

Courage

Based on the book by Stephen Crane
Playwright Scott Warren
Directed by Rosemary Newcott

Study Guide, grades 5-8

Created by the Counterpane Montessori Middle School Jr. Dramaturgy Team
As part of the Alliance Theatre Institute for Educators and Teaching Artists'

Dramaturgy by Students program

Under the guidance of Resident Teaching Artist Kim Baran and Martha Spring, Creative Arts
Director of Counterpane Montessori



World Premier

An experience tailor-made for middle school students, *Courage* collides the contemporary experience of today with Stephen Crane's classic tale *The Red Badge of Courage*.

On the Alliance stage Monday-Friday, October 30-November 5 & November 7, 2014 at 9:45 a.m. and 11:45 a.m.

A note from the director, Rosemary Newcott, the Sally G. Tomlinson Artistic Director of Theatre for Youth and Families:

My message to all those fabulous Middle School students and their equally fabulous caregivers is this quote from e.e cummings:

" it takes courage to grow up and turn out to be who you really are".

Hopefully, we are all still working at that. -Rosemary

Many thanks to the Jr. Dramaturgs of Garrett Middle School, under the direction of Alliance Teaching Artist, Neeley Gossett and teacher, Debra Hoeffy, for their contribution to this study guide on page 11.

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Language Arts Core Curriculum Standards

CCRR3. Analyze how and why individuals, events and ideas develop and interact over the course of a text.

CCRR4. Interpret words and phrases as they are used in a text, including determining technical, connotative and figurative meanings and analyze how specific word choices shape meaning or tone.

CCRL3. Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style and to comprehend more fully when reading or listening.

CCRS2. Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

ELACC6-8RH2. Determine the central ideas or information of a primary or secondary source; provide an accurate summary:

- Of the source distinct from prior knowledge or opinions (grades 6-8)

Theatre Standards (GPS)

TAES 1. Analyzing and constructing meaning from theatrical experiences, dramatic literature, and electronic media

TAES 8. Examining the roles of theatre as a reflection of past and present civilizations.

TAES 11. Engaging actively and appropriately as an audience member in theatre or other media experiences,

Additional suggested curriculum connections: Social Studies and Geography



A scene from *The Red Badge of Courage*

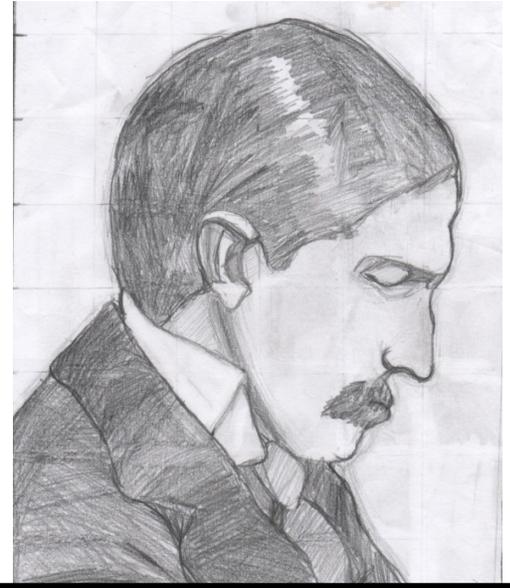
By Zinzi S.

Stephen Crane

Author of *The Red Badge of Courage*

Stephen Crane was born on November 1, 1871 in Newark, New Jersey, the fourteenth and last child of Reverend Jonathan Townley Crane and Mary Peck Crane. Stephen began writing at the early age of 4 and published his first article by age 16. At 17 he attended the preparatory school at Claverack College. He did not excel in his studies and remained only 2 years, from 1888-1890.

His first book, *Maggie: A Girl of the Streets* was completed in 1893 after he moved to New York. The book is about an innocent girl who is abused, forced into prostitution, and then commits suicide. The book was rejected by several publishers, fearing that the tragic story would shock readers, so Stephen decided to publish the book himself with the inheritance from his mother's estate. Under the pseudonym 'Johnston Smith; he had 1,100 copies printed. One review called the book, "The most truthful and unhackneyed study of the slums I have yet to read." Although the book received little attention, today it is considered to be the first work of American Literary Naturalism.



