ENRICHMENT GUIDE

The Hobbit

FIRST STAGE

TRANSFORMING LIVES THROUGH THEATER

PROUD CORNERSTONE MEMBER

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DEAR FIRST STAGE FRIENDS,

Our unlikely hero, Bilbo Baggins, would much rather be sitting in their cozy Hobbit Hole with a cup of tea and a plate of bacon and eggs. However, they somehow find themselves on a magically mystical adventure. Staged with speed and surprises, you'll be delighted as things change before your very eyes. Discover what happens as Bilbo travels on an epic journey over freezing mountains and a frightening forest, meeting all sorts of fierce creatures—some who want to eat them, others who turn into dear friends.

Enjoy the show,

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SYNOPSIS

Once upon a time there was a hobbit named Bilbo. Hobbits are small human-looking creatures, known for their big, hairy feet! Bilbo lived in a little hobbit hole in The Shire, in a land called Middle-earth. Bilbo lived a quiet life, and enjoyed sipping tea and sitting in his armchair. One day, Bilbo is visited by an infamous wizard, named Gandolf. She invites him to join in on an adventure, but Bilbo says no thank you. Hobbits do not like adventure. He does invite Gandolf to tea the next day. Gandalf leaves, but soon after Balin, who is a dwarf, arrives. Balin tells Bilbo that his door had a cross on it. Bilbo is confused, but next comes Kili, Fili, Dori, Ori, Nori, Oin, Gloin, Bifor, Bofur, Bomber, Dwalin, and Thorin Oakensheild. All of them are dwarves. Gandolf tells Bilbo and the dwarves that she has chosen Bilbo to be the burglar on the dwarves' quest to reclaim their treasure that is in the lonely mountain. They need a burglar to enter the secret door in the mountainside. If Bilbo survives the adventure, he will get 1/14 of the treasure. Thorin's father and his grandfather were both known as king under the mountain. But one day a big, horrible, fire breathing dragon named Smaug took over the mountain and the treasure! The dwarves and many others lost their lives in a battle against Smaug, and Thorin has been leading a small group of dwarves ever since. Bilbo reluctantly agrees to join the quest. Gandalf, Bilbo and the dwarves set out on their journey. The band of adventurers run into some big, icky, trolls. The trolls plot to eat Bilbo and the dwarves, but they spend so much time arguing with each other, and copying each other, they never get the chance. The sun comes out and they turn to stone! After Bilbo, Gandalf, and the dwarves escape from the trolls they come across a giant pit, full of weapons that the dwarves' ancestors used to kill goblins. Swords, knives, and daggers. The weather turned, and a huge thunderstorm began! Bilbo, Gandalf and the dwarves find a cave, and decide to take shelter there. Unfortunately, the cave is full of goblins! Gandalf helps Bilbo and the dwarves get away from the goblins, but the goblins chase after them. In the race, Bilbo falls and hits his head. When he wakes up he finds a ring on the ground in the cave. Bilbo tries to find his way out of the cave, but he runs into Gollum, a creepy creature who used to be a hobbit, but now has turned into something else. Gollum and Bilbo make a deal – they will share riddles with each other until one cannot answer. If Bilbo wins, Gollum will show him the way out, if Gollum wins, Bilbo will have to stay in Gollum's cave forever! Gollum cannot solve Bilbo's final riddle, so she should show Bilbo out of the cave, but Bilbo finds the ring in his pocket, and when he slips it on his finger, it turns him invisible. He follows Gollum to the entrance of the cave and escapes. Still invisible, Bilbo finds the dwarves, but hears Thorin say that he won't go back into the cave to look for Bilbo. Bilbo reveals himself to the dwarves, but just then a group of wargs, or goblin wolves attack. Bilbo, Gandalf and the dwarves have to climb up trees to get away. They try to get rid of the wargs by

