Presented by Idaho Theater for Youth
A program of the Idaho Shakespeare Festival

A Viewing Guide for

THE DISBELIEVABLE DOMAIN OF ZEE

Written By: Dakotah Brown, Chad Ethan Shohet, and Veronica Von Tobel

A SPECIAL THANK YOU

As a part of Idaho Shakespeare Festival's educational programming, *Idaho Theater for Youth (ITY)* performances have enriched the lives of well over one million students and teachers since 1981 with productions that convey the unique and impactful voice of theater arts. The magic of this art form is brought to schools across the State of Idaho each Winter/Spring semester with assistance from a generous group of underwriters:

- Idaho Commission on the Arts
- Laura Moore Cunningham Foundation
- Idaho Community Foundation and the following Funds:
  - F.M., Anne G & Beverly B. Bistline Foundation
  - Rachel Meyer Memorial Fund
  - James A. Pinney Memorial Fund
- John William Jackson Fund

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BOISE CITY DEPT OF ARTS & HISTORY

Using this Guide

Dear Teachers/Parents,

Welcome to the Idaho Theater for Youth viewing guide for *The Disbelievable Domain of Zee.* These materials have been designed to expand your students' engagement with the film with a range of information, discussion topics, and activities that can stand on their own or serve as building blocks for a larger unit. The activities are designed to be mixed, matched, and modified to suit the needs of your students.

Inside, you'll find activities to share with your students both **before the film, during the film,** and **after the film**, indicated by headings at the top of the page. These are designed to help focus your students' engagement with the film by giving them specific themes to watch out for, as well as to foster critical thinking and discussion following the film. Each activity is designed to help meet Idaho Standards of Education to foster critical thinking and problem solving skills.

We encourage you and your students to share your thoughts with us! Any of the artwork or activities your students send will be shared with the artists who created *The Disbelievable Domain of Zee,* and any feedback from you will not only help to improve our study guides for future audiences, but will aid in the ongoing pursuit for grants that make these plays possible! .

Thank you for helping to bring our theater and the Arts to your students!

About our education programs:

The Idaho Shakespeare Festival has become an integral part of arts education throughout Idaho. The Festival's annual *Shakespearience* tour brings live theater to more than 21,000 high-school students in more than 70 Idaho communities each year. Since it began touring in 1986, *Shakespearience* has enriched the lives of countless students.

In 1999, the Festival assumed the operations of Idaho Theater for Youth. This alliance has more than doubled the Festival's annual educational programming, resulting in the Festival becoming the largest provider of professional, performing arts outreach in the state of Idaho. In addition to the statewide *Idaho Theater for Youth* school tour, which brings professional productions to nearly 30,000 students in grades K-6 across Idaho, the Festival oversees year-round *School of Theater* programs. This series of classes in acting, playwriting and production, for students of all ages, enrolls over 300 Treasure Valley students each year, and includes our one-of-a-kind Apprentice Company. Look for upcoming student productions throughout the summer, fall and spring.

For more information on any of the Festival's educational activities, please contact the Director of Education at the Festival offices or by email at:

veronica@idahoshakespeare.org.

Meet the Cast

Veronica Von Tobel as Dottie

Jaime Nebeker as Tina

Luke Massengill as Zee

Dakotah Brown as Leon

Ms. M: Julie Bean
Khalidah Monster: Katie Ponozzo and Jaime Nebeker

Chad Ethan Shohet as Coco

CREW FOR *THE DISBELIEVABLE DOMAIN OF ZEE*

BOOM

Director of Photography/ Editor
Chaz Gentry

Director
Veronica Von Tobel

Sound Engineer/Boom Operator
Sean McNearney

Camera Operator
Cody Gittings

Master Electrician
Paul Miller

Set Construction/ Painter
Nico Hewitt

Covid Protocol Officer/ Assistant Director
Julie Bean

Assistant Camera Operator
Lila Streicher

Graphic Design
Tiffany Eller

Music Composers
Mike Ward & Anthony Parry

BOOM

The Disbelievable Domain of Zee Summary

In a world very similar to this one, students are logging on for freshmen English class on KA5-A5 (A Virtual Classroom Platform). There is a lightning storm raging outside, as the students discover that they have a group book report based on L.Frank Baum's "The Wonderful Wizard of Oz" due TOMORROW! In the midst of scrambling to finish, the group is transported into a virtual world! Was it the storm that sent them or did someone bring them there for a reason? While searching for a way out, the group discovers a tattered old book, that just so happens to be the very book they are supposed to be writing a book report about. An inscription on the book reads, "Property of Zee. Return Immediately to my Emerald City!"

Where is the Emerald City? Who is Zee? Will Zee know a way out? Our team has no other choice, but to find Zee and find a way back home.

About the Playwrights: Dakotah Brown, Chad Ethan Shohet, and Veronica Von Tobel

Dakotah, Chad and Veronica have collaborated on many artistic projects together! Whether it was acting side by side, directing each other, or supporting each other's work. Between the three of them they have acted in 6 tours of Idaho Theater for Youth! Dakotah Brown and Chad Shohet were also two thirds of the writing team behind the ITY show *Jabberwocky,* which toured Idaho in 2014. This is the first time the three have written as a team and they are so excited to bring this work to schools across Idaho!

