AUDIENCE ENRICHENT GUIDE TEMPLATE

DISNEY'S FROZEN

TABLE OF CONTENTS

How To Use This Guide2
The Role of The Audience2
Introduction3
Content Advisory3
Themes
Curriculum Connections3
Character Overview
Plot Synopsis
About The Play11
From Page To Stage11
The Snow Queen By Hans Christian Andersen11
Frozen Film vs Musical12
Nordic Influences
Behind The Curtain13
Classroom Engagement14
Pre-Show14
Post-Show15
References

HOW TO USE THIS GUIDE

Set the stage for a powerful and entertaining live theatre experience! The Grand Theatre's 2025-26 Season Audience Enrichment Guides are designed to enrich and provide context for educators and students to engage more deeply with the production, both before and after visiting the Grand Theatre.

Each guide contains a range of material such as:

- Background information on the play and artists involved
- Plot synopsis, character lists, themes, curriculum connections
- Exciting insights specific to each production
- Classroom activities and reflection questions to guide discussions

THE ROLE OF THE AUDIENCE

Live theatre requires an audience, so everyone has an important role to play! As we welcome you to the Grand Theatre, here are some **theatre etiquette tips** to remember:

- Before the performance:
 - O Please arrive early, enabling enough time to find your school's assigned seats.
 - We are a scent-free environment that values respectful behaviour.
 - Avoid bringing backpacks/large bulky items as they will need to remain in the lobby and can not come with you to your seat (due to emergency exit regulations).
 - O While there is no dress code, we respectfully ask that hats are removed.
 - Have an open mind and let the performance surprise you!
- During the performance:
 - Please turn off your cell phone/electronic devices. Vibrations, sounds, and screen light during the performance is very distracting for the performers and other audience members.
 - O Please remember that **only bottled water** is allowed in the theatre; **no food** during the show.
 - O Using cameras or recording devices during a performance is never permitted.
 - When the lights dim, that's your cue to stop talking and turn your attention to the stage to enjoy the show.
 - o If you <u>must leave your seat</u>, wait for an appropriate break in the show and quietly head towards the closest exit. An usher will help you.
 - Clap, cheer, laugh, and feel! Make sure your reactions are respectful to those on stage
 and around you in the audience. Theatre is LIVE, so remember you can be seen and heard!
- After the performance:
 - Remain in your seats until your teacher/chaperone instructs you to leave. Exit the theatre in
 an orderly fashion. Please take all belongings and any garbage with you.
 - Take a moment to reflect: What new ideas or perspectives are you leaving with?
 - O Theatre is meant be shared! Tell someone about your experience!

DISNEY'S FROZEN

Queen Elsa is reserved and careful, while her sister, Princess Anna, is free-spirited and playful. But Elsa harbours a secret—she has powers she cannot control, leading her to flee from her past, and the home she's always known. Now, Anna is determined to reunite with Elsa and break the winter spell threatening their people.

The Tony-nominated Frozen is the stage adaptation of Disney's Grammy Award-winning 2013 animated film. Featuring music and lyrics by Kristen Anderson-Lopez and Robert Lopez, the musical includes beloved songs such as "Let It Go", "Do You Want to Build a Snowman?", and "Monster." This London, Ontario premiere will be helmed by Grand Theatre Artistic Director Rachel Peake.

Running Time: 2h 15m, including one intermission.

Age recommendation: 5+

Content Advisory

This play contains scenes of peril and violence; romantic elements like flirting and kissing; and themes including loss of a parent. Production elements include theatrical fog, haze, and flashing lights.

