Garry Krinsky presents his original performance of

**Toying with Science**

2nd - 5th Grade Activities

* A Moment For Etiquette  
  \[L.A.A.1.1, L.A.C.\]  

* Can We Build It?  
  \[S.C.C.2.2\]  

For Everyone

* Simple Machines  
  \[S.C.C.2.1, M.A.D.1.2\]  

* In the Balance/Now Let’s Play/Let’s Spin!  
  \[S.C.C.2.2, L.A.A.1.1\]  

* Let the Games Begin!  
  \[L.A.C, T.H.A.1.1\]  

For Teachers

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YOUR ROLE IN THE PRODUCTION

ARRIVAL  Please plan to arrive at least 20 minutes before show time. Proceed to the entrance with your group and look for the sign-in table. A designated representative must stop and sign in for the entire group.

Upon entrance, ushers will seat groups on a first come, first served basis and will seat your group as quickly and as efficiently as possible. After your group is seated, the restroom may be visited. Young students should be escorted.

EXITING Ushers will help your group move out of the theater in a quick and orderly fashion. You will be directed to the parking area using various routes. Exit routes may be different from your entrance path due to the ingress of students entering for the next performance. Please follow the ushers’ directions.

DIRECTIONS TO THE PALLADIUM

Located in Downtown St. Petersburg, at Fifth Avenue North & Third Street North, the PALLADIUM is reached via Exit 23A from I-275 to 1st Street North then left one block. The PALLADIUM Theater is on the NE corner at the intersection of Third Street North and Fifth Avenue North. Parking for cars is available in the lot across Fifth Avenue from the theater or in the lot adjacent to the theater.

Additional car parking is available at the United Bank lot on Third Street N. & 4th Avenue North. Bus parking is available at The Coliseum, continue west on 5th Ave. N. Turn left into The Coliseum parking. Follow directions of the parking attendant.

QUESTIONS AND CORRESPONDENCE

Class Acts, The Coliseum
535 4th Ave. N., St. Petersburg, FL 33701-4346
ATTN: Class Acts/ Perkins Elementary School
Pony Route #5
Phone 727-892-5800
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www.stpete.org/classacts.htm
BEFORE/AFTER THE SHOW

- Use the resource page (page 12) to augment your science lesson plans with experiment ideas that can be found at the library or online.

- Stock your classroom library with books on Galileo, Sir Isaac Newton and the laws of motion, as well as books featuring simple machinery, mime and circus performing.

- **For Kindergarten and 1st grade students:** The Hanging in the Balance, Now Let’s Play/Now Try and Let’s Spin! activities on pages 8-10 can be done as a group activity with students offering their hypotheses as to the outcome of the experiment.

- Encourage your students to learn and play the games featured on page 7 (Let the Games Begin!) to stimulate their cognitive, observation and team building skills. These games are great for school day downtime!

- Have your students try to identify the simple machines in the classroom, or make a game of it by playing charades and having students “act out” a simple machine by either using or **being** the machine.

- **For older students:** Have your students do the activity on pages 8-10 and invite them to present their findings in graph or chart form.

- Discuss levers and fulcrums and then have students identify levers and fulcrums from everyday life. Make a collage from pictures found in magazines and/or the internet, or from students’ own drawings.

- Create a pretend television studio in your classroom and have your students try to sell their simple machine (*from page 6 “Can We Build It?”*) Home Shopping style to their classmates.

**Terms to be familiar with:**

- **Center of Gravity:** The point at which the weight of an object is equally balanced.

- **Gravity:** The force with which two objects in the Universe are pulled toward each other.

- **Free Fall:** When an object is falling; being acted upon only by gravity.

- **Friction:** The force of one surface sliding, rubbing or rolling against another, slowing down the motion of an object and generating heat.

- **Fulcrum:** The fixed point on a lever on which it moves; point at which energy is transferred.

