

FOREWORD

Run away to Treble Clef Island, where Super Frog and Mr. E—the well-known and beloved Freddie the Frog® and Eli the Elephant—save the Red Brass Army Ants, Blue Beetle Bugs, and Damselflies by resetting the Mighty Meter Gnome, who sets the pace of their working feet. Before the superhero friends arrive, the rest of our friends learn about tempo, beat, and various musical styles as they sing to the pace of the Mighty Meter Gnome’s tick-tock beat. As written, there are 23 speaking parts in *Freddie the Frog® and the Mighty Meter Gnome*, along with a chorus of Red Brass Army Ants that can number as many as needed. Of course, the script may be adapted for your needs, to feature four speaking Ants instead of 12, for example. The Rehearsal Schedule outlined on page 65 also includes suggestions for how to adapt the musical if you have limited preparation time.

The optional Orff accompaniments allow you to include even more students in the performance, and provide yet another performance option. These include:




- There are two accompaniment versions on the included CD. Both feature a high-energy instrumental ensemble, but Version 1 also includes the metronome sound effects. If using this option, the students will need to pace their dialogue to match the CD, so you’ll want to start rehearsing it this way as soon as possible. Several of the longer scenes are accompanied by multiple tracks, which are identified on the dialogue pages and in the CD track listing on pages 4–5.
- Version 2 includes only accompaniment recordings of the songs and the various instrumental interludes that played throughout. If using this version, a student (or multiple students—it’s challenging to play a steady beat for that long!) will need to play the metronome part on a wood block or xylophone. The stage directions on the dialogue pages include directions for when the woodblock should be played and at what tempo, as well as when to play the CD.
- The entire musical may be accompanied live, with piano (the piano/vocal scores are provided as data files on the Enhanced CD) and/or Orff instruments.
- Finally, you can mix and match any of these options to create the performance that works best for you and your students! You could use the CD accompaniment on the *Damselfly Can-Can*, for example, use the Orff Accompaniment for *Working Song*, and piano for the rest.

Just as you would expect from the powerhouse team of Sharon Burch and Mark Burrows, this musical is engaging, informative, hip, and helpful. The two-page Staging and Performance Suggestions that start on page 6 provide all the information you need to get started, and don’t miss the myriad of good stuff in the Production Guide or the reproducibles on the Enhanced CD.

Have a great adventure and don’t forget to write! (Really. If you used the Orff parts in a way not suggested here or found a great costuming trick, we’d love to hear about it and share it with others. Email info@lorenz.com or sharon@freddiethefrogbooks.com.)

—Kris Kropff
Editor

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ORFF ACCOMPANIMENTS

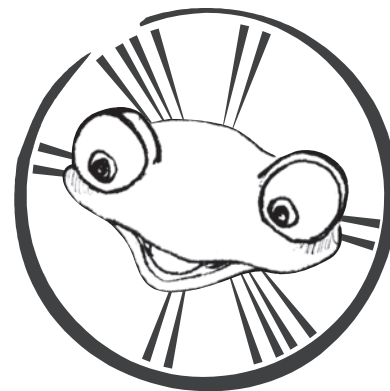
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ENHANCED CD

The *Freddie the Frog*® and the *Mighty Meter Gnome* CD can be played in your stereo or CD player just like any “regular” CD, but it also includes data files that you can access through your computer (see list on the facing page). To access these files, select the “View Files” option on your computer. You will need the free Adobe Acrobat Reader to open these files and may download it from www.adobe.com.



AUDIO TRACKS

Performance Recording

1. Entrance Music (0:23)
2. Dialogue 1 (0:19)
3. *Here on Treble Clef Island* (1:36)
4. Dialogue 2 (0:30)
5. *Working Song* (2:20)
6. Dialogue 3, Part 1 – Andante (0:38)
7. Dialogue 3, Part 2 – Presto (0:10)
8. *Damsel fly Can-Can* (1:28)
9. Dialogue 4, Part 1 – Presto (0:06)
10. Dialogue 4, Part 2 – Largo/Andante (0:18)
11. *The Metronome Blues* (2:08)
12. Dialogue 5 (0:39)
13. *Song of the Ants* (1:16)
14. Dialogue 6, Part 1 – Andante (0:31)
15. Dialogue 6, Part 2 – Waltz (0:16)
16. Dialogue 6, Part 3 – Allegro (0:16)
17. *Super Frog and Mr. E* (2:25)
18. Dialogue 7, Part 1 – Allegro (1:00)
19. Instrumental Interlude (0:23)
20. Dialogue 7, Part 2 (0:32)
21. Dialogue 7, Part 3 (0:15)
22. *You Can Count on Me* (2:45)
23. Dialogue 8* (0:26)
24. *Here on Treble Clef Island* (Reprise) (1:13)

Accompaniment, Version 1

This set of accompaniment tracks includes the *Mighty Meter Gnome*’s steady beat along with all of the instrumental accompaniments and other music examples needed to perform this musical.

