

Curriculum Connections

Disney's *Beauty and the Beast JR.* has roots in the classic fairy tale and is filled with humor, mystery, romance, suspense, and lots of Disney magic. Through the Curriculum Connections below, you will be able to integrate elements of the fairy tale and the musical with your study of other subjects.

LANGUAGE ARTS

Symbolism

A **symbol** is a concrete or real object used to represent an idea. *Beauty and the Beast JR.*'s gallery of memorable characters includes Castle Servants who fall under the same spell as the Beast and now symbolize their jobs and personalities through the objects they are becoming. The faithful and amorous valet, Lumiere (a candelabra) ignites lots of action and is bright and positive. The stuffy-headed butler, Cogsworth (a clock) strives for order and control. The motherly cook, Mrs. Potts (a teapot) provides calm and comfort.

The symbolism in the play extends beyond enchanted characters to enchanted objects. Discuss the following:

- What does the Magic Mirror symbolize?
- Would you consider both the Mirror and the Rose magical? Why?
- Why was a Rose chosen to symbolize both beauty and despair?
- What was the significance of the Rose losing its petals?

TAKING IT FURTHER...

Have each student draw an object that symbolizes her or him. Hang the drawings in your classroom and see if the students can guess others' symbols. After all are revealed, have the students discuss the rationale behind their symbols. Try another variation and place random objects (the quirkier the better) from the classroom in a box. Have each student choose one that symbolizes him or her and explain why.

MATHEMATICS

Be Our Guest

Have your students work in groups to find out how much it would cost if the class decided to host a castle dinner party, "Lumiere style"! They may use the castle dining room and place settings, and the Castle Servants will be there to assist, but the rest is up to them. Below are suggested parameters for a 25-guest, four-course meal, which you can alter as needed:

Course One – Stuffed Mushrooms (2 per person)
1 loaf of bread for stuffing per 25 mushrooms
1 onion for stuffing per 25 mushrooms
mushrooms

Course Two – Cucumber Salad
1 lb of cucumber per four salads
1 lb of pepper per seven salads
1 lb of carrots per ten guests
1 bottle of dressing per seven salads

Course Three – Roasted Chicken & Vegetables
1 whole chicken per six guests
10 lbs of potatoes per 15 guests
1 onion per five guests
1 lb of carrots per ten guests

Course Four – Strawberry Shortcake
1 lb of strawberries per five guests
1 package of shortcakes per four guests
1 can of whipped cream per ten guests

Students should determine the number of each item they need for a party of 25 and then calculate the cost to buy the ingredients. To determine the cost per item, students can do their own research, or you can determine the cost ahead of time

SCIENCE

Maurice's Amazing Invention

Have your students research amazing inventions before the discovery of electricity. Discuss the principles behind these major inventions and what they have achieved. Challenge small groups to design the invention that Belle's father Maurice takes to the fair, keeping in mind the technology of the period. Have students name their invention and create a diagram, a list of materials, assembly instructions, estimated costs and a description of uses. Display the plans for these inventions in the lobby of your production of *Beauty and the Beast JR*. If you have the chance, build a couple of the inventions and display them as well.

SOCIAL STUDIES

Home Is Where The Heart Is

Discuss how Belle feels when she first goes to live in the Beast's castle. What does Belle miss about her home? Ask students what they feel when they are away from home. What is "home"? A house? Family? A neighborhood? A city? If like Belle they are suddenly taken from their homes, what would they miss the most? Have students pantomime an action that represents something they love most about their homes.

Tales and Timelines of Technology

Have your students create a Medieval Technology Timeline, which traces the advancement of technology from the plow and horseshoe between A.D. 500 and 700 through the development of the blast furnace, between 1300 and 1500. Divide students into groups and assign each group a century to research and plot. Use the library, Internet and your local science or natural history museum. Combine the students' work into one timeline to display in your lobby during your production.

ARTS

Create a Castle

Have your students create the Beast's castle with cardboard boxes. Label the rooms that correspond with the castle locations described in Disney's *Beauty and the Beast JR*. This classroom castle can even be the prototype for your production's set design! The Internet is a great resource for this project; investigate www.castleontheweb.com for information on books, pictures, links and a virtual castle tour.

A Coat of Arms

Discuss with your students the purpose of a coat of arms in medieval times. Have students research historical coats of arms then create one for *Beauty and the Beast JR*., incorporating symbols from the tale (the Rose, the Magic Mirror, etc.). Your finished creations can be used as part of your set or lobby/auditorium décor.