L.Frank Baum, the Royal Historian of Oz
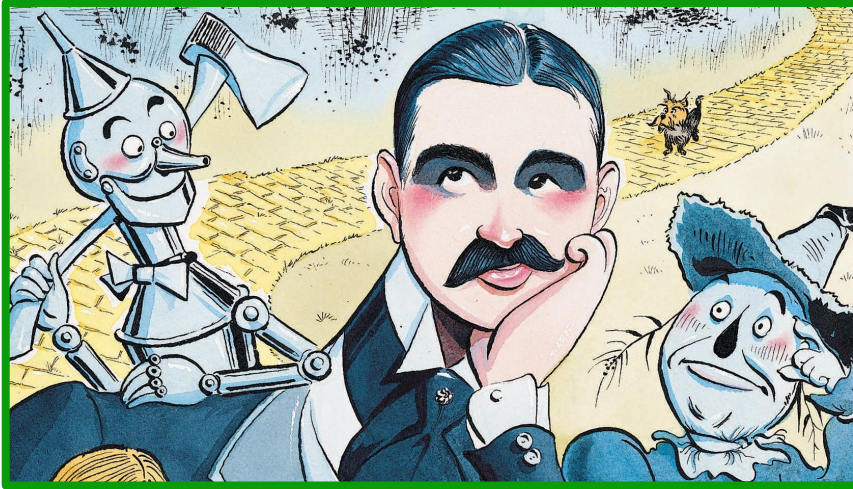
L.Frank Baum was born on May 15th 1856 in Chittenango, NY. Before he became a successful children's book author, he was a journalist, an actor, a salesman, a chicken wrangler, and a newspaper publisher. Finding little luck in those fields and struggling with money, he and his family moved to South Dakota in 1891. There, Baum would often come up with bedtime stories to tell his children. Baum's Mother-in-law heard these stories and came up with a great idea-- she suggested he start writing Children's books. In 1897, he published a book called *Mother Goose in Prose*, his first kids book. He followed up with *Father Goose: His Book* two years later. Baum's luck began to turn around, and in the year 1900, he published *The Wonderful Wizard of Oz*. Suddenly his popularity exploded and he was recognized as one of the greatest children's book authors of the time. Baum wrote 14 Oz books in total, including *The Road to Oz, Ozma of Oz, The Marvelous Land of Oz,* and many others. In his later years, Baum would answer fan mail from children with hand-written letters signed by 'The Royal Historian of Oz'.

The Land of Oz

Did You Know...?

L.Frank Baum wrote 14 books that take place in the Land of Oz, but there are over 40 official Oz books written by several different authors! Have you ever read *Grandpa in Oz*, *Pirates in Oz*, *Lucky Bucky in Oz*, or *The Hidden Valley of Oz*? Oz books are still being published, including the recent *Sky Pyrates over Oz*, and *Toto of Oz*. Not only have people written books about the Land of Oz, but there are countless plays and movies that take place in Oz. Many were written and directed by L Frank Baum himself!

Check the box if you think the book title is an actual OZ book or if it's a fake?

Book	OZ	FAKE
Ozma of Oz	☐	☐
The Woggle Bug Book	☐	☐
Tutu Takes Oz	☐	☐
The Lost Princess of Oz	☐	☐
Balloons Over Oz	☐	☐
The Witch Returns to Oz	☐	☐

Answers: Oz, Oz, Fake, Oz, Fake, Fake

An Oz for Every Age

The Disbelievable Domain of Zee is loosely based on *The Wonderful Wizard of Oz*! There are a lot of *Wonderful Wizard of Oz* books for readers of all ages, including...
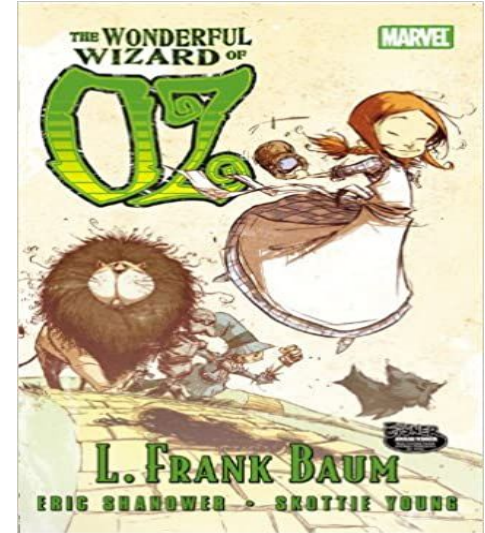
Kindergarten	Early Elementary	Later Elementary
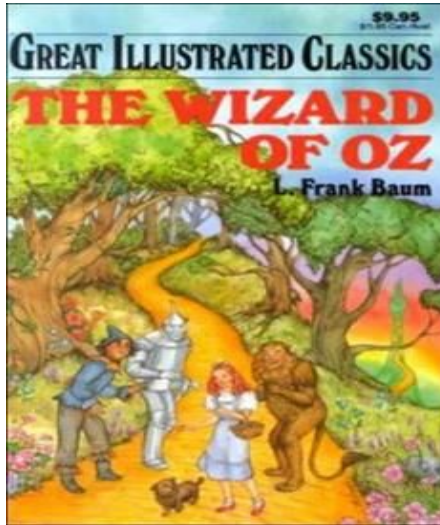
WIZARDLIKE PREDICTIONS

A prediction is a statement someone makes before they know what's going to happen to say what they think is going to happen.

Based on the pictures below what do you think this film is going to be about? 1st and 2nd graders may write a one sentence prediction or words that the pictures make them think of. What sorts of characters will they meet? What type of location will this story take place in?

- -

THE DISBELIEVABLE DOMAIN OF ZEE

System message

Application Wicked.Malware has been terminated.

OK

WIZARDLIKE PREDICTIONS: Character Edition

Based on the character descriptions below, draw a picture of what you think the character will look and act like: (For younger grades they can be guided to choices like: hair color, how do they dress, what does their voice sound like).

Dottie

Dottie is the new kid in town. Her mom lost her job, so they had to move in with her aunt. She is a high school freshmen and is shy. Dottie finds it difficult to raise her hand in class and answer a question the teacher asks even if she knows the answer. Dottie tends to go along with the crowd instead of doing what she actually wants.