Themes

- Community and Belonging
- Kindness and Compassion
- Identity and Self-Discovery
- Love and Romance
- Loneliness and Isolation

Curriculum Connections

The Arts

- Dance, Grade 1-8
 - o A2, A3
- Dance, Grade 9 (ATC1O)

Dance, Grade 10 (ATC2O)

Dance, Grade 11 (ATC3M/ACT3O)

Dance, Grade 12 (ATC4M/ATC4E)

- o B1, B2, B3, C2
- Drama, Grade 1-8
 - o B2, B3
- Drama, Grade 9 (ADA1O)

Drama, Grade 10 (ADA2O)

Drama, Grade 11 (ADA3M/ADA3O)

Drama, Grade 12 (ADA4M/ADA4E)

- o B1, B2, B3, C1, C2, C3
- Exploring and Creating in the Arts, Grade 11 (AEA3O)

Exploring and Creating in the Arts, Grade 12 (AEA4O)

- Music, Grade 1-8
 - o C₂, C₃
- Music, Grade 9 (AMU1O)

Music, Grade 10 (AMU2O)

Music, Grade 11 (AMU3M/AMU3O)

Music, Grade 12 (AMU4M/AMU4E)

- Visual Arts, Grade 1-8
 - o D₂, D₃
- Visual Arts, Grade 9 (AVI1O)

Visual Arts, Grade 10 (AVI2O)

Visual Arts, Grade 11 (AVI3M/AVI3O)

Visual Arts, Grade 12 (AVI4M/AVI4E)

o B1, B2, B3, C2, C3

Classical Studies and International Languages

• International Languages, Level 1 (LBABD – LDYBD/LBABO – LDYBO)

International Languages, Level 2 (LBACU – LDYCU/LBACO – LDYCO)

International Languages, Level 3 (LBADU – LDYDU/LBADO – LDYDO)

o A1, A2, A3

English

- English, Grade 9 (ENL1W)
 - o A1, A3, B1, C1, C2, C3, D1, D2)
- English, Grade 10 (ENG2D/ENG2P)

English, Grade 11 (ENG3U/ENG3C/ENG3E)

English, Grade 12 (ENG4U/ENG4C/ENG4E)

O A1 Listening to Understand: A1.1-9; A2 Speaking to Communicate: A2.4-7; A3 Reflecting on Skills and Strategies: A3.2; B1 Reading for Meaning: B1.2, B1.5-8; B2 Understanding Form and Style: B2.2-3; B3 Reading with Fluency: B3.2-3; B4 Reflecting on Skills and Strategies:

B4.2; C1 Developing and Organizing Content: C1.3; C2 Using Knowledge of Form and Style: C2.1-3; D1 Understanding Media Texts: D1.1-6; D2 Understanding Media Forms, Conventions, and Techniques: D2.1-2

- Presentation and Speaking Skills, Grade 11 (EPS3O)
 - O A1 Identifying Elements of Effective Presentations: A1.1-5; A2 Assessing Presentations: A2.1-5
- The Writer's Craft, Grade 12 (EWC4U/EWC4C)
 - O A1 Writing, Writers, and the Writing Life: A1.1-6; B1 Exploring Ideas, Forms and Styles: B1.1

English As a Second Language and English Literacy Development

• English as a Second Language, ESL Level 1 (ESLAO)

English as a Second Language, ESL Level 2, (ESLBO)

English as a Second Language, ESL Level 3, (ESLCO)

English as a Second Language, ESL Level 4, (ESLDO)

O A1 Developing Listening Comprehension: A1.1-2; Socio-cultural Competence and Media Literacy; D4 Developing Media Knowledge and Skills: D4.1-2

Social Sciences and Humanities

- Equity Studies World Cultures, Grade 12 (HSC4M)
 - o A1, B1, B2, C1

CHARACTER OVERVIEW

Elsa – Future queen of Arendelle with special magical powers that she must learn to control

Anna – Elsa's younger sister who is full of life and spreads optimism throughout the Kingdom

King Agnarr – Ruler of Arendelle and caring father who seeks to protect Elsa and Anna

Queen Iduna – Loving mother of Elsa and Anna with deep ties to the Hidden Folk

Townspeople of Arendelle - Citizens of Arendelle, a fictional kingdom and the main setting

Olaf – Cheerful and loveable snowman who is brought to life by Elsa's magic

Kristoff - Rugged ice harvester and mountain man with a soft heart, destined to be with Anna

