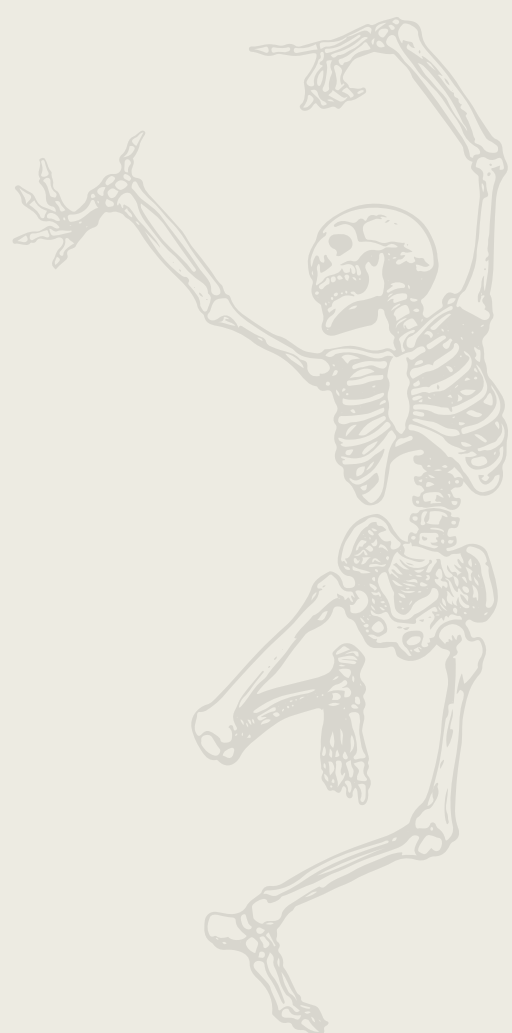


BEAUTY

1. DEATH



SOMEBODY



KINSHIP

2. FRIENDSHIP

3. FRIENDSHIP

4. KINSHIP

5. COUSIN

6. COUSIN

7. EVERYBODY

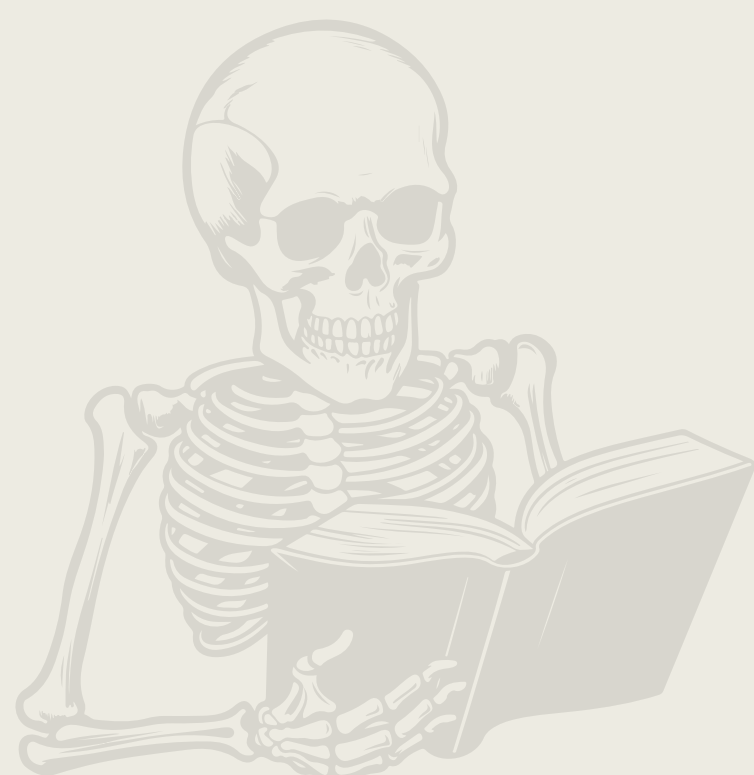
8. LOVE

9. EVERYBODY

10. USHER



FRIENDSHIP



MIND