25. Entrance Music (1:13)
26. *Here on Treble Clef Island* (1:39)
27. *Working Song* (2:23)
28. Andante M.M. for Dialogue 3, Part 1 (0:46)
29. Presto M.M. for Dialogue 3, Part 2
Damsel fly Can-Can (1:35)
30. Presto M.M. for Dialogue 4, Part 1 (0:10)
31. Largo and Andante M.M. for Dialogue 4, Part 2
(0:22)
32. *The Metronome Blues* (2:05)
33. Andante M.M. for Dialogue 5 (0:33)
34. *Song of the Ants* (1:14)
35. Andante M.M. for Dialogue 6, Part 1 (0:36)
36. Waltz interlude for Dialogue 6, Part 2 (0:19)
37. Allegro M.M. for Dialogue 6, Part 3 (0:16)
38. *Super Frog and Mr. E* (2:30)
39. Allegro M.M. for Dialogue 7 (1:04)
40. Instrumental Interlude (0:50)
41. *You Can Count on Me* (2:49)
42. Instrumental for Dialogue 8 (0:53)
43. *Here on Treble Clef Island* (Reprise) (1:13)
44. Music for Bows (1:16)

* In performance, Freddie and Eli won’t begin speaking right away (as they do in this demo) because they have to run offstage and change out of their superhero costumes. The accompaniment track version allows for more time.

Accompaniment, Version 2

This version includes the accompaniment recordings for all of the songs, along with the instrumental interludes and the entrance and bow music. Students will need to play the Mighty Meter Gnome's steady beat.

45. Entrance Music (1:13)
46. *Here on Treble Clef Island* (1:39)
47. *Working Song* (2:23)
48. *Damselfly Can-Can* (1:28)
49. *The Metronome Blues* (2:08)
50. *Song of the Ants* (1:16)
51. Waltz interlude for Dialogue 6 (0:31)
52. *Super Frog and Mr. E* (2:25)
53. Instrumental Interlude (0:15)
54. *You Can Count on Me* (2:45)
55. Instrumental for Dialogue 8 (0:28)
56. *Here on Treble Clef Island* (Reprise) (1:13)
57. Music for Bows (1:13)

Reproducible Data Files

- Production Checklist
- Character List and Assignment Form
- Poster Templates
 - 11" x 17" Color
 - 8½" x 11" Color
 - 8½" x 11" Black and White
- Coloring Page
- Program Template
- Lyric Sheets
- Script
- Piano/Vocal Scores
- Orff Parts
- Tempo labels and markings sheet for the Mighty Meter Gnome
- Iron-ons for Super Frog and Mr. E costumes



STAGING AND PERFORMANCE SUGGESTIONS

HERE ON TREBLE CLEF ISLAND

Our musical begins on Treble Clef Island, home to Freddie the Frog®, Eli the Elephant, and their many friends. In the opening scene, Freddie and Eli are resting in the azalea bushes by the riverbank of Crocodile River. The waterfall pouring into the river is behind them, as are the bluff and the entrance to the mine. All the other critters are inside the copper and zinc mine, which is where they make brass instruments.

This opening song introduces the characters and the scene. As the song's introduction begins, the Red Brass Army Ants lead the line, keeping step with the music as they go to their places on stage. Blue Beetle Bugs and Damsel­flies follow, stopping at their places on stage as they sing. As each character is introduced in the song, the other characters “point” with two hands (fingers together) toward the character being sung about, “Vanna” style. The character being sung about does an appropriate action, such as Damsel­flies fluttering their palms and wings while doing a slight curtsy. Eli and Freddie can do a short handclap pattern when they are featured, and the Blue Beetle Bugs can do a “cool” move. The Red Brass Army Ants can march very militaristically when the cast points to them—higher knees and straight backs with elbows bent. At the end of the song, all can join hands with their like characters (so Damsel­flies with Damsel­flies, Ants with Ants, etc.) on the phrase, “we all live as one,” and then lift hands on the last phrase.

At the end of the song, all characters except Freddie and Eli freeze in place to demonstrate that they are in a different location than Freddie and Eli. At the end of Freddie and Eli's dialogue, Freddie and Eli sit down beside an azalea bush and fall asleep. The waterfall is removed, revealing the Mighty Meter Gnome and indicating that the action has now moved inside the mine. Other characters “un-freeze” at the start of *Working Song*.

WORKING SONG

This scene shows a typical day of work inside the copper and zinc mine. All movements should be very repetitive and mechanical (like robots on an assembly line) and to the steady beat played by the Mighty Meter Gnome. The Ants play follow-the-leader in a long narrow oval, moving across and around the stage. The Ants pantomime striking the mine walls with pick axes and picking up nuggets of copper and zinc. They hand their nugget to a blue beetle on stage right, who then hands it to the next beetle, who drops it into the smelting pot. The other two beetles stir the pot with oversized wooden spoons.

