

The Guide

A Theatergoer's Resource

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Redeem Code: **WALKEDGUIDE**

on PCSPayMaker.org for 100 points!

And So We Walked

Written and Performed by DeLanna Studi

Materials curated by Christine Dupres, CHt/ Ph.D.

Cast & Creative Team

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A Brief History on the Trail of Tears

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Educational Resources

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Cultural Resources

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Youth Literature Recommended Reading List

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Production Photos

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Plot Summary

A frank, funny and inspiring story of a contemporary Cherokee woman who goes on a six-week, 900-mile journey with her father along the Trail of Tears to better understand her own identity and the conflicts of her nation. *And So We Walked* is a powerful, multi-faceted dramatic memoir that draws on interviews, historical research and the artist's personal experiences to convey the complexities and conflicts with which the Cherokee wrestle.

Education Programs: Stage Door

Our Education Programs provide young people with opportunities to experience the art of theatre, to directly participate in its process, and to apply its collaborative principles elsewhere in their daily lives. Stage Door is an unforgettable opportunity for students to experience professional theatre in a context that supports their education.

GOALS:

- Encourage personal connections between students and the major themes of the play.
- Excite students about the story and theatrical elements in the production.
- Engage students using the actors' tools: body, voice, and imagination.

Below are creative exercises used in the Native owned and visioned company called Mentor Artist Playwrights Project (MAPP). MAPP workshops are created to engage the participants in a process that asks them to explore and share their own aspirations and identities. MAPP has worked with Tribes and urban Native children for over a decade.

EXERCISE 1:

Warm Up: The Name Game or Attitude Game

One person in the circle begins by taking one step forward and saying his or her name while making a bold physical gesture with the body. Everyone repeats the gesture and name in unison directly afterwards. This is repeated around the circle until everyone has done it.

We refer to it as the attitude game sometimes because it can be more fun and maybe even easier to ask the participants to make a gesture that has to do with how someone is feeling, such as being exhausted, grouchy, happy, frustrated, relaxed or angry.

EXERCISE 2:

A Creative Process: Creating A Character

Now it is time to imagine a character.

In the circle, ask everyone to close one's eyes, and to begin to breathe deeply. Ask each young writer to pick an animal with which one identifies. In other words, "If you were an animal, which one would you be?"

This is not a personal pet, or a famous fictional animal, such as Lassie or Tony the Tiger, but rather a fresh character from the imagination. Now ask each one to keep the eyes closed, but to visualize the animal standing in front of each of them. Look the animal in the eyes. Now take a deep breath, and breathe out slowly, and on the next breath, take the animal into your body. You are now looking through the eyes of the animal. How does it feel different than being human?

Keep your eyes closed, breathing deeply, holding the focus on the breath and the sensation of the animal. At this time an interview is conducted with each writer in the room to form a profile.

PROFILE

The Animal:	Family:	Closest Relationship:
Name:	Wish:	Habitat:
Age:	Fear:	

Each question is given its due, according to the young writer's process. The questioning process goes something like this:

What is your name? Give yourself a name other than your own or someone in the room, preferably a name, which comes from your imagination.

How old are you? At what stage of life are you? (infant, child, teen, etc...)

Who is your family? If the answer is "no family", what happened to them?

Your greatest wish. What do you want more than anything? This is an important and complex question. It must be something the young writer feels passionate about.

What are you afraid of?

Who is your closest relationship? This is another character, possibly a relative or a best friend. Habitat is home. Where do you live?