- **Inertia:** The tendency for objects at rest to stay at rest and objects in uniform motion to stay in motion in a straight line unless acted upon by an outside force.

- **Lever:** A rigid rod or bar to which a force may be applied to overcome a resistance. A simple machine used to gain force, speed or change of direction.

- **Leverage:** To wield power with levers.

- **Machine:** A device or system of devices made of moving parts that transmits, sends or changes a force.

- **Simple Machine:** Machines powered by human force only – without using batteries, fuel or electricity.

Terms and definitions courtesy of Garry Krinsky’s Toying With Science study guide.
A Moment for Etiquette

The show you are about to experience, Toying with Science, is a very fast-paced show. That means the performer, Garry Krinsky, is going to be doing many things on the stage quickly. That means one trick will follow another with no “do-overs.” That’s because this is live theater. Live means it’s happening now. There’s no rewinding, like a movie video, and no replays, like in a football game. If you miss it the first time, you’ve missed it for good.

So what should you do to make sure you don’t miss anything? Watch! And listen!

Mr. Krinsky is bringing all of his toys, his experiments, his music, his best jokes and years of training to you – so you can enjoy them too! And since you’re his special guest in the audience, it’s your job to stay with the Mr. Krinsky. It’s your job to watch and listen so you won’t miss what’s coming next. It’s your job not to be distracted – to talk or listen to anyone else in the audience who may be talking. It’s your job not to do anything (like kick the seat in front of you) to distract anyone else in the audience.

Hope you enjoy the show. And remember ... Watch ... Listen ... and if you like what you see, let Mr. Krinsky know with your applause!!!

For Fun:

See if you can match the word or phrase below with its meaning or synonym:

Experience  • Being part of an event by watching it or participating in it
Fast-paced  • Quick; one thing follows another quickly
Performer  • A person who performs on the stage
Live  • Happening in the moment
Audience  • A group of people who watch the performer
Distracted  • When your attention is on something besides the performance on the stage
A **simple machine** is a machine that completes a task (*work*) by using human energy (*force*).

*If it uses batteries or electricity to work, it’s not simple!!!*

Cut out each square to the right. Then glue the squares where they belong on the graph below!

*(Just work over the graphic in the middle of the graph!)*
Can we build it?

Using all or some of the materials pictured below (and your imagination, of course!), draw a picture of a machine that would move the book from point “A” to point “B.”

2 rubber bands
2 pencils
toilet paper roll
book
mug
ruler

Photos courtesy of Missy Schlesman

Answers to Simple Machines activity on page 5:
1. five; 2. three; 3. there are more simple machines; 4. there are less regular machines; 5. there are two more simple machines than regular machines.
Let the Games Begin!

The scientific process requires observation and oftentimes, teamwork. Try some of the games below to strengthen these skills while you have fun with your classmates!

Get a group of friends together and have one leave the room and change something about his or her appearance (for example: push a sleeve up that was previously down or stick a pencil behind an ear). Once the person has changed something about his or her appearance, have them rejoin the group and see who notices first! For more fun, have the person change several things about their appearance and see who can guess the most first.

Get your friends together and tell a story! Sit or stand close together in a circle and have one person start off with “Once upon a time,” and then stop. The next person picks up where the first person left off and continues the story, stopping whenever they feel like it. The third person must then continue the story, building upon what the previous person said. Continue around the circle until everyone has a turn or the story is done!

You can also do a circle game called I’m going to ...” Each person recites “I’m going to (and names a place), and I’m bringing a (name an object). Each person must recite what the previous person said, as well as add an object of his, or her, own. For example, let’s say the place you wanted to go was Disney World. The first person would say, “I’m going to Disney World, and I’m bringing a suitcase. The next person will say, “I’m going to Disney World and I’m bringing a suitcase and a banana. The next person will then say, “I’m going to Disney World, and I’m bringing a suitcase, a banana and a soda. And so on. See how it works?