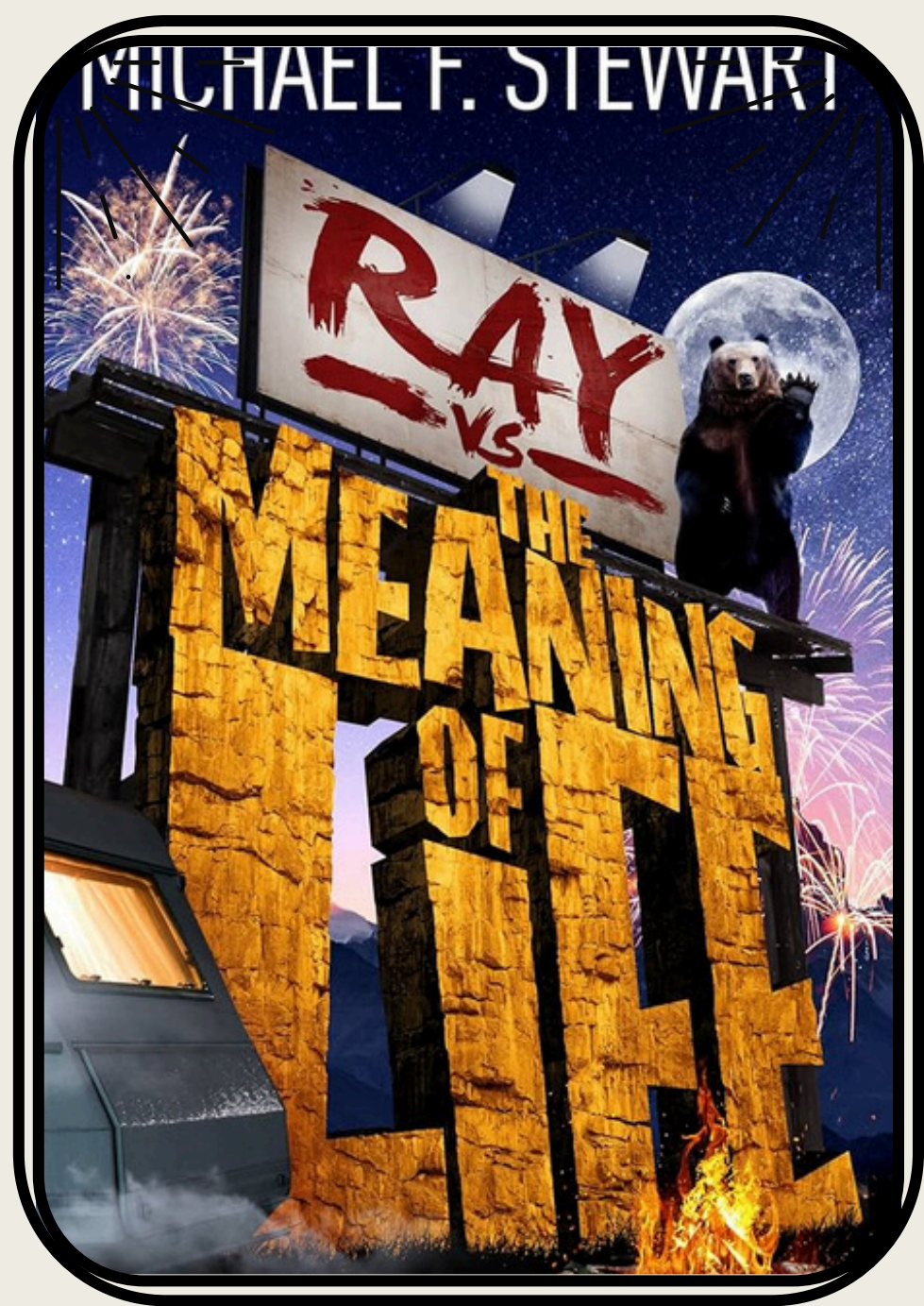


UNDERSTANDING



COUSIN

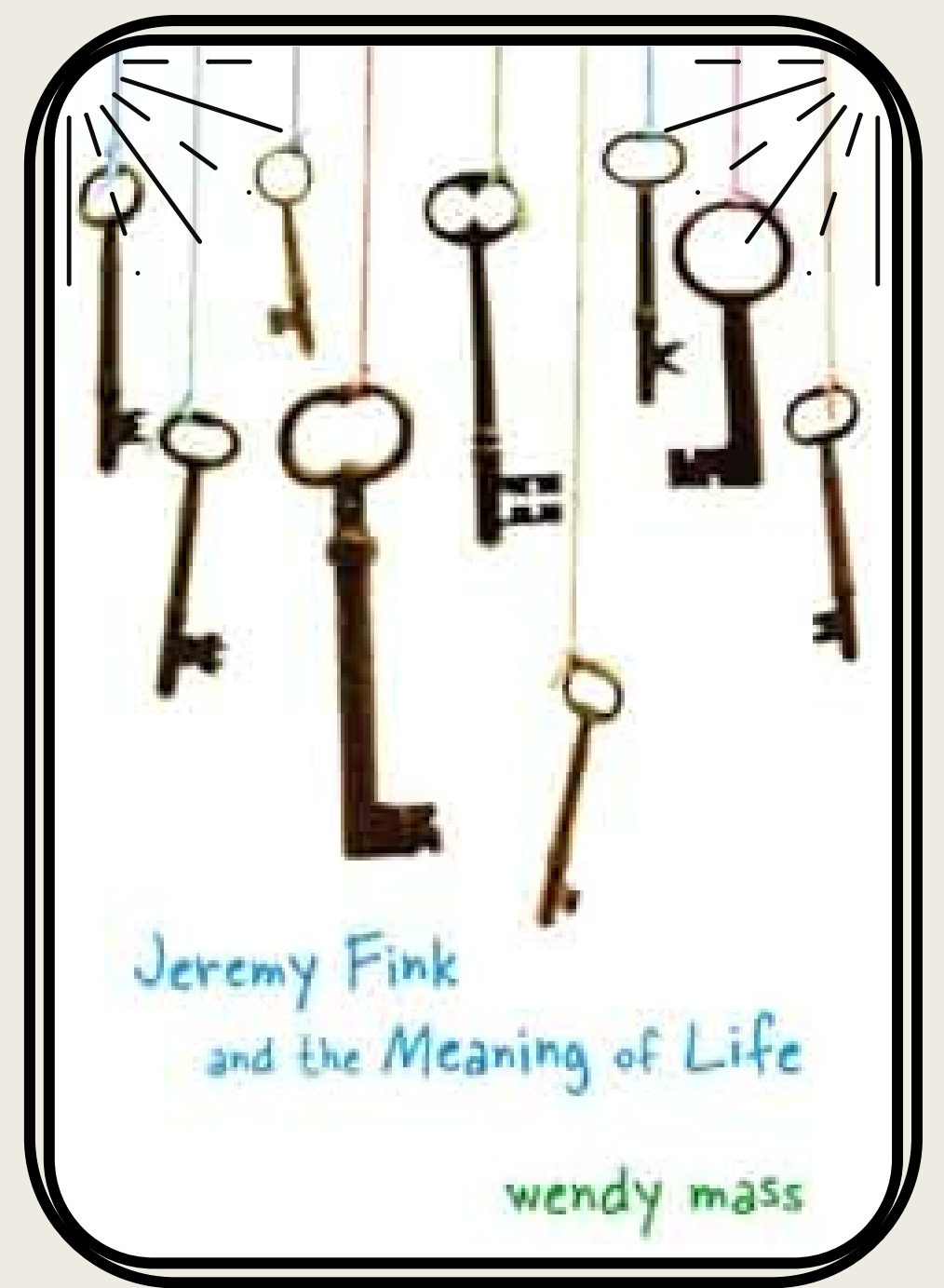
RECOMMENDED READING



Ray vs the
Meaning of Life
by Michael F.
Stewart



Scythe
by Neal
Shusterman



Jeremy Fink
and the
Meaning of Life
by Wendy Mass

SONGS FOR EVERYBODY

Follow along with the journey of *Everybody* with
this special show playlist!

This playlist includes music that aims to capture
the complexity, challenge, and morality of
Everybody. This playlist is best to be enjoyed by
audience members ages 13 and up.