Sven – Kristoff's best friend and loyal reindeer

Hans – Charming prince of the Southern Isles with selfish ambitions

Duke of Weselton – Pompous representative of Arendelle's most profitable trading partner

Oaken – Friendly yet shrewd proprietor of Wandering Oaken's Trading Post and Sauna

Hidden Folk - Magical, mysterious beings who heal Anna and raise Kristoff

Pabbie – Wise leader of the Hidden Folk, protective of Kristoff

Bulda – Nurturing Hidden Folk leader who is like a parent to Kristoff

MUSICAL NUMBERS

ACT ONE

Opening

A Little Bit of You

First Joik / Northern Lights

Do You Want to Build a Snowman?

For the First Time in Forever

Hans of the Southern Isles

Dangerous to Dream Elsa

Love Is an Open Door

Reindeer(s) Are Better Than People

What Do You Know About Love?

In Summer

Hans of the Southern Isles (Reprise)

Let It Go

ACT TWO

Hygge Oaken

I Can't Lose You

Fixer Upper

Kristoff Lullaby

Monster

Colder by the Minute

Finale

PLOT SYNOPSIS

ACT₁

Scene 1: Summer Festival

Young Princess Elsa takes the stage with her playful younger sister, Princess Anna, who eagerly urges her sister to use her special magical powers to build a snowman ('Opening'). Their parents, King Agnarr and Queen Iduna, gently remind Elsa of the importance of concealing her powers and being careful.

Scene 2: Young Anna and Young Elsa's Bedroom

It's bedtime, but Anna is still yearning to build a snowman. Moved by Anna's eagerness, Elsa gives in and constructs the perfect snowman - Olaf. When Anna begs for more, Elsa accidentally strikes her in the head while aiming her powers at Anna's bed ('A Little Bit of You'). The King and Queen are quickly summoned and rush Anna to the Hidden Folk for healing ('First Joik') who are able to revive her since the magic missed her heart. However, hurt by her actions, Elsa fears the future harm her powers might cause and is given the Queen's gloves to help control them ('Northern Lights').

Scene 3: Castle Hallway/Elsa's Bedroom

Young Anna, unaware of the earlier accident, is still desperate to play with Elsa's magic. But Elsa, struggling to conceal her growing powers, pushes Anna away and confides in the King and Queen. They try to comfort her before bidding Elsa and Anna farewell as they embark on a journey. Tragically, the King and Queen lose their lives at sea, leaving Anna deeply longing for her sister's company ('Do You Want to Build a Snowman').

Scene 4: Anna's Bedroom/Castle Interiors

Commotion fills the castle as Elsa's Coronation Day arrives, and Anna enthusiastically gets ready for the big day, dreaming she will finally meet 'the one' ('For the First Time in Forever'). Meanwhile, Elsa anxiously prepares to step out into the world hoping to keep her magical powers concealed.

Scene 5: Castle Courtyard

In the chaos of the day, the Prince of Southern Isles, Hans, runs into Anna both falling into Kristoff's ice cart ('Hans of the Southern Isles') and after a brief introduction, part ways.

Scene 6: Castle Chapel

Gathered in the cathedral, Elsa fears being a danger to the people of Arendelle and bravely manages to take off her gloves and hold the orb and scepter before her people, claiming her anointing as queen ('Dangerous to Dream').

Scene 7: Castle Ballroom/ Castle Garden

Elsa and Anna reconnect after years apart, but their bond is quickly strained when Elsa refuses to reopen the castle. Hurt, Anna retreats outside with Hans, and charmed by each other, Hans proposes to Anna ('Love Is an Open Door'). Back in the ballroom, Elsa withholds her blessing for the newly engaged couple. As a result,

tensions rise, and after Anna grabs Elsa's glove, Elsa accidentally unleashes her powers. Dismayed, she flees, and leaving Hans in charge of Arendelle, Anna runs after her.

