



**ORLANDO
FAMILY
STAGE**

IN PARTNERSHIP WITH UCF

Cue to Cue

RESOURCE GUIDE

for Educators and Audience Members



P.NOKIO: A HIP-HOP MUSICAL

September 3 - 22

BOOK & LYRICS BY **Psalmayene 24**

MUSIC BY **Nick "thalda" Hernandez**

Commissioned and Originally Produced by Imagination Stage, Inc., Bethesda, MD

PRESENTED BY


Advent Health
for Children

WITH SUPPORT FROM



Welcome to Cue to Cue, an educational resource guide created to help teachers, parents/guardians, and young audience members enhance the experience of watching *P.Nokio: A Hip-Hop Musical*.

In this guide, you will find >>

Synopsis

Pre-Show Discussion Questions

Post-Show Discussion Questions

Florida State Standards

Big Themes

- Family
- Honesty
- Creativity
- Individuality

Short Show Description

This contemporary adaptation of *Pinocchio* is set in Hip-Hopia where G.Petto is a video game designer, and one of his character designs, P.Nokio, magically comes to life. With the help of the Graffiti Fairy, he teaches P.Nokio how to become a real boy. G.Petto sends P.Nokio to The Old School to master style, originality, and swagger. P.Nokio is led astray, but he has to wise up, keep it real, and learn that words and truth are the mightiest tools of all. This story centers around family, creativity, individuality, and growing up in a confounding world.

Full Synopsis

Welcome to Hip-Hopia

Performers welcome the audience to the show and introduce them to the world of Hip-Hopia where we meet G.Petto, a video game designer who lives there all alone. G.Petto introduces the audience to his latest creation he has been working on for years, P.Nokio. P.Nokio is his most lifelike video game character yet. He rhymes and dances better than any other video game character. When G.Petto hears a knock on the door and leaves the room, a Graffiti Fairy appears and conjures P.Nokio to life.

G.Petto brings in his boss, The Machine Master, who is there to approve the latest design. P.Nokio hides when he hears them coming. As G.Petto gets his computer ready to present his character, The Machine Master encourages G.Petto to copy, create, and play it safe instead of being too ambitious. As The Machine

Master is talking, G.Petto discovers P.Nokio and requests some time for the program to reload before continuing with his presentation. The Machine Master unhappily agrees to come back later, but threatens G.Petto that he will banish him to Disco Land if there is no character to approve when he returns.

Father and Son

G.Petto is amazed to see his designs come to life and welcomes P.Nokio to his home. They celebrate their new relationship as father and son. G.Petto teaches P.Nokio what it means to be a good son, including taking out the garbage. When P.Nokio comes back inside, he is short-circuiting and G.Petto warns him that he is not a real boy and needs to stay out of the rain. The Graffiti Fairy appears again and introduces herself as the “granter of wishes in Hip-Hopia.” Every year, she grants one person in Hip-Hopia their deepest desire. This year was G.Petto’s turn and his greatest wish was for P.Nokio to be real. The Graffiti Fairy tells P.Nokio that he must go to The Old School where all the children of Hip-Hopia go to learn the skills needed for life by studying the Book of Rhymes, style, swagger, and soul. G.Petto gives P.Nokio the book, some street credits, and an umbrella and tells him to come straight home after school.

A Fork in the Road

P.Nokio travels to a Fork in the road where there are two paths. One path is to “The Old School” and the other path is to “Fun”. P.Nokio has trouble deciding which way to go and chooses the path of Fun. As he does, the Graffiti Fairy reappears. Fork and the Graffiti Fairy try to convince P.Nokio that he should take his talent to The Old School. P.Nokio claims he was never going to take the path of Fun and his nose grows and grows with each word of dishonesty. P.Nokio admits his lies and his nose shrinks back down. P.Nokio promises to go to the Old School and Fork and the Graffiti Fairy leave. P.Nokio begins down the path to The Old School, but just cannot help

himself and dances his way to Fun.

The Forest of Fraudulent Fun

P.Nokio finds himself in the Forest of Fraudulent Fun and meets Fox and Cat. They welcome him by dancing the Robot. They tell P.Nokio that Cat lost her tongue in a tragic accident and needs a reattachment procedure but does not have enough street credits for the operation. P.Nokio offers his street credits, but Fox convinces P.Nokio that he can earn even more money by planting his street credits in The Field of Dreams. As P.Nokio heads down Gullible Lane, Fox and Cat create a plan to ambush him down the road.