SYNOPSIS

throwing burning pine cones at them, but it doesn't work. Luckily, giant eagles swoop down and carry them to safety. The travelers have made it to the forest of Mirkwood, and Gandalf announces that it's time for her to leave. Gandalf warns Bilbo and the dwarves to stay on the path, but they smell food, and they're hungry. The dwarves send Bilbo to investigate, and he and the dwarves end up caught up in spider webs! Bilbo uses the ring to turn invisible, and saves the dwarves from the spiders. Before they can continue, they are ambushed by wood elves. Bilbo slips on his ring, and the wood elf engages the dwarves in a game of Simon Says. After the game of Simon Says, the Elven Queen imprisons the dwarves, worried that their quest might stir up Smaug and put the wood elves in danger. Luckily, Bilbo, invisible thanks to the ring, finds a way for the dwarves to escape by climbing into barrels and floating in them down the river. The travelers finally reach the lonely mountain, which looms over a town called Lake Town). The inhabitants of the town are humans, and they warn Bilbo and the dwarves not to disturb Smaug. Bilbo and the dwarves get into the mountain, and Bilbo, invisible with the ring, scouts ahead. Smaug chases Bilbo from inside the mountain, which allows the dwarves and Bilbo to run inside. Thorin asks everybody in the company to keep a look out for the Arkenstone, an ancient relic that belonged to his ancestors. Bilbo finds it, but keeps it a secret. After the dwarves have all found treasure that excites and pleases them, they emerge from the mountain and find that Smaug is burning Lake Town. Bard, a human from Lake Town kills Smaug, ending the dragon's destruction. Bard, the others from Lake Town, and the wood elves demand their share of the treasure, since Smaug had stolen some of it from them, but Thorin refuses. The humans and elves are given no choice but to lay siege to the mountain. Thorin says his dwarf army is on the way. Bilbo tries to make peace, and uses the ring to sneak into Lake Town and gives Bard and the Elven Queen the Arkenstone to use to bargain with Thorin. They try, but Thorin sees right through it, and knows that Bilbo set it up. He refuses to bargain, and tells everyone to prepare for a fight. Gandolf returns, and reminds Thorin that he should be a good king like his father was. The dwarf army arrives, and the battle between the dwarves and the elves and humans begins. Before much time passes, goblins and their wolves show up to battle against the dwarves, elves and humans for the treasure in the mountain. This becomes known as the Battle of the Five Armies. During the battle, Bilbo gets knocked out. When he awakes, he finds that Thorin is dying. He and Bilbo reconcile. In the end, Thorin was a great king, even for just a short time. The treasure from the lonely mountain is given back to its original owners, and Bilbo returns home to the Shire with one chest of silver and one chest of gold.

PRE-SHOW QUESTIONS

1. The protagonist of *The Hobbit* is Bilbo, who can be described as a reluctant hero. What does reluctant mean? What qualities make a reluctant hero? What qualities make a good hero? What qualities make a bad hero? Is it possible to be a reluctant hero, but still be a good hero?

2. What is an adventure? What kinds of adventures have you been on? How do adventures make you feel? Have you ever had to go on an adventure you didn't want to go on? Describe an adventure you've been on.

3. *The Hobbit* is a fairy story. What is a fairy story? What characteristics does a fairy story have? If you were going to write your own fairy story, what would it be about? What characters would you include? What would the lesson be?

MAPPING MIDDLE EARTH

AN ART & GEOGRAPHY ACTIVITY

Bilbo, Gandalf and the dwarves go on an adventure across Middle Earth. Use the template below to map their journey. You can make your map as simple or as elaborate as you'd like!

MATERIALS

- map template
- pencil

Optional:

- colored pencils

DIRECTIONS

1. Draw a symbol to represent each location from the location bank. Place them appropriately on the map.
2. Label each event from the event bank. Place them appropriately on the map.
3. Draw a line that follows the path that Bilbo, Gandalf and the dwarves took on their journey.