Scene 8: Foot of the North Mountain

Anna interrupts Kristoff the ice harvester and his reindeer Sven as they bond ('Reindeers Are Better Than People') who caution her against journeying to the North Mountain alone and are hired to join her. As Anna explains the cause of the disruption, Kristoff expresses his disapproval of her sudden engagement ('What Do You Know About Love').

Scene 9: Winter Wonderland

Along the way, Anna is surprised to bump into Olaf ('The North Mountain') who expresses his desire for Elsa to bring back summer ('In Summer') and joins them on their journey.

Scene 10: Castle Courtyard

Back in the castle, Hans prepares to set out to rescue Anna after a *townsperson* brings back her dress. He tries to convince Weselton the duke and the town of his devotion to Anna and commitment to lead ('Hans of the Southern Isle – Reprise').

Scene 11: North Mountain

On the North Mountain, Elsa finally breaks free from the restraint she has lived with for years and finally embraces her magical powers and true self ('Let It Go').

ACT₂

Scene 1: Wandering Oaken's Trading Post and Sauna

Anna and Kristoff stop at the Wandering Oaken's Trading Post and Sauna where Oaken explains the mastery of maintaining an uplifted spirit in Arendelle winter - Hygge ('Hygge').

Scene 2: Elsa's Ice Palace

Captivated by its beauty, Anna, Kristoff, Olaf and Sven arrive at Elsa's ice palace ('Let It Go - Reprise'). Surprised by their visit and startled to see Olaf, Elsa listens as Anna apologizes and expresses her wish to reconnect ('I Can't Lose You'). While Elsa shares this desire, she insists on remaining isolated since she cannot control her powers. When Anna reveals that Arendelle is frozen and tries to convince Elsa to unfreeze it, Elsa panics and accidentally shoots a shock wave with her powers that hits Anna's chest. Distressed, Elsa demands that they leave.

Scene 3: Foot of the North Mountain

Together, Kristoff and Anna reassemble Olaf's body that they find split apart ('Do You Want to Build A Snowman - Reprise'). Seeing that Anna's hair is turning white, Kristoff suggests taking Anna to the Hidden Folk ('Kristoff Joik').

Scene 4: Liminal World

The Hidden Folk, disappointed that Anna and Kristoff are not a couple, express their belief that Kristoff would be a perfect match ('Fixer Upper'). Suddenly, Anna collapses in his arms. Realizing that the magic has struck Anna's heart, the Hidden Folk conclude that only a true love's kiss can save her. Meanwhile, Kristoff grapples with helplessness ('Kristoff's Lullaby')

Scene 5: Mountain Pass

Hans, Weselton and other Volunteers travel through the intensifying winter ('End This Winter').

Scene 6: Elsa's Ice Palace

Elsa confronts the impact of her powers and fights accusations of being a monster ('Monster').

Scene 7: Arendelle, Castle Gates

Hans and the men bring Elsa to the castle gates and take her inside. Soon after, Kristoff arrives, carrying a weakened Anna in his hands, urgently requesting that she be rushed to Prince Hans.

Scene 8: Castle Library

Desperate for a true love's kiss, Anna discovers that Hans never truly loved her and only married her for the throne, leaving her locked in the room to die. Triumphantly, Olaf finds his way to Anna and reveals that her true love is really Kristoff.

Scene 9: Whiteout/Thaw

Elsa manages to escapes into the raging storm after Hans falsely announces Anna's death and accuses her of treason. Meanwhile, Anna and Kristoff struggle to find each other through the storm. Hans eventually finds Elsa and draws out his sword to strike her — only for Anna to leap between them, freezing solid and knocking out Hans ('Colder By the Minute'). Devasted, Elsa breaks down, but as Anna begins to thaw, Elsa realizes that love is the Key ('Finale'). Reunited and restored, Anna lights up at Kristoff's sight and runs to kiss him. She then punches Hans, reclaiming her power as Weselton is stunned by Elsa's strength.

