

Teacher Guide

Cue Sheet

Cat Kid Comic Club: The Musical

Wednesday, October 21, 2026
10:15am & 12:15pm

Questions to ask students **BEFORE** the performance

- What comic books are you familiar with or have you read?
- What do you think makes a “good” story?
- Do all “good” stories have the same things in common?

Questions to ask students **AFTER** the performance

- What is the difference between reading a graphic novel or comic book and seeing an adaptation of the same story performed?
- What lessons did you learn from the show about creativity and self-expression?
- How did working together help the frogs grow and improve their comics?



About the Performance

In *Cat Kid Comic Club: The Musical*, a group of excitable tadpoles join a comic-writing club run by Cat Kid and Molly Pollywog. This spin-off of *Dog Man: The Musical*, created by the same author and creative team, features some of the same characters. For instance, Flippy, a bionic butterflyfish and former *Dog Man* villain, has adopted the tadpoles in this story.

The comic club serves as an outlet for the baby frogs’ big personalities and imagination. The club gives them a chance to collaborate, express themselves, and grow together. As the club begins, the frogs are full of imagination but struggle with listening, teamwork, and managing big emotions.

As they dive into comic creation, they create wild and silly stories filled with unusual characters and ideas. Flippy becomes frustrated with their chaotic, unconventional comics and tries to control what they create until he learns to let them express themselves freely. Through drawing, writing, and sharing their work, they begin to express themselves, solve problems, and understand different perspectives.



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Vocabulary

antidote (AN-ti-doh-t) - something that fixes or stops a problem, like a cure or remedy

backstory (BAK-stor-ee) - information about a character's past that helps us understand that character now

club (kluhb) - a group of people who meet to share a common interest

collaboration (ko-lab-uh-RAY-shun) - working together with others to create or solve something

comic book (KOM-ik book) - a story told with pictures and words, often in panels

confidence (KON-fi-denss) - believing in yourself and your abilities

conflict (KON-flikt) - a problem or struggle between characters or ideas in a story

expression (ek-SPRESH-uhn) - showing your thoughts, feelings, or ideas through words, actions, or gestures

failure (FAYL-yer) - not meeting your goal or not getting what you wanted, but trying can give ideas for ways that will work

illustrator (IL-uh-stray-ter) - a person who draws the pictures for a book

imagination (ih-maj-ih-NAY-shuhn) - the creation of ideas, images, or stories in your mind

inspiration (in-SPUR-ay-shuhn) - someone or something that gives you ideas or motivates you to create

moral values (MOR-uhl VAL-yooz) - beliefs about what is right and wrong, often shared with other people

outsiders (out-SY-derz) - people who feel different or not part of a group

overreaction (oh-ver-ree-AK-shuhn) - responding to something in a bigger or stronger way than needed

perspective (per-SPEK-tiv) - the way someone thinks about or sees something

psychokinetic (sy-koh-ki-NET-ik) - having the power to move things using only your mind

spin-off (SPIN-off) - a new but related story or series that comes from another

tadpoles (TAD-pohlz) - baby frogs that live in water before they grow legs

tolerance (TOL-er-anss) - accepting and respecting people who are different from you

wholesome (HOHL-suhm) - healthy, positive, good for people



Additional Resources

Click here to download a study guide for the performance provided by the show.

Interactive PDF
Click here to visit link.

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Beyond the Show

Use these activities before or after the performance to extend the production's themes and concepts into the classroom.

Comic Club Show & Tell

Challenge individuals or groups of students to create a short 4-6-panel comic that develops character(s) and conflict. Encourage them to focus on being creative, to have fun, to explore the limits of their imaginations more than making it "good." Invite students to share their comic with the class in a show-and-tell. This activity will help students explore their creativity and build confidence in interpreting their ideas and presenting them.

One Word Story Circle

Place students in small groups and direct them to tell a story one word at a time. Each student contributes a word, accepting and building upon what was said before. Set a time limit of 5 minutes or so. Check in with the groups to see what they can tell you about their tale and experience as it goes on. Afterward, reflect as a class whether it was easy or challenging to work together and how each story changed as more words were spoken. In particular, discuss the surprises that came up in the stories.

Learning from Failure

Come up with an activity that students won't likely be able to accomplish, such as stacking 10 marshmallows in a single stack. Observe what happens as they set out to perform the task and how each student responds to failure. Before the task comes due, alert the students that they are succeeding at another lesson - dealing with and learning from failure. Then, direct the students to check in on how they felt when they received the instructions for the work, and how they felt as they tried to figure out how to accomplish it. What did they learn about their abilities or how they approach a problem? Reinforce the idea that failing is an important part of learning and creativity, and that recognizing failures and how they occur helps us improve, succeed, and grow.