LOCATION BANK
Bilbo's Hobbit Hole
The Lonely Mountain
Lake Town
Mirkwood

EVENTS BANK		
Bard Shoots Smaug with a Bow and Arrow	Trolls	Home
Thorin Dies	Elves	Battle of the Five Armies
Bilbo Finds The Ring	Gollum	Eagles
Spiders	Bilbo Returns Home	Wargs
	Gandalf Comes to Visit Bilbo at His	Bilbo Returns Home with Treasure

MAP

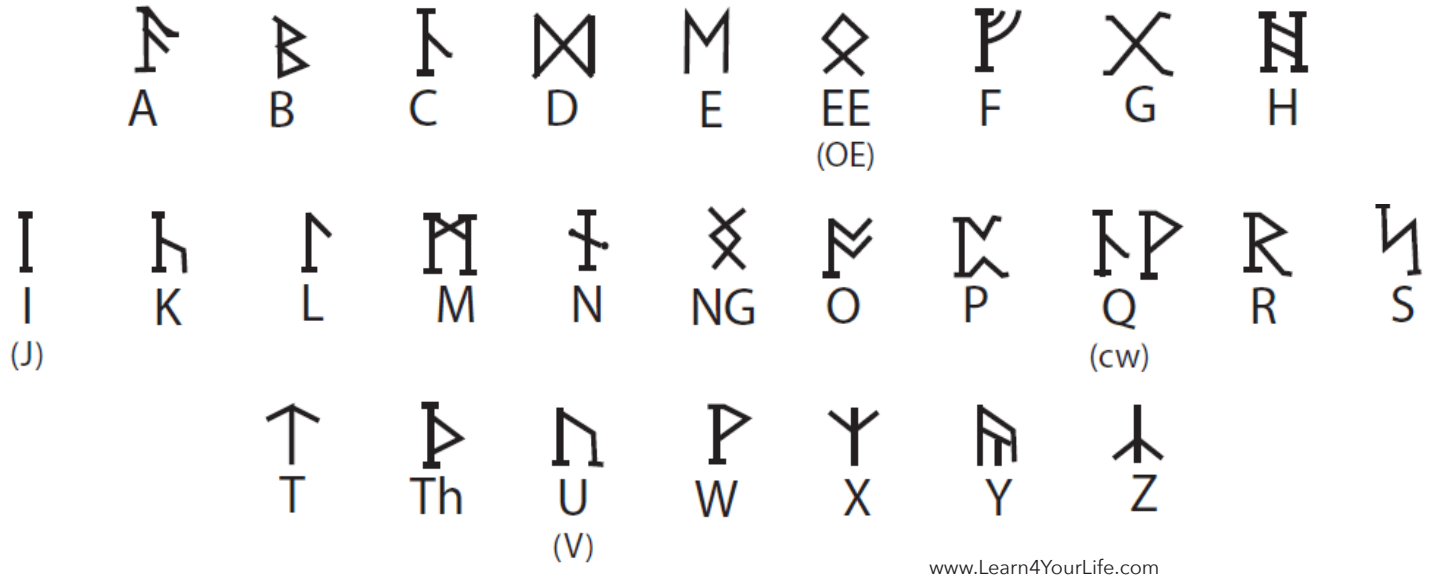
TRANSLATING THORIN'S MAP

A LANGUAGE ARTS ACTIVITY

ENGLISH:

Stand by the grey stone when the thrush knocks… and the setting sun with the last light of Durins day will shine upon the keyhole.