ABOUT THE PLAY

From Page to Stage

The Snow Queen by Hans Christian Andersen

Published in 1845, "The Snow Queen" begins when a magic mirror created by trolls shatters, causing pieces of it to lodge in the heart and eye of a boy named Kai. The mirror shards change Kai, and he leaves his home to go and live with the Snow Queen. His playmate, Gerda, goes in search of Kai and after many adventures she finds him. Her kisses melt the mirror-shards and free him from the queen.

Since its publication, "The Snow Queen" has been adapted into numerous films, plays, operas and ballets. Disney's journey with the story began in the



'The Snow Queen' Book Cover

1940s, when many of Andersen's fairy tales were being explored for animation. The project was ultimately shelved, though exploration continued in the 1970s for a Disneyland attraction called "The Enchanted Snow Palace", which didn't come to fruition.

"The Snow Queen" began its transformation into *Frozen* in the early 2000s. While the final film departs from the original story, the theme of "regeneration through faith," its lead character's abilities, and a journey through mountains for reunification remain. The filmmakers also gave a nod to Gerda in the character of Anna and to the faithful reindeer who comes to Gerda's aid in the character of Sven.

Check out the chart below to see how Frozen reimagines the classic tale of The Snow Queen:



Frozen Film vs Musical

While Frozen: The Musical stays true to the storyline of the film, there are several notable differences.

Take a look at the elements below — can you guess if they belong to the film or the musical?			
Elements	Film	Musical	
Marshmallow Monster	0	0	
Oaken Sauna Scene	0	0	
Wolves	0	0	
Trolls	0	0	
Hidden Folk	0	0	
Film: Marshmallow Monster, Wolves, Trolls Musical: Lengthened Oaken Scene, Hidden Folk			

Nordic Influences

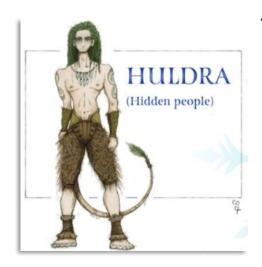
Frozen draws inspiration from the diverse geography, mythology, and cultural traditions of Iceland, Norway, Denmark, Sweden, and Finland, each with its own unique language, history and customs. One of the most striking elements of the Nordic countries is inspired the setting of Frozen's Arendelle, a fictional seaside kingdom.

Key to the story is the far northern latitude, which causes nearly endless sunshine in the summer and almost total darkness in the winter, during which the famed Northern Lights dance in the sky. The balance of summer and winter is essential to survival; without summer there will be nothing to harvest to sustain life during the harsh, cold, dark winter. Among the animals that can survive the extreme temperatures are reindeer, which have played an important role in Nordic communities for centuries providing labour, food, and clothing.



Northern Lights

The extremes of day and night experienced by Nordic people for millennia have naturally inspired rich outdoor and indoor cultural traditions. One of the latter is encapsulated by the Danish word hygge (also used in Norway), which is loosely translated as "cosy" and applies to any indoor activities that bring warmth and happiness, often shared with family and friends. Song and dance also form an important part of Nordic folk traditions. The songs of the Sámi people, who today live across the far northern regions of Norway, Sweden, Finland and even Russia — well above the Arctic Circle — are rooted in a unique vocal style called joiking, which is featured in *Frozen*.



The vast night of the Nordic winter has long ignited the imagination of its people and inspired diverse mythologies. Norway's iconic trolls, which were featured in the animated *Frozen* film, have been transformed in the stage adaptation into "Hidden Folk," more human-like fantastical creatures inspired by the elfin huldufólk mythology from Iceland and the Faroe Islands.

As with any fairy tale, research into the real geographies, mythologies, and cultural traditions of our world ultimately gives way to the imaginations of its creators. Although inspired by the rich and beautiful Nordic countries, Arendelle and *Frozen* are pure fiction.

Behind the Curtain

Coming soon! Next draft will include behind the scenes magic or fun production facts!

CLASSROOM ENGAGEMENT

<u>Pre-Show</u> - Whether you have a few minutes or a whole class period, here are a few ways to thoughtfully engage with the themes, history and characters of *Frozen* before watching the production.