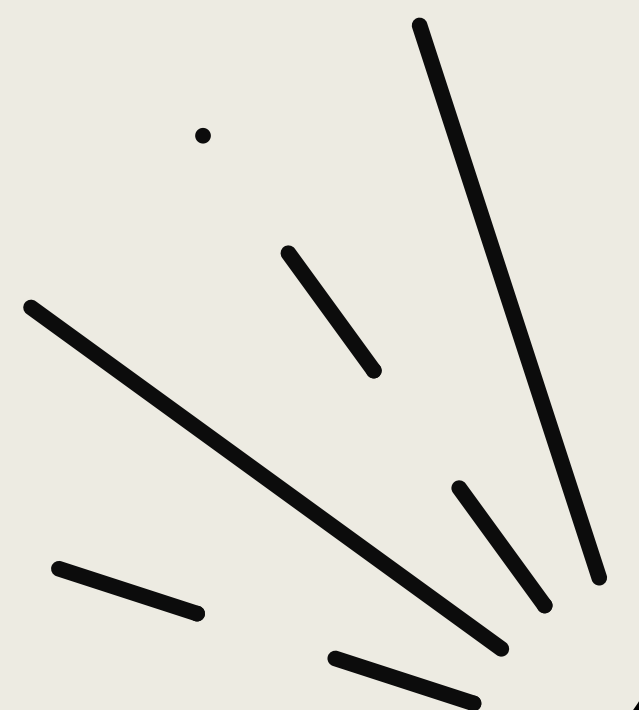
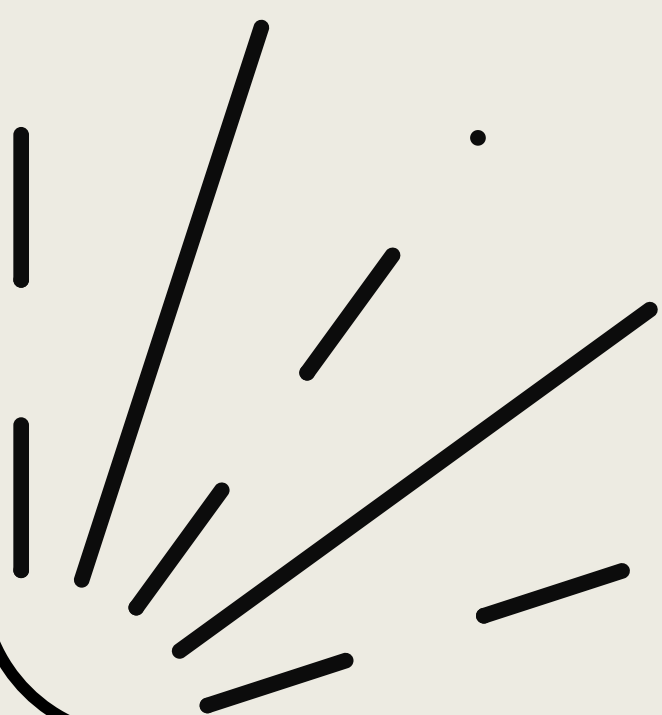
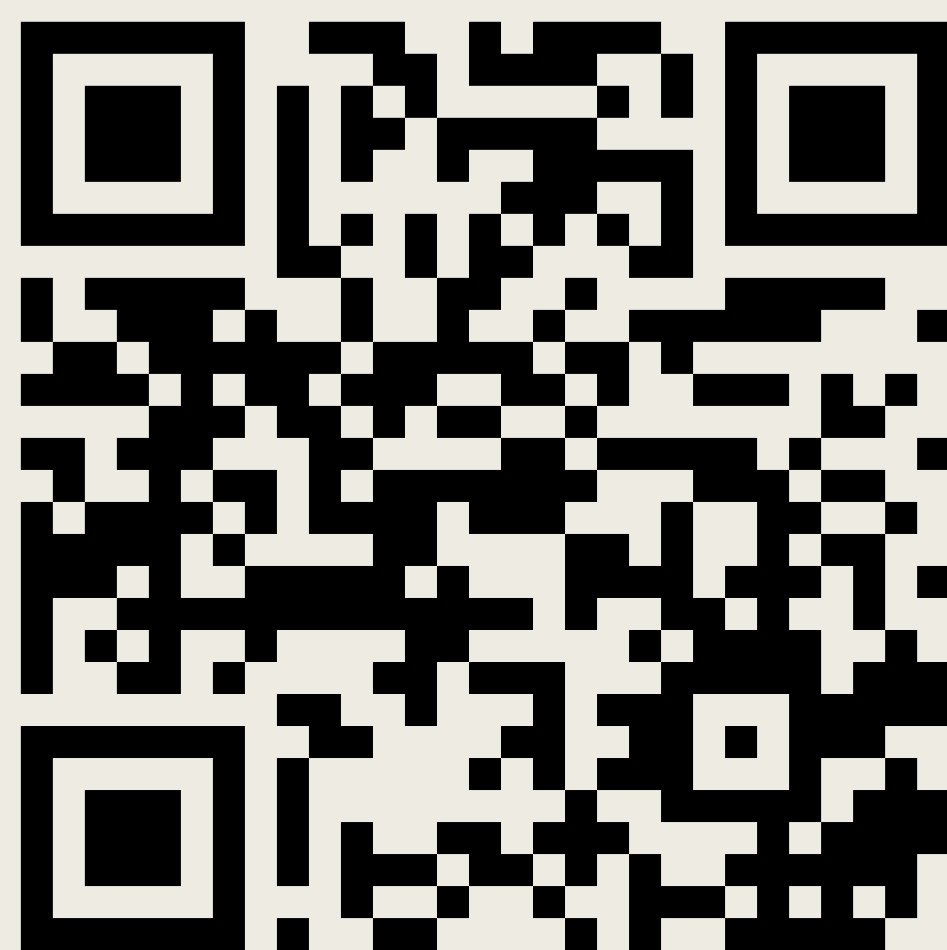