Coco

Coco hates that he doesn't understand 'normal' things. Schoolwork confuses him, but not half as much as his fellow students. If he had a catchphrase, it would be "What? Is that weird?" Coco's favorite book series is a fantasy book all about goblins, dragons, and elves, called "Gorgodoon: River of Doom".

Tina

Tina is a JV star quarterback for the football team and she's only a freshmen! Tina has a hard time making friends, and can usually be seen eating lunch behind the portable buildings. Tina has three younger brothers, who she normally has to take care of, but she usually doesn't mind.

Leon

As the youngest of four boys--and the most anxious--Leon has lived a life of pranks, wedgies, and getting stuffed into dark linen closets. However, at school, Leon is known to be quite the bully. Leon's preferred greeting is a punch in the arm followed by yelling "Nerd!".
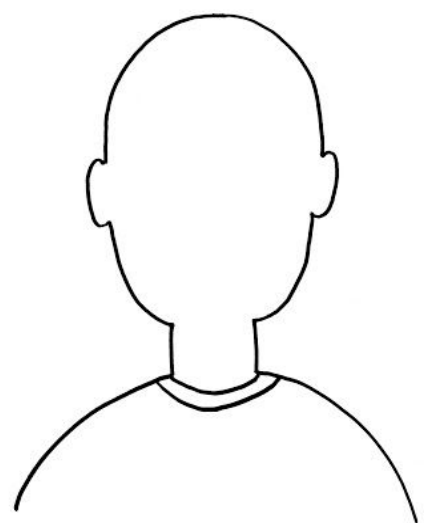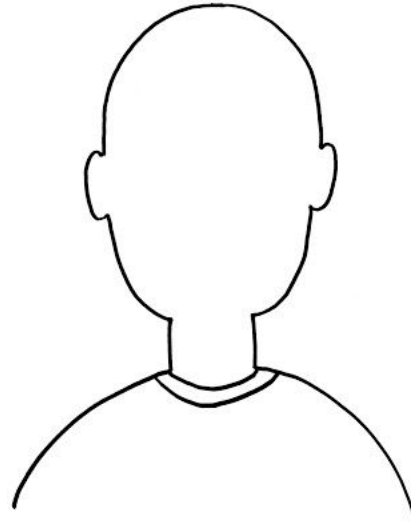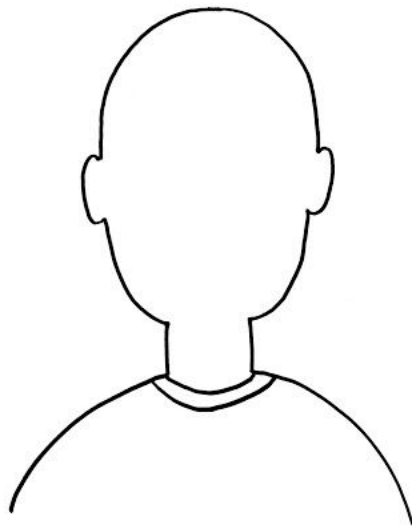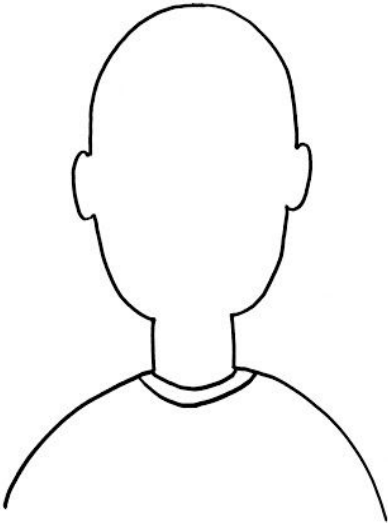
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WIZARDLIKE PREDICTIONS: Character Edition Cont.

Dottie

Coco

Tina

Leon

Bonus Round: Which character do you think you'll relate to most? Why?

Vocabulary

Create five sentences that use a vocabulary word to help illustrate its meaning.

domain: *noun* -- the land owned or under the control of a single ruler or government.
> *Ex. The forest was apart of the king's domain.*

malware: noun-- a software code designed to perform unwanted and unauthorized actions, esp. to steal or destroy data
> *Ex. There was malware on the computer that destroyed all the files on it.*

gameboy: noun-- a type of small machine used to play computer games that you can carry with you
> *Ex. Nicole played Pokemon on her new gameboy.*

trance: noun-- a state of being so deeply absorbed in thought about something as to be unaware of anything else.
> *Ex. Victor was in a trance watching the firework show on the fourth of July.*

transport: verb-- to carry from one place to another
> *Ex. The truck was transporting the potatoes to California.*

vanquish: verb-- to subdue or defeat by or as if by greater force; conquer; overcome
> *Ex. The heroes vanquished the evil witch by throwing water on her.*

reset: verb-- to set again
> *Ex. I had to reset my computer after the malware destroyed some files.*

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Computer Terms

In *The Disbelievable Domain of Zee* you are going to hear a lot of computer terminology! Here is a crash course in speaking computers!

Thumbdrive   a small, portable storage device about the size of a thumb

Malware   malicious code that cyber criminals launch to try to damage other people's computers

Computer Virus   software that was written to do bad stuff to your computer

Domain   a territory or area controlled by a ruler

Data   any information stored by a computer; for example: files, emails, apps, video games, songs, and pictures

Avatar   a digital 'puppet', made by a person, that exists inside a computer program

Pre-Alpha Phase   the period of time where a computer program is in its earliest stages, like cake batter before it becomes a cake

Download   process where you copy something from another computer or the internet, and save it on your computer

Software   all the instructions for the computer or a program designed to do different things; Microsoft Word and Windows 10 are examples of software programs

The Storm

In the original story of *The Wonderful Wizard of Oz*, Dorothy is transported to OZ by a storm. In our story a very similar occurrence happens, but with a lightning storm.