If You Have 15 Minutes: Think-Pair-Share

<u>Prompt:</u> Whether you are familiar with Elsa's powers or any other fictional characters with magical power, consider if having special powers is a gift, a burden, or both.

- Think: Reflect and jot down your thoughts.
- Pair: Share with a partner. What do you agree on? What surprised you?
- **Share**: Share key takeaways with the class.

If You Have 30 Minutes: Design a New Character

- Invent: Create a new character that could fit into the world of *Frozen*. Come up with a brief backstory and include details about their personality, role, and any special powers they may have. Consider what motivates your character.
- **Draw**: Translate your character for the stage by designing their costume and overall look. Draw or sketch your ideas of how this character would appear on stage;
 - O What does their costume look like? (wig, makeup, shoes, etc.)
 - O Do they hold or use any items? Design their props.
 - What setting do they belong in? (set pieces, lighting design, etc.)
- **Present:** Share your character with the class and discuss how they might affect the story.

If You Have 1 Hour: A New 'Arendelle'

- Research: Read the information on pages 12-13 to learn more about Disney's real-world inspiration behind *Frozen*. Diving deep into a real or existing fictional location, you will research and draw inspiration from this setting to create your own 'Arendelle.' In small groups, decide on a promising place to start from and research the geography, mythology, people and cultural traditions of this real or fictional location.
- Envision: Select key features of your research that you think are interesting to reimagine for a new fictional story. Consider myths, cultural practices and unique components of the natural environment to begin building the world of your story. Give a name the new, fictional setting you are creating.
- **Design:** Create a mood board that visually represents your imagined setting. Showcase colors, textiles, characters present, environmental elements and representations of cultural practice. Use original or researched images, words or whatever else inspires you to complete your mood board.

<u>Post-Show</u> - Having watched *Frozen*, use these questions and activities to deepen your understanding of the story's message and reflect on how the show made you feel:

If You Have 15 Minutes: Think-Pair-Share

<u>Question:</u> Reflect on Elsa's identity and experience throughout the story. How does her journey of keeping a secret and feeling different relate to real people's experiences of being misunderstood and feeling set apart?

- Think: Reflect and jot down your thoughts.
- Pair: Share with a partner. What do you agree on? What surprised you?
- Share: Share key takeaways with the class

If You Have 30 Minutes: Scene Flip

- Decide: Pick a significant moment for a character from the show (e.g., Elsa's coronation, Anna meets Hans, Kristoff witnessing Anna's hair turning white). Identify a separate character present in this moment, and consider their unique perspective.
- Uncover: Putting yourself in the mindset of this alternate character, what might they say if given the chance to share their thoughts with audience? Write a short soliloous for this character to deliver.
- Share: Volunteers may present their soliloquy to the class. Together, reflect on how the story changes through a new lens.

If You Have 1 Hour: Unveil the Magic

- Identify: Reflect on the special effects you witnessed on stage. Select a production element or moment of stage magic that you are curious to understand the technical process of.
- Explore: Break into small groups to share your curiosities and pick one special effect to attempt to unveil together. Brainstorm what production elements, design components, human action or materials were involved in bringing the magic to life. Think big! Theatres use everything from earth magnets to blackout fabric to lighting cues when creating special effects on stage.
- Attempt: Imagine you and your group members are the show's director, designers, and production staff. List the steps you would take from planning to execution of this special effect and see if you can figure out how the magic happens.

REFERENCES

Disney: The Snow Queen

https://www.frozeneducation.co.uk/beyond-the-story/inspiration/the-snow-queen/

Disney: Nordic Influences

https://www.frozeneducation.co.uk/beyond-the-story/inspiration/nordic-influences/

CONTACT US

If you have any questions about this Audience Enrichment Guide or Education at the Grand Theatre, please reach out to ...

Breanne Ritchie

Director of Education &

Community Engagement



519-672-9030 ext. 224



britchie@grandtheatre.com

Visit our website for future events and information!



We look forward to seeing you!