THANK YOU TO OUR DONORS

Philanthropy is giving (time, money, goods, or talents) to make the world a better place.

At First Stage we are so thankful to our donors, sponsors, volunteers, families, students and staff who help transform lives through theater!

FIRST STAGE'S CURRENT DONORS:



How Can You Get Involved?

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PRODUCTION

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PERFORMANCE

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SCHOOL

TAKE AN ACADEMY
CLASS

TELL YOUR
FRIENDS ABOUT
FIRST STAGE

COMMUNITY RESOURCES

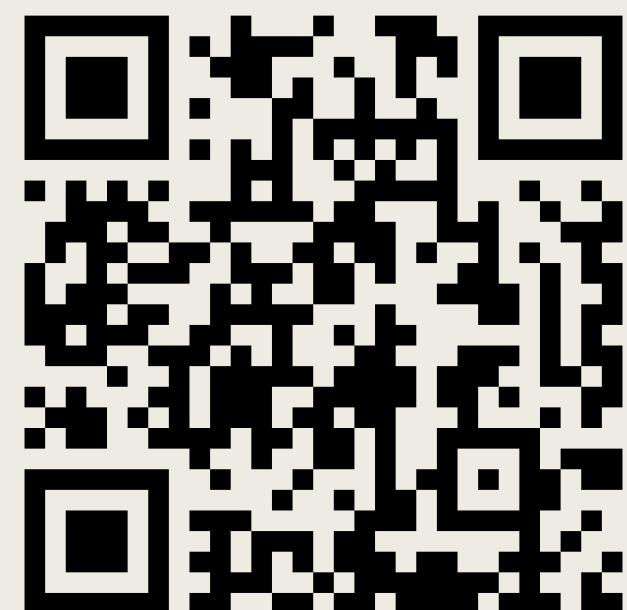
THE PLAY *EVERYBODY* DISCUSSES DEATH AND DYING.

PLEASE USE THE FOLLOWING RESOURCES TO EMPOWER
YOURSELF AS NEEDED.