Create The Storm!

Sometimes in film and theater we have to find creative ways to suggest different events. Now it's your turn to be creative by recreating the storm. As a whole class, join together to create the sounds and music that result from a rainstorm.

Directions: Sit or stand in a circle. One student starts the first action then the next person joins in and then the next and so on. Once the action makes its way around the circle move onto the next action, which goes around the circle and so on. Students can play with the intensity of the actions moving from quieter/lighter to heavier and louder then back to quieter.

*For younger students, the teacher can start the actions.

Creating the Storm: Actions

Rub hands (Wind)
Pat thighs (Light rain)
Snap fingers (Rain showers)
Clap hands (Heavy rain)
Stomp feet and clap hands (Thunder)
Clap hands (Heavy rain)
Snap fingers (Rain showers)
Pat thighs (Light rain)
Rub hands (Wind)

At home learner suggestions: Search your home for different things that recreate the sound of the actions above! Use the objects to create your very own at home storm!

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Begin the Film Now!

Over the course of the film we have given stopping point suggestions, where you can stop and engage with the students. Feel free to stop and do the corresponding activities or watch the film in its entirety and return to the activities afterwards. We definitely recommend stopping the film and engaging with younger students especially. The link to the film will be available until **May 31st**, so you are free to do a little bit of the film over a couple weeks or do it all at once! It is completely up to your teaching schedule!

This symbol means to stop the film at the suggested time marker.

In the movie, the characters all choose different items to help them get across the river. Some work out better than others. Now it's your turn. At home or in the classroom, set up a container of water. Use a paperclip to represent one of the characters in our story. What everyday objects could help your paperclip float?
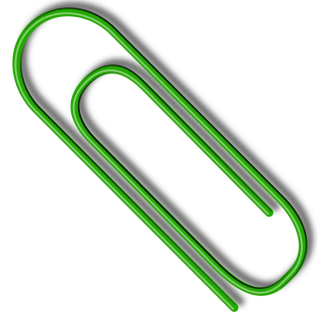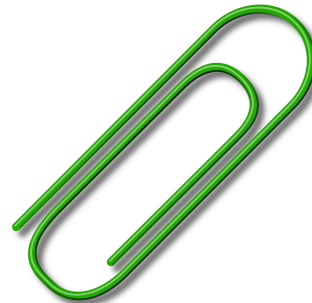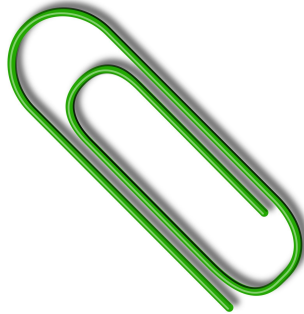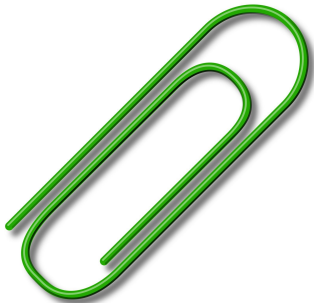
OBJECT	Did it **SINK**	or **FLOAT**?

Crossing The River

In The Disbelievable Domain of Zee, our heroes come upon a raging river that they must cross if they want to get home. How would *you* cross a raging river? Students can take turns performing a short pantomime, about 30 seconds to a minute in length, demonstrating what they would use to get across the river, and how it would look when they did. After they finish, the audience can try to guess what the performer used to get across. Students can use anything they can imagine, as long as they can mime it clearly. If the audience can guess what the performer used, it's good, clear pantomime!

For younger students, instructors can ask them what they would use to cross a raging river, and the students can demonstrate how they would *feel* as they floated to safety.

For example: "I would cross the river in my Dad's truck! I would feel so excited that I would do a happy dance like this!"

