



El Gato Con Botas ***(Puss in Boots)***



Study Guide

Magik On-the-Road 2009-2010

Summary

When an old Miller dies his youngest son is disappointed to discover that he has been left nothing but his father's cat, Puss. Puss asks for a sack and a pair of boots in order to complete a quest to bring the boy fortune. Puss also has a mission of his own: to avenge the death of his father who was eaten by an ogre. Puss and the son travel to court to offer gifts to the king, who is looking to marry off his daughter. Puss explains that the gifts he bears are from the wealthy *El Marques de Carabas*. The king sets off to find the Marquis. Along the way, he meets the Miller's son (disguised as a drowning lad) who accompanies him on the journey. Puss discovers that the owner of the land is the ogre that ate his father. Puss tricks the ogre into turning into a mouse and gobbles him up. With the terrible ogre out of the way, the land is up for grabs and Puss informs the king that the lad he is traveling with is really the wealthy *El Marques de Carabas*. The king offers the Miller's son the princess' hand in marriage. They live happily ever after with Puss serving as the castle's manager and resident foot-warmer.

Discussion Questions

1. Who are the characters in this story? How many details can you remember about each of them? Which character was your favorite? Why?
2. Where did the story take place? Describe all the different locations.
3. What were the main problems? How were they solved?
4. Why does the king leave his kingdom to find *El Marques De Carabas*?
5. If you were Puss, how would you have dealt with the ogre? What would you have done differently to catch him?
6. The son felt disappointed when he was left with nothing but Puss. Have you ever thought you got less than you deserved, but later discovered something special about it?

Vocabulary

Marquis – a nobleman who is ranked above an earl, but below a duke

Miller – the owner of a mill that grinds grain into flour

Ogre – an ugly, cruel giant commonly found in fairytales

Math Fun!

Educator – some students may need manipulatives to complete these problems

1. Puss catches 11 mice. 2 mice escape, he gives 3 to a friend, and he eats 4 for breakfast. How many mice does Puss have left for lunch?
2. The king is counting how much money the princess spent last week. She bought a pony for 15 gold coins, a gown for 7 gold coins, a tiara for 4 gold coins, and slippers for 2 gold coins. How many gold coins did the princess spend?
3. The ogre has 15 servants. He wants to put them into 3 groups for their daily chores. How many servants must he put in each of the three groups?
4. The Miller's son has 4 piles of flour sacks at the mill. If there are 2 sacks of flour in each of the 4 piles, how many total sacks of flour does he have?

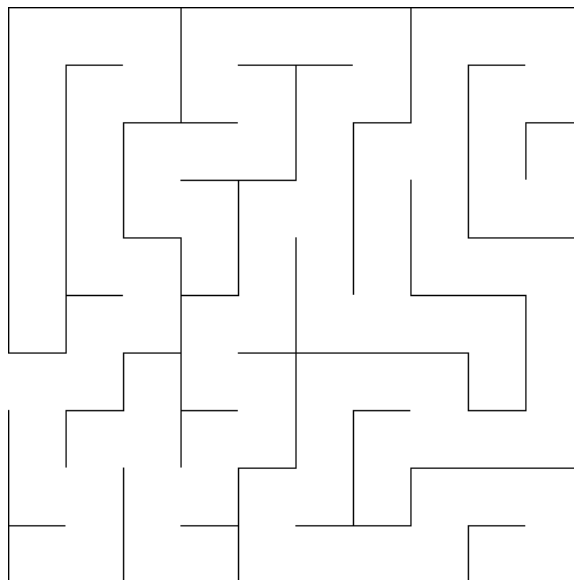
(MA 111.12, 111.13, 111.14, 111.15, 111.16, 111.17)



Cat Facts!

- Every cat's nose pad has a unique pattern, just like a human's fingerprint!
- In 1939 Puss, a cat in England, lived to be 36 years old! Most cats only live until age 15.
- Cats have excellent night vision, great balance and a good sense of smell.
- Cats sleep for at least 16 hours a day. That's a lot of cat naps!

Puzzle – Help Puss find the Ogre!



Spanish Language Arts – Matching

Puss taught us some Spanish words in the play. Match the Spanish word to the correct picture.

Gato



Botas



Saco



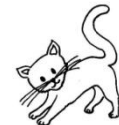
Monedero



Fortuna



El Rey



Rio



Ogro



Espada



Muy asustado



(SLA 128.2, 128.3, 128.4, 128.5, 128.6, 128.7)

(Translations answer key – in order: cat, boots, sack, purse, ogre, river, king, fortune, sword, very scared)

Other Books You Might Enjoy

If you liked reading the book *Puss in Boots* by Charles Perrault, try the Texas version of this classic - *Puss in Cowboy Boots* by Jan Huling!

Language Arts – Literary Terms

What is Personification? Personification is giving something non-human (like an object or animal) human traits or feelings. For example: Puss, a cat, can talk like a human does.

In what ways is Puss like a normal cat?

1. _____
2. _____
3. _____

In what ways is Puss like a person?

1. _____
2. _____
3. _____

(EL 110.2, 110.3, 110.4, 110.5, 110.6, 110.7)

Activities

Imagining, Writing & Storytelling

- Discuss the elements of stories and fairytales.
- Brainstorm other adventures Puss might have if he were to meet different characters or live somewhere else.
- As a class, write out a story and illustrate a fairytale book about the adventures of Puss.

Theatre

- Discuss the different roles people have in the theatre – playwright, director, actors, costumer, set and lighting designers, prop masters, musicians, choreographers, technicians, running crew, stage manager, audience, etc.
- Make a list of the props, scenery and costumes that would be needed to perform the story your class wrote. If time permits, draw designs for each and make them.
- Act out the story! You can even invite other classes or parents to watch your production.

(TH 117.4, 117.7, 117.10, 117.13, 117.16, 117.19)

Several TEKS (117.4, 117.7, 117.10, 117.13, 117.16, 117.19) are covered just by watching a Magik Theatre production, including:

- Identifying appropriate audience behavior
- Responding to and evaluating dramatic activities
- Identifying the use of music, creative movement, and visual components in a play
- Observing the performance of artists and identifying theatrical vocations

(TEKS Key: EL = English Language Arts/Reading, MA = Mathematics, SC = Science, SS = Social Studies, HE = Health Education, AR = Art, MU = Music, TH = Theatre, SLA = Spanish Language Arts)