Gullible Lane

Fox and Cat disguise themselves and surprise P.Nokio, demanding he give them his street credits. P.Nokio recognizes them and refuses. Fox and Cat chase P.Nokio up a lamp post and it begins to rain. Suddenly the Graffiti Fairy appears and saves P.Nokio with her magic spray paint. When asked how he got into this predicament, P.Nokio tells a wildly exaggerated and untrue story. His nose begins to grow and grow until he tells the truth and it shrinks. The Graffiti Fairy lets P.Nokio know that The Machine Master has trapped G.Petto in The Machine for not finishing the project. P.Nokio vows to save his father and make up for all the wrong he has done.

The Machine

When P.Nokio arrives at The Machine, he finds it locked. He asks a boy named Skeley for help, but the boy invites him to the Land of Fools instead. Honey Cage, the chaperone of the Land of Fools, tells P.Nokio that everything in the Land of Fools comes easy, including street credits and a key. P.Nokio knows he needs to get a key to help his father so he decides to go with Skeley and Honey Cage to the Land of Fools.

The Land of Fools

P.Nokio, and Skeley arrive at the video arcade.

Everything comes easy and even the simplest of rhymes bring P.Nokio more and more street credits. P.Nokio and Skeley play a video game that gets harder and harder until they lose. They emerge from the game and discover they both have grown donkey ears! Honey Cage reappears and tells them that these are the keys they were promised, don-keys! Honey Cage disappears again and Skeley gives P.Nokio a large skeleton key he found in the bushes. This is a key to The Machine! Skeley embraces life as a donkey and P.Nokio heads back to The Machine.

Machine Master

Back at The Machine, the Machine Master has G.Petto trapped and plans to convert him into a video game character to create the most real gaming experience anyone has ever seen. P.Nokio arrives and stops the conversion. P.Nokio offers the Machine Master to take him instead, in order to save his father. The Machine Master accepts and presses the button on his remote control. P.Nokio begins the transformation, but feels good about his choice and raps about love, courage, and creativity. Suddenly the screens go blank and P.Nokio is lost. G.Petto cries over the loss of his son. Suddenly, P.Nokio emerges, discovering that his rhymes, full of creativity and individuality, are his most powerful weapon against those who try to hurt him.

A Final Test

On their way home, P.Nokio tells G.Petto all about his adventures. They are approached by Fox and Cat in disguise who attempt to steal their social security numbers. P.Nokio is not fooled this time and Fox and Cat leave with nothing. As it starts to rain, G.Petto discovers that P.Nokio is not short-circuiting. He is real!

Pre-Show Discussion Questions

The following conversation starters will help you think about the themes in *P. Nokio: A Hip-Hop Musical*, as well as make some predictions about the production itself. Discuss the following before you join us at the theatre:

- 1.) Think of a time when you did not tell the truth. What did you do? How did you make your decision? Did you eventually tell the truth and what was the outcome?
- 2.) What does bravery mean to you?
- 3.) Have you ever had to make a choice between doing something the easy way or the hard way? What did you pick? Do you wish you had chosen the opposite?
- 4.) If you were designing a video game, what would it be about? Who are the characters? What is the world like? What are they trying to achieve?

Post-Show Discussion Questions

We hope you enjoyed Orlando Family Stage's production of *P. Nokio: A Hip-Hop Musical*. Discuss the following questions after attending the performance:

- 1.) What was *P. Nokio: A Hip-Hop Musical* about? Describe the beginning, middle, and end. What was the climax of the story? Why? If you had to summarize the play in one sentence, what would it be?
- 2.) What did you notice when you first entered the theatre? Describe the stage.
- 3.) What was the setting of the story? Did the scenery help establish the show's location? What specific things did you notice about the scenery or stage lighting? Was there anything that helped you know it was Halloween?
- 4.) What did you notice about the actors and their performances? How did they use their voices and bodies to bring the characters to life?
- 5.) Which character do you relate to the most? Why? What words describe that character?