Dance Dance Battle

BOOM

In our story, the heroes came across two monsters called Khalidahs! The Khalidahs challenge them to a dance off! Students can dance along with the monsters as well! Fashioned after the famous arcade game "Dance Dance Revolution", students are encouraged to stomp their feet in the direction of the arrow that appears on the screen. Feel free to print out the following arrows(x4) and place on the floor for students to have as a reference. However you can also follow along without the arrows as well.
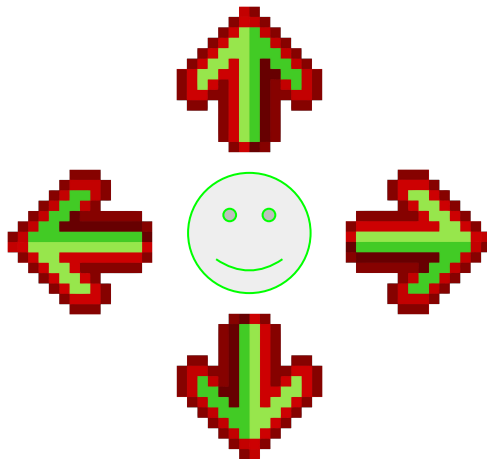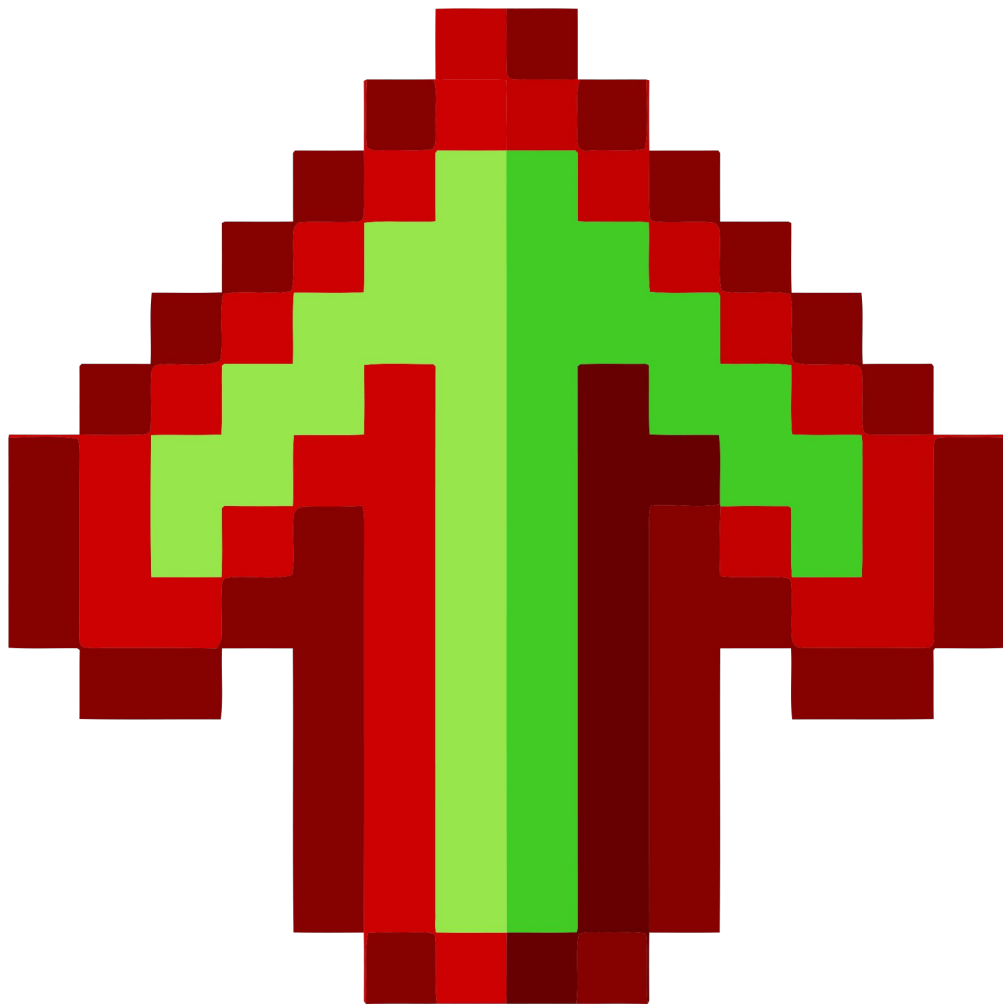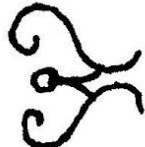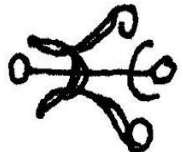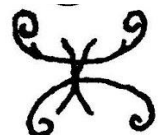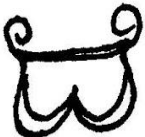
Our heroes come upon a door with mysterious symbols on it. Coco figures out that it is some kind of secret language! Using the decoder below figure out what the door(next page) says, so our heroes can get to the Emerald City!

The Language of Zee

DO	THE	OF	WHY	WISH	DANCE
WHERE	BOOK	EMERALD	THERE	SILVER	WHAT
WICKED	CITY	OZ	AND	YOU	IN

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Emerald City Scavenger Hunt

STOP 26:26
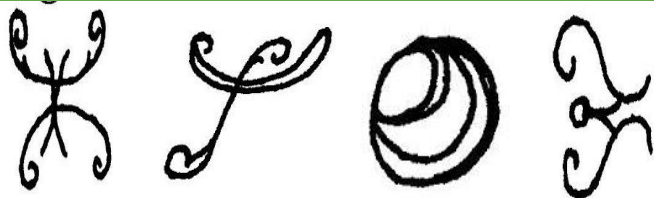
Can you fill in the blanks by watching and listening to Zee in the Emerald City?

1. Zee did a _____ off of the school cafeteria

2. People who know Zee call him "Zee, the rad and _____"

3. The book once belonged to Zee's _____

4. Zee's book disappeared during a _____ storm

5. Leon asks why Zee's domain is a _____

6. How many Malware Viruses are there? _____

7. Tina asks Zee for a _____

8. Dottie has to destroy the Malware with _____

*Younger students can answer questions together as a class after the scene at 30:30. Older students can receive a copy and fill out while watching. **Answers on page 44.**

Your Disbelievable Domain

STOP 30:30

In our story, Zee has created his very own virtual world he calls his 'Disbelievable Domain'. If you could create your own world full of all of your very favorite things, what would it look like? What kind of creatures would live there? As ruler of your domain, what would *you* look like? How about your big, fancy, door? Design your very own Domain with as many details as you can. What would you name it? The Super Secret Domain of Sara? Jimmy's Jammin Jungle Domain? Remember to fill it up with your absolute favorite things!

*Teachers feel free to discuss all the information that was given in previous scene and revisit the computer vocabulary while students are creating their domain.