Stephen Crane by Nur D,
based on a photograph by an unknown photographer.

In 1893 a shortened version of *The Red Badge of Courage* appeared in the Philadelphia Press, and in 1895 the full book was published. It was received with great acclaim, even though Crane himself had never fought in a war.

Stephen Crane was shipwrecked near Cuba, lived in Greece and London and published several more books and articles. However, by 1899, ill health and financial problems were mounting. He had already suffered from malaria and yellow fever, and went to a health spa in Germany in 1900. One month later, Stephen Crane die of tuberculosis on June 5, 1900 at the age of 28. Today, Stephen crane is thought of as an important part of American literature, inspiring many authors after him, including Ernest Hemingway.

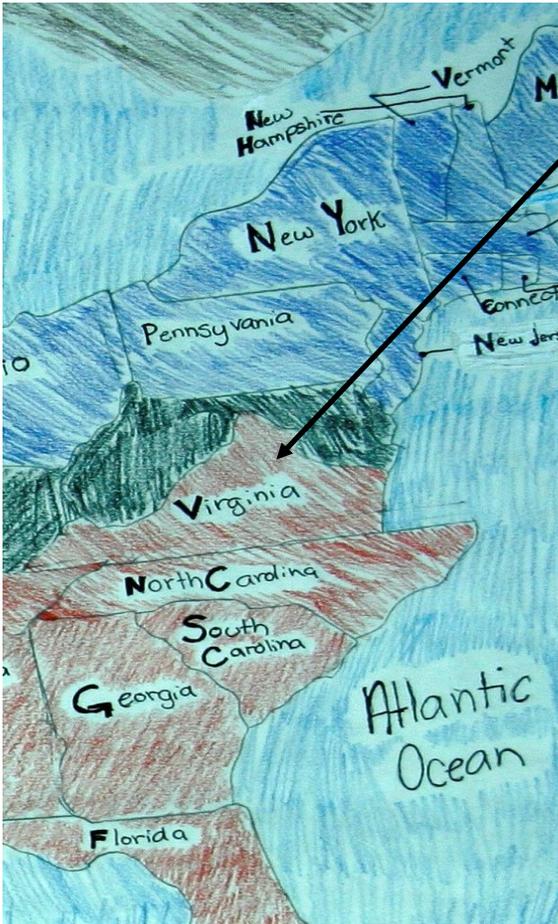
Synopsis of the source material: *The Red Badge of Courage*

The story of the Red Badge of Courage is about a boy named Henry Fleming. He volunteers to fight in the Civil War for the Union because he thinks that fighting in a war would be glorious, heroic, and easy. He discovers that the war is instead death ridden and terrible and he deserts his regiment during a battle. After he has run away, he sees a decomposing body of a soldier and realizes that he ran away from something that he had dreamed of doing heroically. Following this, he comes across his friend, Jim Conklin, who is mortally wounded. His friend stumbles away and Henry witnesses his death. While continuing to run away, he overhears that his regiment has won the battle and he decides to return. On his way back, a soldier trying to push him away, hits Henry in the head with the butt of his musket. Having been wounded, he finds and joins another regiment. The soldiers see his head wound and refers to it as his 'Red Badge of Courage' but Henry does not confess the truth of his injury. "He performed his cowardice in the dark, so he thought he was still a man." He eventually rejoins his original regiment and a general decides that this regiment is useless and decides to use them as 'cannon fodder'. The soldiers overhear the decision to attack the Confederacy the next day and they prepare for the battle. The standard bearer is killed, and Henry picks up the flag and leads the charge into battle and victory. In the end, the indifference of Nature towards man's war and foolishness is seen by Henry. "Over the river a golden ray of sun came through the hosts of leaden rain clouds."

The story of *Courage* reinterprets the themes from *The Red Badge of Courage* and moves them from the Civil War battlefield to the battlefield that is Middle School.

The Beginning of *Courage*: The Source Material and The Civil War Connection

The Civil War was fought from 1861-1865 and began when 7 Southern slave states announced their secession from the Union of the United States. The Confederates were the Southern side of the war. They lost, but went down in history as the 'Rebels'. The Union, or the Yankees as they were known, was the northern side of the war. They won and restored the Union and a future without slavery. After 4 bloody years of war, over 600,000 soldiers from the North and the South had died.