Sit opposite a friend and have them copy whatever you do with your face, like a mirror. For example, if you raise your eyebrows, they must raise their eyebrows, if you smile, they smile, and so on. Take turns copying one another and then challenge yourselves by seeing if you can anticipate what your partner will do next!
Hanging In the Balance

1. Cut out the star patterns below. **Be careful not to throw away the next steps!**

2. Trace and cut out 3 small cardboard stars and one large cardboard star.

3. Cut two 12 inch pieces of string, and three 6 inch pieces of string.

4. Punch a hole at the top of each star.

5. Take one 6 inch string and pull one end through the hole of a small star. Tie the ends of the string together, making a loop.

6. Repeat step 5 for each 6 inch string, **using one small star and the large star.**

7. Take one 12 inch string and repeat step 5 using the last small star.

8. Take the remaining 12 inch string and tie one end around the 6” mark of the ruler. You may want to secure it with tape so it stays in place.

You will need:
- Scissors
- Glue
- Ruler
- String (optional)
- Tape (optional)
Now let’s play!

Have a friend suspend the ruler by its string so the ruler hangs evenly horizontally.

What do you think will happen ...

if you take two small stars on 6 inch strings and hang them at the 2” and 10” points on the ruler?

Do it! What happened?

What do you think will happen ... if you do that with the big star and a regularly sized star?

Do it! What happened?
Now try ...

Keeping the big star and smaller star at each end of the ruler, try sliding the string holding the ruler toward the big star.

Does it balance the ruler? Why do you think it did?

Now try hanging the star with the 12 inch string with a star with a 6 inch string.

What happened?

Let’s Spin!

Take one uncooked egg and set it spinning on a plate.

Then touch it lightly with your finger to stop it.

As soon as the egg stops spinning, take your finger away and see what happens.

Why do you think it did that?

Inertia keeps it going, even though your finger stops the outer shell from spinning. Once the force of the spinning substances on the inside gets the outside going again, the outside keeps going! Get it?

Both balancing and egg experiment courtesy of *The Usborne Book of Science Experiments* by Jane Bingham, Usborne Publishing, Ltd., 1991 by permission.
**ABOUT THE PERFORMER**

**Garry Krinsky** began entertaining in his family home in Massachusetts as a boy, surrounded by plenty of friends and relatives and inspired by his two talented parents who themselves shared a love of performing. Garry began his professional career with the Boston Buffoons and went on to co-found the Patchwork Players as well as perform vaudeville as a member of New England’s Wright Brothers troupe. He began his educational performances in 1978, and returns to St. Petersburg’s Class Acts Performance Series with his renowned and very original high energy show, *Toying With Science*.

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**ABOUT THE SHOW**

**Garry Krinsky’s** *Toying With Science* is a very fast-paced, high energy play date where the audience is invited to explore gravity and balance, leverage, and the creativity behind simple machinery while celebrating the vast expanse of the human imagination. Garry brings his plethora of toys, wit and original music to the stage and presents his lessons through mime and circus skill showmanship shaped and honed by years of street performing. *Toying With Science* has been featured on the Today Show and enjoyed by millions of children throughout the country who have joined in the interactive fun.
Resources

Science

   Westport, CT 1988.

www.mos.org/sln/Leonardo/LeoHomePage.html
www.teachersdomain.org/6-8/sci/phys/energy/zplant/index.html

Mime and Theater

Montanaro, Tony. *Mime Spoken Here: The Performer’s Portable Workshop*
Montanaro, Tony. *Mime Spoken Here: Video Vols.1 and 2*. PO Box 1054,
   Portland, ME.

Theater Games

Orlick, Terry. *The Second Cooperative Sports and Games Book*. Pantheon Books,
   NY 1982.

Juggling & Object Manipulation

For a catalog of equipment, books and videos contact:
BRIAN DUBÉ JUGGLING EQUIPMENT
520 Broadway, Third Floor
New York, NY 10012-4436
Phone: (212) 941-0060
Fax: (212) 941-0793