Your Disbelievable Domain

Domain Name: _____

Decorate Your Domain Door!
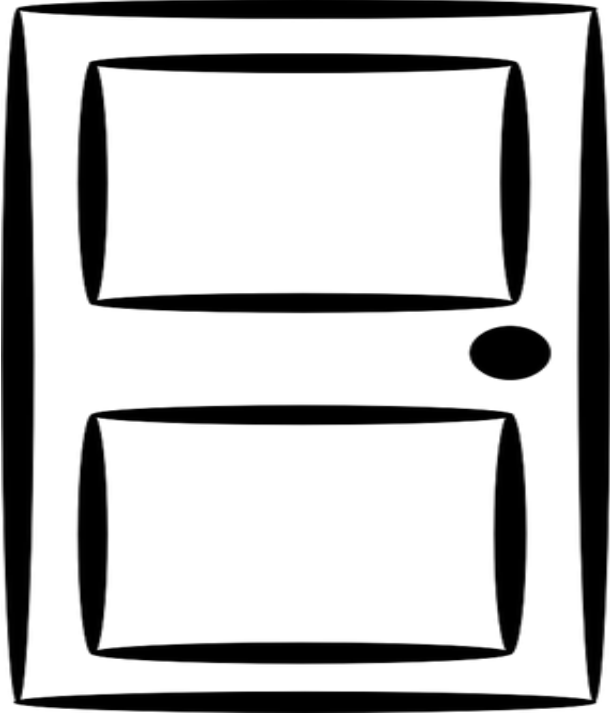
What would your domain leader look like?

System message

Remember your character and story predictions from before the film? Take a short pause to talk about the story and character predictions you wrote and talked about. Was there anything in the story that you predicted? What was different than what you expected? How do you think the story will end?

Discuss the differences between what you expected and what actually happened. What parts of the story have surprised you so far? Do you think the characters in the film will be surprised, too?

OK

After the Film
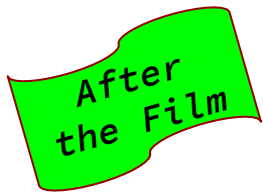
Title of the Film: _____

What is the story mostly about?

_____
_____
_____

Write down 2 things you remember from the story:

1._____

_____

2._____

_____

<u>*For younger students:</u> Have students sit in a circle. One student will say what happened first, then the next student will recall what happened next and so on until they have restated what happened in the story.

Watch and Recall Continued:

Draw something that happens from each part of the story:

Beginning	Middle	End

Roll and Retell

Break the class up into small groups. Have the groups take turns rolling the dice and following the prompts based on their dice roll. For younger classes, answer prompts as a class.

If you roll a 1… What was the theme, or central message from the story?

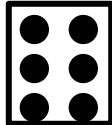**If you roll a 2…** Discuss the 3 most important parts of the story.

If you roll a 3… What question would you ask one of the characters in the story?

If you roll a 4… If you were in this story what would you see and hear?

If you roll a 5… What questions do you have about the story?

If you roll a 6… How did the characters feel at the end of the story? How do you know?

Creativity Drive: Crash Course in Coding

Zee uses 'coding' to create his disbelievable domain. Coding, or computer programming, is a creative process programmers perform to tell a computer how to perform a task.These instructions are communicated using a language that computers can understand, like visual blocks, JavaScript, Python, and C.

Code fuels our world's technology. From microprocessors in everyday items like refrigerators and water heaters to sophisticated programs that operate our cars and buildings.

Now it's your turn to learn the basics of coding! One student will be the computer programmer and one student will be the computer. Students will take turns writing different 'coding' for eachother!

www.tynker.com

Creativity Drive – Coding

Teachers - print out the arrows on the next slide, one sheet per team of students.

Students - Using the arrows, write a code for your partner. Have them go forwards, backwards, left, and right to move around obstacles. Use the boom action cards to represent a reaction your partner must do (ex: laugh like crazy, do jumping jacks, etc).

Example:

↑ ↑ ↑ ↱ BOOM

↱ ↑ ↑ ↰ BOOM
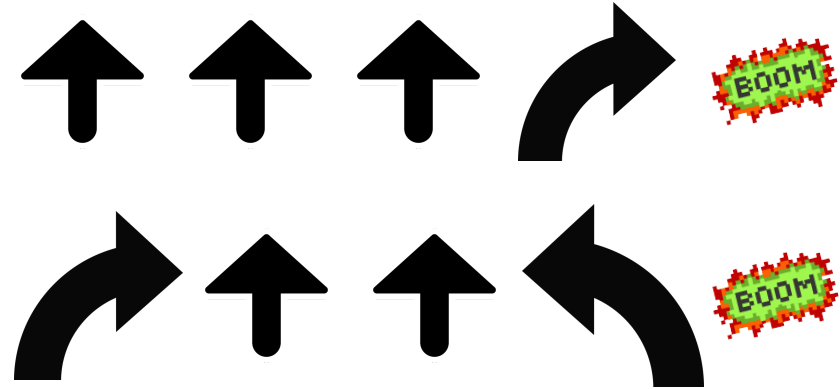
Go forward 3 steps, turn right, perform action, turn right, go forward 2 steps, turn left, perform action
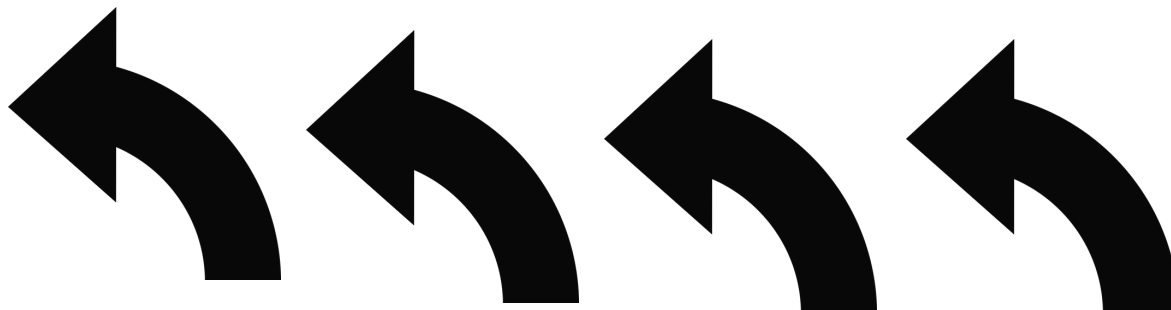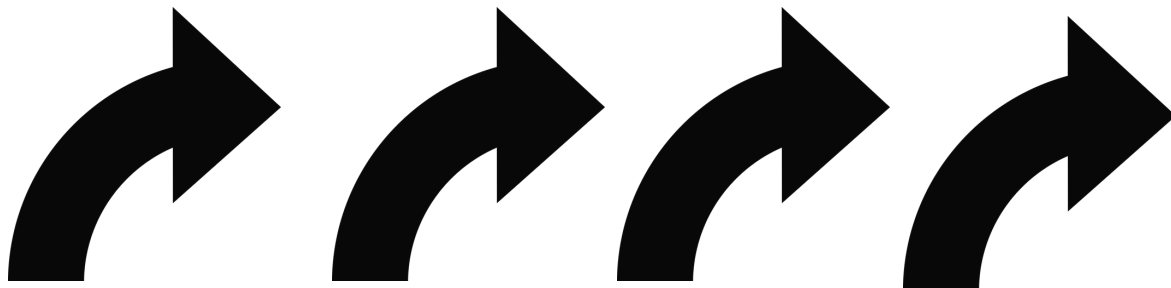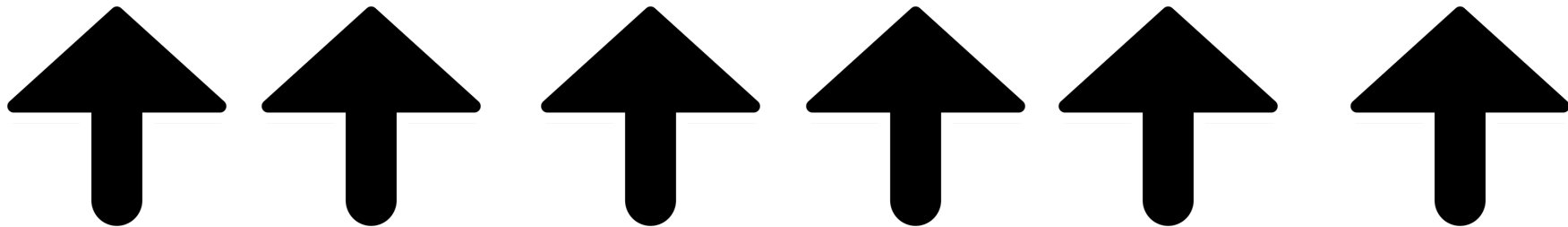
Write It Out! 🖊️

The writers of *The Disbelievable Domain of Zee* were inspired by the book "*The Wonderful Wizard of Oz*". Think of one of your favorite books. Put those characters in a different time period and/or location. How would this change certain elements of the story? For example, instead of a real witch, the witch in our story was a computer virus. Instead of having the lion, the scarecrow, and the tinman as actual characters, our characters shared similarities with those characters. Write it out and then draw it out!

Grade Level Suggestions:

Grades 1-2: Have students recall *the Wonderful Wizard of Oz*. Who in the film they just watched is like Dorothy? Why? Who is like the scarecrow? Why? And so on. Then discuss one book that your class has just read. Have students discuss what this book could look like in another place like they just saw with *Zee*? For instance, SPACE! What kinds of characters do we find in space? Could one of the characters be an astronaut or alien? Think about other locations and have students discuss characters and objects found in those locations. Have the students write the locations: SPACE, BEACH, CASTLE and then draw a corresponding picture.

Grades 3-4: Fill out the sheet on the next page. Fill with adjectives and descriptive language.

Grade 5-6: Write a page on what their favorite book would look like in a different time period or location. Encourage them to be as creative as possible. It doesn't have to be a word for word retelling, but can just take themes and events from the book.

Write It Out!

Title of Your Favorite Book: _____

New Time Period: _____   New Location: _____

Choose one character from your favorite book and describe who they would be in this new time period and new location you have created:

_____

_____

_____

_____

Draw it Out!

Poppy's Quest

In our story, the heroes suddenly become trapped by a cursed game called Poppy's Quest! What does Coco do to help them all escape the Game Trance? What would get *you* out of a Game Trance? What would it take to get your best friend out of a Game Trance? If you have pets, what would it take to get *them* out of a Game Trance?

Draw a picture or write a short description of what would get you, your best friend, your pet, or a family member out a Game Trance. Include as many details as possible. If you're stuck, try starting with "If *I* ever got caught in a game trance, it would take _____ to get me out!"

For example, "If *I* ever got caught in a game trance, it would take 500 Chefs bringing me my 500 favorite kinds of pizza, all stacked up in a magnificent cheesy pizza tower, dancing around me in a circle and chanting "PIZZA PIZZA PIZZA PIE!" to get me out!"

Act It Out!

Here are some acting games that will help further understanding of themes and concepts seen in the film:

I'm Not Who You Think I Am
5-15 Minutes

In our story, our heroes encounter Zee, the Rad and Powerful. It turns out that Zee is a bit different than they expected. He isn't who they think he is. In fact, none of our characters are exactly who they appear to be! Now you can try to stump your friends and classmates by disguising who you are on purpose!

Choose one student to be the "Guesser" and have them close their eyes. Silently choose another student to be the "Talker". The Talker must disguise their voice and say "I'm not who you think I am" to the Guesser. The Guesser, with their eyes still closed, must try to guess who the talker is. If the Guesser can figure out who the talker is, they get to pick the next Guesser. If the Guesser can't figure it out, the Talker gets to pick the next Guesser.

This Monster
10-20 Minutes

Our heroes encounter a pair of dance-loving monsters on their journey! Can you make your very own monster? Does it like to dance like the Kalidahs in the story? Maybe it loves to nap or sing opera!