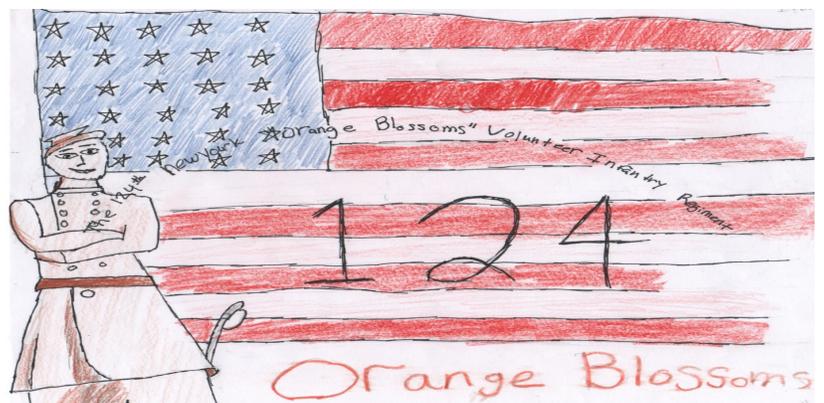
Battle of Chancellorsville

The Battle of Chancellorsville was a major battle in the American Civil War that lasted from April 30th to May 6th in 1863, and resulted in a Confederate victory. The Union side was led by Joseph "Fighting Joe" Hooker, and the Confederate army by Robert E. Lee.

During the battle, the famous Rebel general, Stonewall Jackson, was shot by accident by his own troops, and died 8 days later. The Union side lost around 14,000 casualties, the Rebels 10,000 - but the Rebels had paid a high price in losing Stonewall Jackson. Despite that, though, many people still consider the Battle of Chancellorsville to be Lee's greatest victory.

The 124th New York Volunteer Infantry Regiment, or the Orange Blossoms, fought at the Battle of Chancellorsville. They are believed by many to be an inspiration for the fictional 304th New York Volunteer Infantry from the book, *Red Badge of Courage*.

124th NY Volunteer Infantry Regiment, nicknamed "The Orange Blossoms" as they were from Orange County in New York, entered the Union army on September 5, 1862 with 930 men. They had a sharpshooter recruited for this regiment. The colonels were, Augustus Van Horne Ellis and Francis M. Cummins. They fought in battles from November 5, 1862 to April 9, 1865. They fought a total of 38 battles including Fredericksburg, Chancellorsville, and Gettysburg.



Orange Blossoms by Elizabeth T.

Map by Zenzi F.

Character Breakdown for *Courage*

Hank Fleming- "Steve" Hank is an imaginative young man who struggles every day just to get through school. He's smart, but scared to rock the boat and stand up for himself. He's in his head. A lot.

Wilson Conklin- Wilson is quiet and keeps to herself, though not necessarily shy. Nobody knows what to make of her. She's dark and brooding, and does not give off any kind of social vibe whatsoever.

Rebel Davis- Smart, pretty, and willing to do whatever it takes to stay that way. The people that don't like her are probably just jealous. It totally doesn't have anything to do with her. I mean, c'mon.

Jefferson Pratt- He plays soccer. He's good looking. And what he says, goes. His approval is what everyone seeks, but he doesn't give it out lightly.



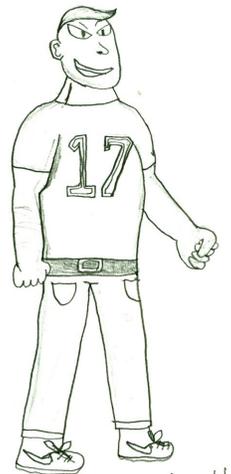
Hank Fleming



Wilson Conklin



Rebel David



Jefferson Pratt

The cast of *Courage* as envisioned by Jr. Dramaturgs Ethan S. and Emily F..

How do YOU see these characters? Take some time to draw and reflect.

After the play, compare your ideas to the casting and production designs.