The damsel­fly standing next to the blue beetle uses long tongs to reach into the smelting pot and pull out a sheet of brass (aluminum foil spray-painted a brass color). She hands it to the next damsel­fly wearing oven mitts, who lays it on the table for the other two Damsel­flies to roll out with wooden rolling pins. It works well to choreograph and perform these actions over four beats. Again, all movements should be very robotic.

At the end of the song, everyone is exhausted at the end of a long day of work, but the Ants' feet are still moving to the beat, unable to stop, because the Mighty Meter Gnome is still ticking.

DAMSELFLY CAN-CAN

The Damsel­flies are the first friends to try and fix the Mighty Meter Gnome. Their dainty muscles try to move the weight up, but instead it goes down and causes the tempo to increase to *presto*. They try to move it back up, but give up in exasperation. The four Damsel­flies move to center stage and sing the song.

For a fun visual effect, have the four Blue Beetle Bugs form a line behind the Damsel­flies. They should stick their heads through the “windows” between each damsel­fly and sing “Someone help us!” then step back while the Damsel­flies sing the next line.

DIALOGUE 1

Treble Clef Island. Freddie and Eli are resting in the azalea bushes by the bank of Crocodile River talking. Behind them is the bluff and entrance to the copper and zinc mine, which is near the waterfall pouring into Crocodile River. (See page 68 for more information about creating the set.)

Acc. 1



Start Entrance Music

Acc. 2



ELI: Hi, I'm Eli the Elephant.

FREDDIE: And I'm Freddie the Frog.

BOTH: We're best friends.

ELI: We live on a very special island—

BOTH: Treble Clef Island.

FREDDIE: It's in the Sea of Music,

BOTH: Where many musical adventures happen.

All other characters enter as song begins and sing as they go to their blocked places on stage.

Sing Here on Treble Clef Island



HERE ON TREBLE CLEF ISLAND

by Mark Burrows

Here on Treble Clef Island
Gentle breezes blow.
Here on Treble Clef Island
Pink azaleas grow.
Here on Treble Clef Island
Crystal waters flow.
The fireflies light up the sky
Here on Treble Clef Island.

Here on Treble Clef Island
Damselflies can dance.
Here on Treble Clef Island
We have marching ants.
Here on Treble Clef Island
Frogs and elephants
Can work and play and laugh all day;
Here on Treble Clef Island.

Here on Treble Clef Island
Beetles find a home.
Here on Treble Clef Island
Lives the Mighty Meter Gnome.

Here on Treble Clef Island
We rise with the sun.
Here on Treble Clef Island
We make working fun.
Here on Treble Clef Island
We all live as one.
We join in song the whole day long
Here on Treble Clef Island.



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HERE ON TREBLE CLEF ISLAND

by Mark Burrows

With a Caribbean feel $\text{♩} = 72$

The musical score is written for a single melodic line on a treble clef staff. It begins with a key signature of three sharps (F#, C#, G#) and a 3/4 time signature. The tempo is marked 'With a Caribbean feel' with a quarter note equal to 72 beats per minute. The score consists of several lines of music, each with lyrics underneath. There are two first endings and a second ending. The first ending leads to the first two lines of lyrics, and the second ending leads to the third line of lyrics. The second ending is marked with a '2' and a repeat sign. The lyrics are: '1. Here on Tre - ble Clef', '2. Here on Tre - ble Clef', 'Is - land gen - tle breez - es blow.', 'Is - land dam - sel - flies can dance.', 'Here on Tre - ble Clef Is - land pink a - zal - eas', 'Here on Tre - ble Clef Is - land we have march - ing', 'grow. ants. Here on Tre - ble Clef Is - land', 'Here on Tre - ble Clef Is - land', 'crys - tal wa - ters flow. The fire - flies light', 'frogsand el - e - phants can work and play and', 'up the sky here on Tre - ble Clef Is - land.', 'laugh all day; here on Tre - ble Clef Is - land.', '21-22 3. Here on Tre - ble Clef Is - land'.

1-2 3-4 *f*

1. Here on Tre - ble Clef
2. Here on Tre - ble Clef

6
Is - land gen - tle breez - es blow.
Is - land dam - sel - flies can dance.

9
Here on Tre - ble Clef Is - land pink a - zal - eas
Here on Tre - ble Clef Is - land we have march - ing

12
grow. ants. Here on Tre - ble Clef Is - land
Here on Tre - ble Clef Is - land

15
crys - tal wa - ters flow. The fire - flies light
frogsand el - e - phants can work and play and

18
up the sky here on Tre - ble Clef Is - land.
laugh all day; here on Tre - ble Clef Is - land.

21-22 2
3. Here on Tre - ble Clef Is - land

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