Florida State Standards

Detailed list of Florida State Standards satisfied by using this guide and attending Orlando Family Stage's production of *P. Nokio: A Hip-Hop Musical*.

Language Arts (B.E.S.T.)

[ELA.K12.EE.1](#) Cite evidence to explain and justify reasoning

[ELA.K12.EE.3](#) Make inferences to support comprehension

[ELA.K12.EE.4](#) Use appropriate collaborative techniques and active listening skills when engaging in discussions in a variety of situations

[ELA.K12.EE.6](#) Use appropriate voice and tone when speaking or writing

[ELA.K.C.2.1](#) Present information orally using complete sentences.

[ELA.1.C.2.1](#) Present information orally using complete sentences and appropriate volume

[ELA.2.C.2.1](#) Present information orally using complete sentences, appropriate volume, and clear pronunciation.

[ELA.3.C.2.1](#) Present information orally, in a logical sequence, using nonverbal cues, appropriate volume, and clear pronunciation.

[ELA.3.C.2.1](#) Present information orally, in a logical sequence, using nonverbal cues, appropriate volume, and clear pronunciation.

[ELA.5.C.2.1](#) Present information orally, in a logical sequence, using nonverbal cues, appropriate volume, clear pronunciation, and appropriate pacing.

[ELA.6.C.2.1](#) Present information orally, in a logical sequence, using nonverbal cues, appropriate volume, clear pronunciation, and appropriate pacing.

[ELA.7.C.2.1](#) Present information orally, in a logical sequence, emphasizing key points that support the central idea.

[ELA.8.C.2.1](#) Present information orally, in a logical sequence, supporting the central idea with credible evidence.

[ELA.9.C.2.1](#) Present information orally, with a logical organization and coherent focus, with credible evidence, creating a clear perspective.

[ELA.10.C.2.1](#) Present information orally, with a logical organization and coherent focus, with credible evidence, creating a clear perspective.

[ELA.11.C.2.1](#) Present information orally, with a logical organization, coherent focus, and credible evidence, while employing effective rhetorical devices where appropriate.

[ELA.12.C.2.1](#) Present information orally, with a logical organization, coherent focus, and credible evidence while employing effective rhetorical devices where appropriate.

Theatre Arts:

[TH.K.C.2.1](#) Respond to a performance and share personal preferences about parts of the performance.

[TH.K.C.3.2](#) Share reactions to a live theatre performance.

[TH.1.C.2.2](#) Identify elements of an effective performance.

[TH.2.O.2.1](#) Re-tell what happened in the beginning, middle, and end of a story after viewing a play.

[TH.3.C.1.2](#) Watch a play and describe how the elements of light costumes, props, and sound influence the mood of the production.

[TH.3.C.2.2](#) Discuss the meaning of an artistic choice to support development of critical thinking and decision-making skills.

[TH.3.O.2.1](#) Describe what happened in a play, using age-appropriate theatre terminology.

[TH.3.S.1.3](#) Evaluate a performance, using correct theatre terms, and give specific examples to support personal opinions.

[TH.4.S.1.1](#) Exhibit proper audience etiquette, give constructive criticism, and defend personal responses.

[TH.4.S.1.3](#) Use theatre terms to evaluate a live performance and discuss the qualities that directly impacted the audience's response to the production.

[TH.4.S.3.3](#) Describe elements of dramatic and technical performance that produce an emotional response in oneself or an audience.

[TH.5.O.1.1](#) Explain an actor's choices in the creation of a character for a scene or play.

[TH.5.O.1.3](#) Evaluate how an actor or designer's choices about a character affect the audience's understanding of a play.

[TH.5.S.1.3](#) Evaluate a performance, using theatre terminology, and articulate emotional responses to the whole and parts of dramatic performances.

[TH.68.S.2.3](#) Analyze the relationships of plot, conflict, and theme in a play and transfer the knowledge to a play that contrasts in style, genre, and/or mood.

[TH.68.H.1.5](#) Describe one's own personal responses to a theatrical work and show respect for the responses of others.

[TH.912.C.1.3](#) Justify a response to a theatrical experience through oral or written analysis, using correct theatre terminology.

[TH.912.C.3.3](#) Critique, based on exemplary models and established criteria, the production values and effectiveness of school, community, and live or recorded professional productions.