Vocabulary: The Words of *Courage*

courage is that which is required when the thing you fear is emotional and there is no real physical danger.

bravery is that which is required when the threat is real and poses a physical danger.

Look at these 2 definitions:

Would you be more courageous faced with a physical danger or a physiological danger?

*Do you think of yourself as courageous? Brave? Why or why not?

*Have you ever done anything for a friend that required bravery or courage?

abuse (verb- used with an object): to treat in a harmful, injurious, or offensive way; to use wrongly or improperly

frenemy (n) a friendly rival with someone who is sometimes a friend and sometimes an enemy

gibberish (n) incomprehensible talk; nonsense; rapid chatter like that of a monkey

imminent (adj) liable to happen soon; impending

irrational (adj) without the faculty of reason or logic; affected by loss of usual or normal mental clarity

Videogame Vocabulary

sniper (n) a tactical shooter with long range capabilities who hides from plain site

sniped (v) When a player is shot by a sniper

Easter egg (n): A hidden message or inside joke normally hidden within a video game where players rarely look. An Easter Egg can reference many difference things, related to the game or not.

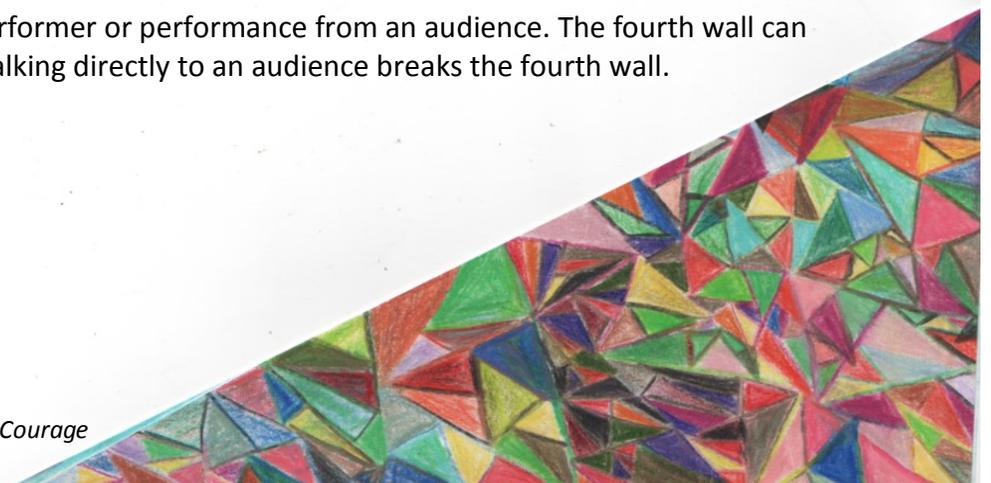
gamertag (n): the name of a player's digital character, or player's name shown during on-line games

The 'Fourth Wall'

Several of the characters in *Courage* speak directly to the audience, breaking the 'Fourth Wall'.

The side or sides of the set facing the audience are the 'fourth wall'. The fourth wall is an imaginary wall that separates a performer or performance from an audience. The fourth wall can be broken. For instance, an actor talking directly to an audience breaks the fourth wall.

Emily's abstract reflection on the themes of *Courage*



Videogames of Courage

Videogames are featured throughout the play *Courage*, in the lives of the characters and as a theatrical device. Here is an overview of what you need to know:

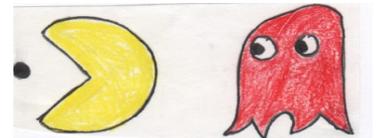
Call of Duty: A first and third person shooting game that takes place during wartime. First released in 2001, the earlier versions took place during WWII, however more recent games occur in present-day.

Metal Gear Solid is a stealth action adventure game first released in 1998. Players are 'Solid Snake' a Special Forces operative. The objective of the game is to remain undetected by the enemy and stop 'Liquid Snake' the leader of the terrorist group, Foxhound.