MILWAUKEE COUNTRY CRISIS SERVICES



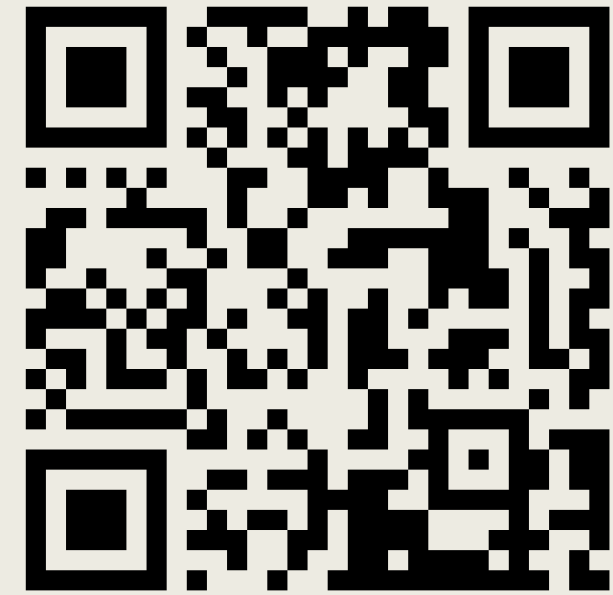
WALKER'S POINT FAMILY/YOUTH CENTER



ROGERS BEHAVIORAL HEALTH



SOJOURNER FAMILY PEACE CENTER

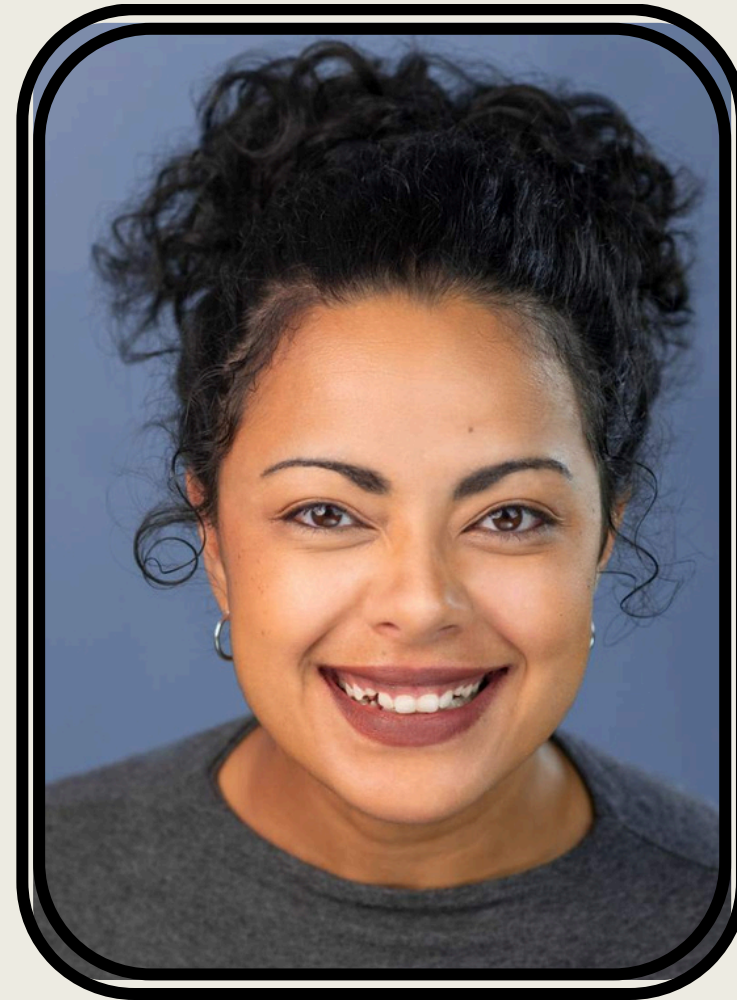


PATHFINDERS CRISIS LINE AND
YOUTH SHELTER



STAFF FEATURE

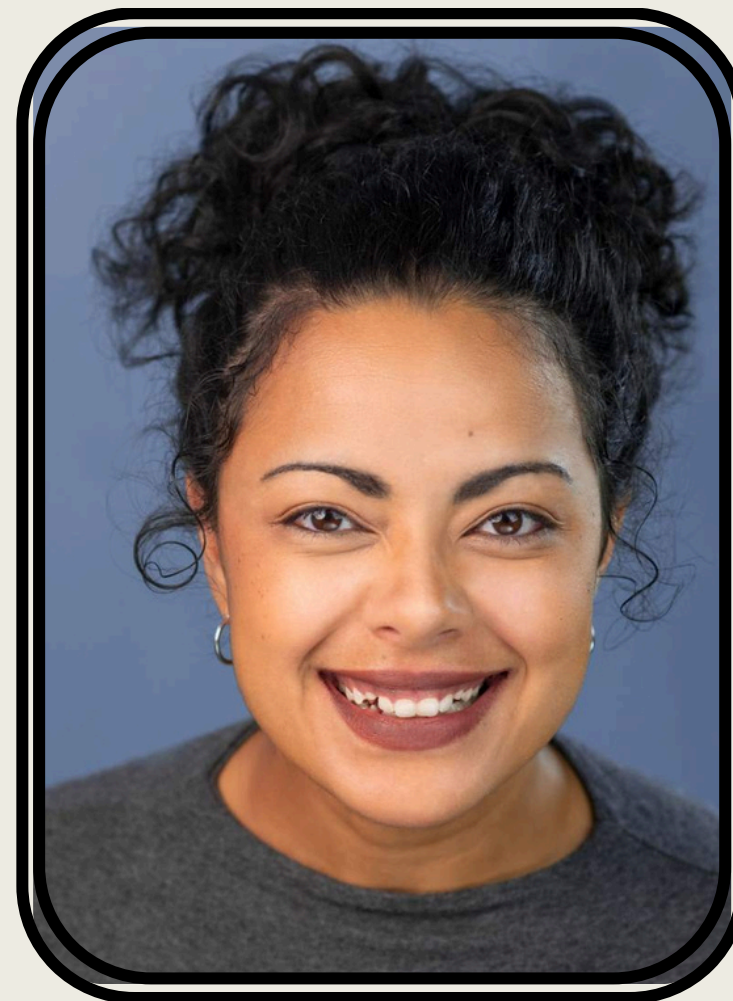
GET TO KNOW MICHELLE LORICCO



- **WHAT DO YOU DO FOR FIRST STAGE AND HOW LONG HAVE YOU WORKED HERE?**
 - I am First Stage's Associate Artistic Director and Director of Young Company. I joined the organization in March 2023, so Everybody will be part of my fifth season with First Stage.
- **WHAT IS YOUNG COMPANY?**
 - First Stage Young Company is the Theater Academy's award-winning training program for advanced high school actors. It's a space where young artists deepen their craft, challenge themselves with ambitious material, and discover their unique artistic voices through collaboration and performance.
- **EVERYBODY FOLLOWS ONE PERSON AS THEY TRY TO FIND SOMEONE TO JOIN THEM ON A HARD JOURNEY. WHO WOULD YOU WANT TO BRING ON A HARD JOURNEY WITH YOU?**
 - My favorite collaborator and partner, Pat LoRicco. We've been making theater together for sixteen years! He's also First Stage's Technical Director, so I'm incredibly lucky that we get to create and solve problems side by side on so many projects.

STAFF FEATURE

GET TO KNOW MICHELLE LORICCO



- THERE ARE MANY DIFFERENT ARCHETYPAL CHARACTERS IN *EVERYBODY* THAT REPRESENT THE IMPORTANT PEOPLE AND THINGS IN OUR LIVES—LIKE FRIENDSHIP, KINSHIP, AND STUFF. IF THERE WAS A NEW CHARACTER ADDED TO THE PLAY THAT REPRESENTS YOU, WHAT WOULD THE CHARACTER BE CALLED?