Choose a student, or ask for a volunteer, to be the 'Monster'. Everyone else will be the 'Monster Makers'. The Monster will 'take the stage' and wait for suggestions. The Monster Makers take turns raising their hands and giving suggestions to the Monster by saying "This Monster ____!" For example "This Monster is shy!" "This Monster loves to dance!" "This Monster is afraid of shoelaces!" The Monster takes every suggestion, building each one on top of each other. After about 5 suggestions, the class picks a new Monster and starts over.

Act It Out! (Part 2)

Here are some more acting games that will help further understanding of themes and concepts seen in the film:

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2 Truths and a Lie
15-30 Minutes
In our story, Zachary Doinkmeyer comes up with rumors about a super cool Senior named 'Zee', in this game, you'll fool your friends by bending the truth!

Students take turns making 3 statements, two true and one false. For example "One, I love bacon! Two, I have a cat. Three, I'm actually a spy." The rest of the group tries to guess which of the three statements was a lie by holding up a one, two, or three with their fingers. The goal is to stump *everyone*, so really big lies don't work as well things that sound like they *could* be true. Instructors can also give out points to each student that guesses right for a chance to win stickers, free time, etc.


The Machine
10-15 Minutes
By the end of our story, the heroes have learned to work together to overcome the Malware Program and get home. Now you'll work together to create a machine!

The game begins with one student coming up with a repeatable action and a mechanical sound effect, like raising their arms over their head and saying "BEEEEYOOOP!" One by one, more students join in with their very own action and sound, adding 'parts' to the 'machine' until everyone involved is making sounds and repeating actions at the same time. Once the 'machine' is 'built', you can adjust its speed and volume to have fun with the group. The game ends when the instructor decides to hit the 'self destruct' button and the machine falls apart (safely!) one part at a time.
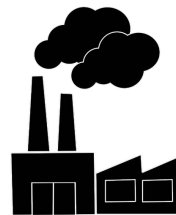
Idea Factory!

Coco likes to say 'idea factory!" whenever he gets an idea! Now it's your turn!

Directions:
1. Everyone finds their own space in the room, spread out
2. One student starts by saying "Hey everybody! Idea Factory!
3. All students respond with "Yeah?"
4. The original student says "Let's pretend we're_____" and introduces an idea of something for the class to pretend. Examples:
   "Let's pretend we're under the sea." "Let's pretend we're at a rock concert!" "Let's pretend we're walking through a haunted house"
5. All students will respond with "Yeah let's pretend we're "repeating what was just said". Then all students will move about the room actively pretending. They play out the given scenario for 1 minute or so before a new student will have a new idea.

*__For Younger Students:__ Have the teacher state all the ideas, or take turns to tap students on the shoulder to go next. To keep students more contained you can have them pretend in their own space only.

Problem Solving Discussion

In the film, you watch the group rip up Zee's book. Recall that scene and answer the following questions as a class:

- The group has just ripped up Zee's Grandpa's book. Why?
- How do you think the characters are feeling?
- Would you feel the same way?
- Talk to a partner. How would you solve this big problem? Share with the class.
- Sometimes when you're hurt you want to hurt other people, does this help the situation? What are other ways you could handle your feelings?

Discussion Topics

The Disbelievable Domain of Zee is an adventure filled with themes of friendship, courage, and the importance of home. These themes provide great methods of talking to students about larger concepts. Theater and the arts strives to generate critical thinking and discussion—we've included some jumping off points below that you can adapt to your class.

Encourage older students to write what they think Dottie, Coco, Leon, and Tina each learned from their journey. How did the events in the film change them?

Theme to Follow: Rumors
In the film, Zachary starts made up rumors about a kid named 'Zee' so he can feel cooler and more accepted.

-Have you ever started a rumor?
-Have you ever spread a rumor?
-Do you think rumors can be harmful?
-Have you ever felt like lying to make friends?

Have you ever wished that you were someone else? What qualities that person do you admire? What similarities do you already have?
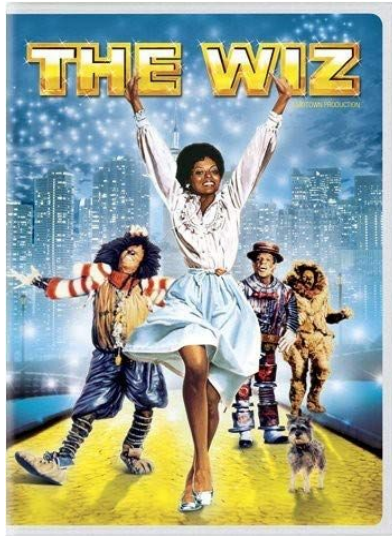
What does it mean to work as a team?

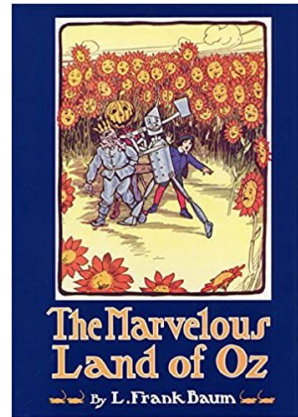Would you have stayed in the domain with Dottie when the door vanished?

Suggested reading and films for students who enjoyed *The Disbelieavable Domain of Zee*

Viewing

Reading

Answers to Emerald City Scavenger Hunt:
1.Double Back Flip 2. Powerful 3. Grandfather 4. Lightning Storm 5. Warehouse 6. 2 7. College football scholarship 8. The thumbdrive

Do you have a question?

Have students write or submit questions for the actors, director, designers, writers, or film team. We will send out a video answering questions from students all over!

Where to Submit Questions:

Email: Veronica@idahoshakespeare.org

Phone: (208) 429-9908 ext. 206

Mail: P.O. Box 9365
Boise, ID 83707