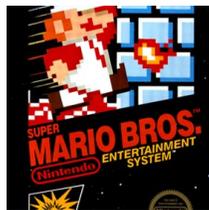


Mortal Kombat A sci-fi and fighting game, with many characters to play such as Sub-Zero, Scorpion, and Liu Kang, it is well known for its gruesome and bloody violence. The game takes place in different realms, where characters fight each other in martial arts tournaments hosted by the Elder Gods. There have been many Mortal Kombat games, and they are best known for the Fatality moves, which are free hits to win the match. The game was developed by Midway Games in Chicago, IL in 1992 and sold to Warner Brothers in 2011.

Pac-Man is an arcade game developed in the 1980s. Since its development, Pac-Man has become one of the most popular and well-known games of all time. The goal of the game is to roam a maze and eat all of the dots inside without getting touched/eaten by the enemy ghosts. Players move to the next level once all the dots in the maze are eaten. It features very well known sound effects.



Super Mario Brothers A video game created by Nintendo in 1985. It features an Italian plumber named Mario and his younger brother, Luigi. Together, the brothers move through the Mushroom Kingdom to rescue the kidnapped Princess Peach from the evil boss, Bowser, a giant fire-breathing turtle. The players move the brothers from left to right on the screen, jumping on enemy characters, collecting coins and trying to get to the next level by reaching the flagpole.



Super Mario Kart A racing game developed in 1992. It features the characters from the Mario games, such as Mario, Luigi, Donkey Kong, Princess Peach, and others, racing in go carts on a variety of racing tracks. When a player smashes into rainbow colored boxes with ? symbols on them, they can receive a 'power-up' with a turtle shell, a banana peel, or a lightning bolt. The goal is to win the race.

Reflection Question

Use these questions as group discussion starters and writing prompts for before and after the play .

◇ Reflection Questions- Before the play:

- ◇ How is going to Middle School like going to war?
- ◇ What is the most courageous thing you have done or witnessed someone else doing?
- ◇ When have you been asked to accept a “grown-up” responsibility?
- ◇ Have you ever stood up for something that is right? What did you do?
- ◇ What would you do if you were witnessing a bully picking on someone?
- ◇ Would you ever lie to a parent or teacher to get out of a punishment? Why or why not?
- ◇ Have you ever had to back out of something because you knew it was wrong?
- ◇ Have you done something out of emotion that you regretted later?
- ◇ Would you call yourself courageous? Rebellious? Why?
- ◇ Do you have a frenemy? How does that work? Are they more friend or enemy?
- ◇ Is it ever appropriate to run away or avoid a problem or a bad situation? If yes, why?



Henry from *Red Badge of Courage* by Adam K.

◆ Reflection questions : After the play

- ◆ How many video games did you recognize? Have you played them?
- ◆ How did the video games connect to war?
- ◆ Which character do you relate to and why?
- ◆ How does your middle school experience relate to “Courage”?
- ◆ What part of the play did you connect to the most?
- ◆ What part of the play confused you?
- ◆ What character’s side did you take?
- ◆ If you could put a theme song in this play, what would it be? Why?
- ◆ What would you change about the play?
- ◆ What is your opinion on teen depression? Why is it so prevalent in today’s teens?
- ◆ “Red Badge of Courage” is the physical evidence of war wound. How did you see that in the play?



Hank from *Courage* as envisioned by Adam K.

'Mad' Badge of Courage

A fill in the blank story based on the play *Courage*. The READER fills in the blanks by asking the WRITERS to take turns calling out a word needed to complete the story. After all the words are chosen, the READER reads the completed story.

One _____ day, Henry goes to school. On his way to class, Jefferson (Jeff) makes
adjective

fun of Henry, saying, "You are a _____ _____!"
adjective *noun*

Henry finally gets to his _____ class, and afterwards, he _____ to
adjective *verb ending in s*

the _____ cafeteria. After having his fill of the _____ food, Wilson,
adjective *adjective*

a very _____ girl, _____ over up to Henry's
adjective *verb ending in s*

table and knocks over his food. Wilson exclaims, " _____ _____!"
adjective *noun*

The next day, Henry sees Rebel, his crush. Henry thinks Rebel is _____.
adjective

Jeff is very _____ at Henry, so he challenges Henry to a _____
emotion *adjective*

_____ fight after school. Henry is very _____
noun *emotion*

about the fight. After school, Henry is _____ _____ by Jeff,
adverb *verb ending in 'ed'*