WHAT WOULD THEY BE LIKE?

- I think my character would be called Joy or maybe Play. Life is full of unexpected twists, and I try to center myself by staying curious, embracing adventure, and finding wonder in ordinary moments. Play reminds us to be present, connect with one another, and approach the world with openness. It's also at the heart of everything we do in Young Company.
- *EVERYBODY* IS UNIQUE FOR MANY DIFFERENT REASONS. WHAT ARE SOME SURPRISES YOU WANT THE AUDIENCE TO BE PREPARED FOR?
 - This play holds up a mirror to the choices we make and the values we live by. It asks us to look beyond expectations, trends, and the things we accumulate, and instead consider what truly gives our lives meaning. Those questions can be uncomfortable, but they're also deeply human—and incredibly rewarding to explore together.
- WHY DOES THIS PLAY MATTER RIGHT NOW? HOW DO YOU THINK HAVING *YOUNG COMPANY* PERFORM THIS SHOW AFFECTS ITS STORY?
 - One of the most exciting parts of this production is that the actors will shuffle through the roles from performance to performance, meaning every audience will experience a slightly different version of the story. Young people bring honesty, vulnerability, and fresh perspectives to these questions about identity, purpose, and mortality. Their voices remind us that a meaningful life isn't measured by age, but by how intentionally we choose to live.
 - Young Company Performance Projects exist in service of our students' growth as artists and collaborators. Watching them take on a work as bold and thoughtful as *Everybody* is a unique opportunity to witness that journey in real time.