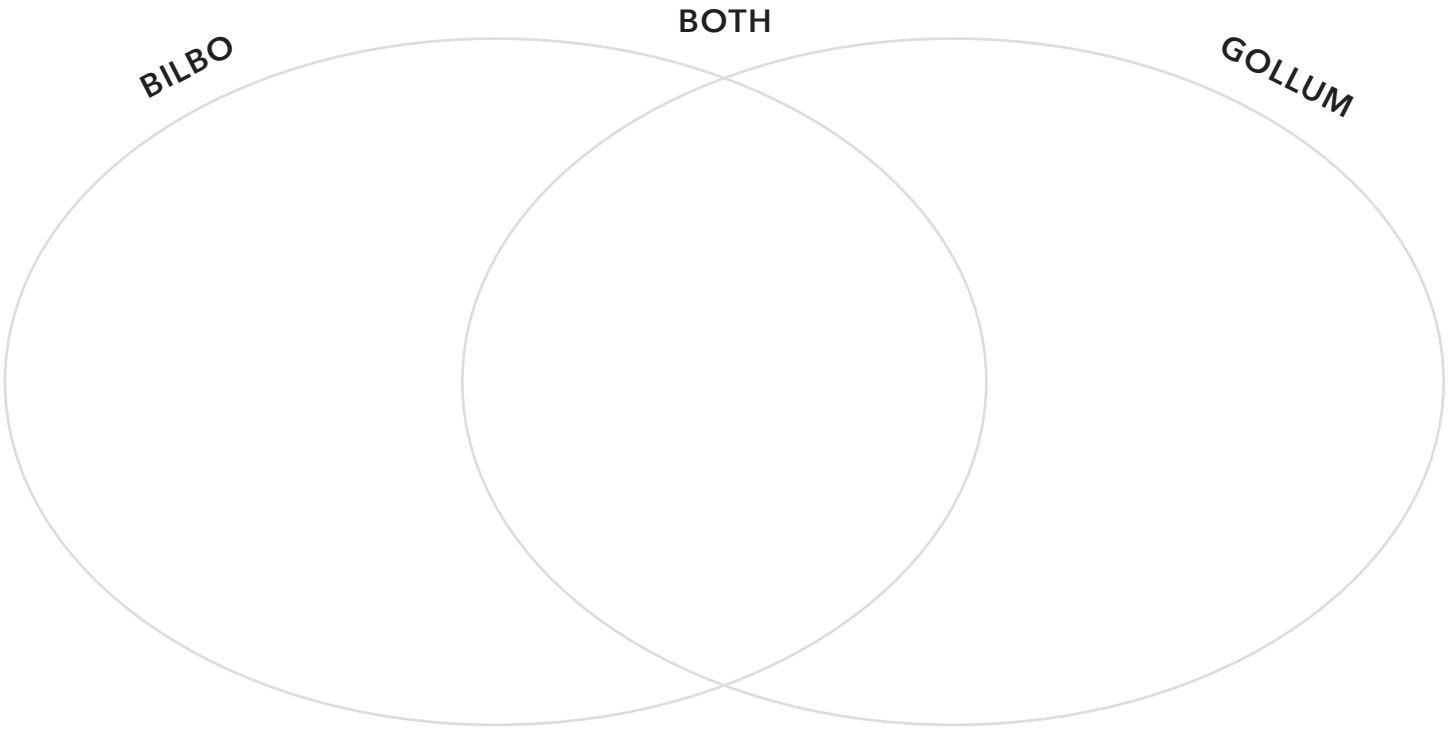
DWARF RUNES:



COMPARE AND CONTRAST

A WRITING ACTIVITY

Think about the characters Bilbo and Gollum. What do they have in common? What is different about them? Use the double bubble chart to compare and contrast the two characters, then write a paragraph describing their differences and similarities.