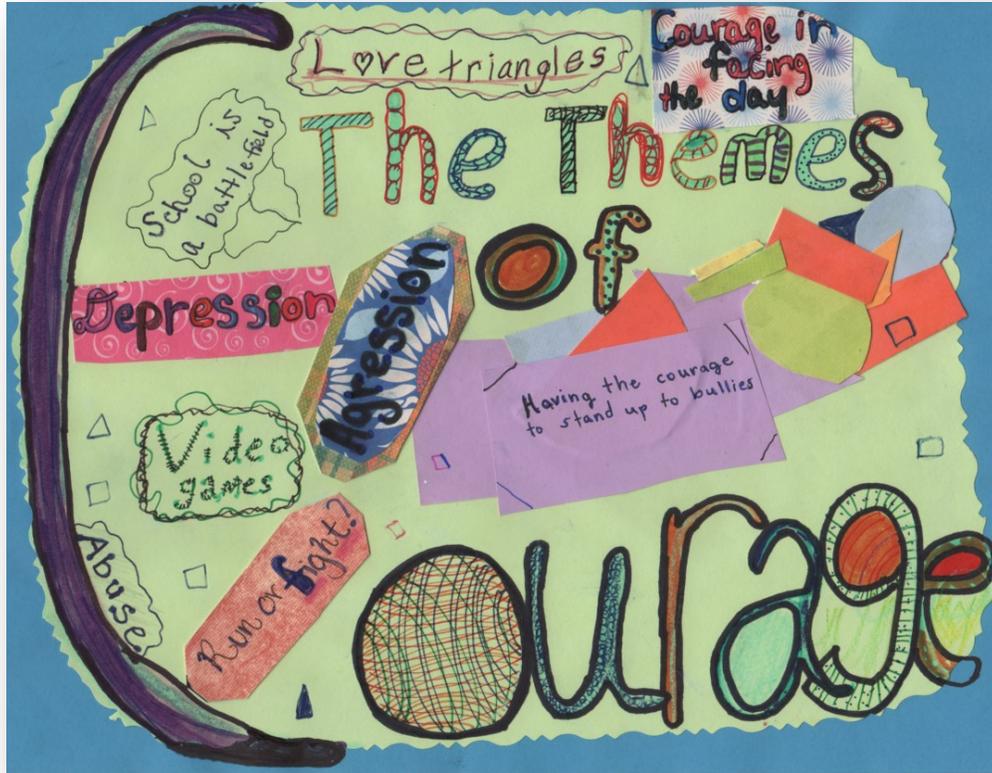
while Rebel and Wilson try to stop Jeff by _____. Jeff finally stops
verb ending in 'ing'

_____ Henry after Wilson and Rebel _____ Jeff _____ times.
verb ending in 'ing' *verb* *number*

Courage Collage

What other themes did you notice in the play *Courage*?

Be inspired by the themes of *Courage* and create your own collage.



Elle, Emily, Janay, Zinzi, and Elizabeth were inspired by the themes of *Courage*:

- Courage
- School as a battlefield
- Having courage to stand up to bullies.
- Love triangles
- Abuse
- Depression
- Courage in facing the day
- Run or fight?
- Aggression
- Video games

Reflecting on *Courage*

This is a representation of the Cowardly Lion from *The Wizard of Oz*.

He found out that he already had courage inside himself.

-Ninti W.



Resources

Books:

Burns, Ken, Geoffrey C. Ward and Ric Burns. *The Civil War: An Illustrated History*. New York: Knopf, 1990

Clinton, Catherine. *Scholastic Encyclopedia of the Civil War*. New York: Scholastic, 1999

Colvert, James B. *Stephen Crane*. Orlando: HBJ Album Biographies, 1984

Robertson, James, I. Jr. *Civil War*. New York: Random House, 1992

Article

"124th NY Infantry Regiment during the Civil War - NY Military Museum and Veterans Research Center." *124th NY Infantry Regiment during the Civil War - NY Military Museum and Veterans Research Center*. N.p., n.d. Web. 29 Aug. 2014.

Websites

Civilwar.org

Dictionary.com

Historynet.com

History.com

Word Central.com A student dictionary



By Elle B.