POST-SHOW QUESTIONS

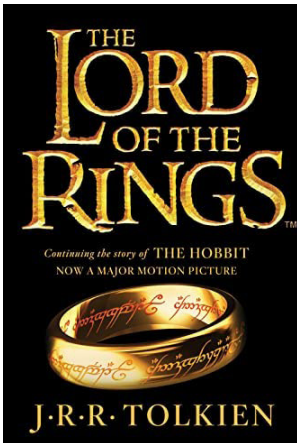
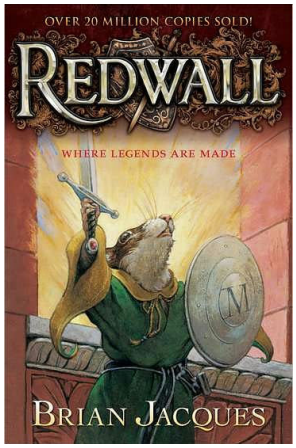
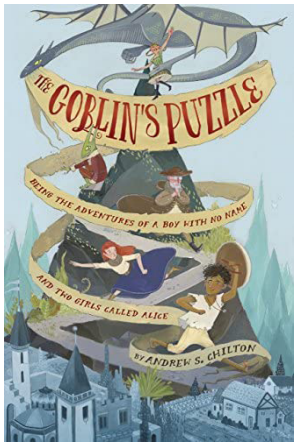
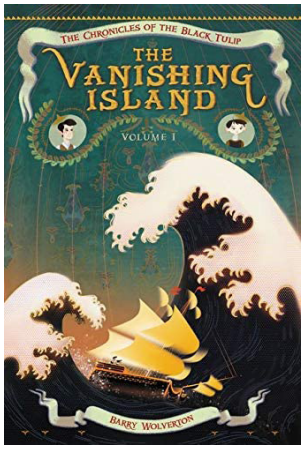
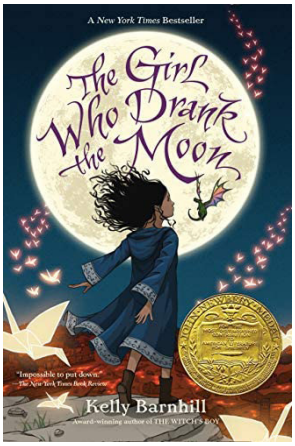
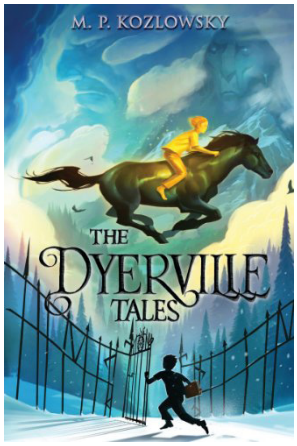
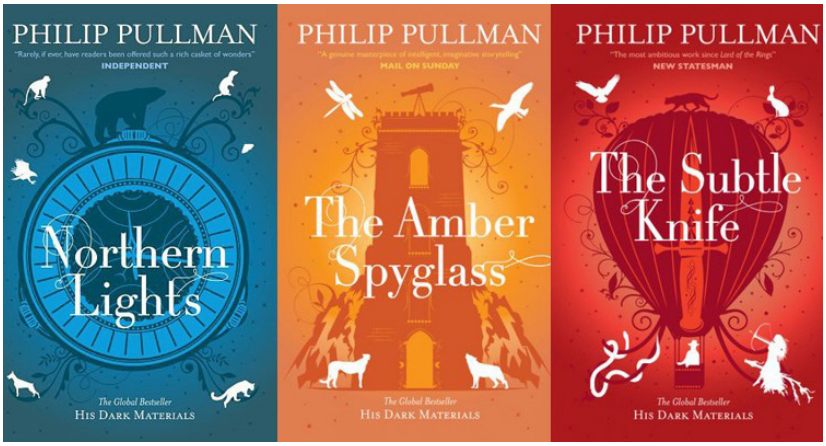
1. In *The Hobbit* Bilbo finds a ring in Gollum's cave. This ring allows him to turn invisible. He uses the ring to escape from the cave, to help the dwarves escape from the spiders, and to face Smaug. What would you do if you had a ring that allowed you to turn invisible?

2. The people of Lake Town and the elves want the dwarves to share the treasure in the mountain, since Smaug stole some of it from them. Thorin says that since it's in the mountain, it belongs to the dwarves. What is fair in this situation? What kind of compromise can they make?

3. How was music used in the play to help tell the story? If you were writing your own story how would you incorporate music?

WHO SAID IT?

1. Oh no, not dwarves…
2. He looks more like a grocer than a burglar.
3. You're going to have to work together. When you get there you'll be glad to have a friend.
4. Mutton yesterday, mutton today, and it looks like mutton tomorrow.
5. Grab em 'orrible little dwarves.
6. Why did I ever leave my little hobbit hole?
7. Bless us and splash us, my precious.
8. Please don't confusicate me.
9. I can't always be carrying the burglar on my back.
10. You have each other, that's more important than magic
11. Tickly, tickly, tickly
12. Mr. Bagins will get us out of this mess. He'll think of something.
13. I'll get stream sick.
14. I can smell you thief, and hear your breath.
15. What evil have we released?
16. Never again will I have dealings with wizards.
17. You're supposed to be a king. Act like one.
18. If more of us valued food, good cheer, and friendship above gold, it would be a merrier world.

ANSWER KEY 1. BILBO 2. THORIN 3. GANDALF 4. TROLL 5. GOBLIN
6. BILBO 7. GOLLUM 8. BILBO 9. KILI 10. GANDALF 11. SPIDER 12. BALIN
13. KILI 14. SMAUG 15. BOMBUR 16. THORIN 17. GANDALF 18. THORIN

RECOMMENDED READING