

Drama

Menu

Resource
Pack

www.dramamenu.com

www.nickhernbooks.co.uk



Contents

Game Number		Page Number
	Welcome	3
2	Spaghetti	4
24	Challenge Chair	5
40	Team Challenge	6
47	Sonnet On 1 Breath	8
53	3 Events	13
54	Film Trailers	14
57	School Excuses	15
58	7-Word Story	16
59	Oh Kay Magazine	18
61	The Party Game	20
62	3 Sounds	24
65	Beginning and Ending	25
70	The News	27
71	Draw Blind	29
79	Crowd Reactions	34
80	SFX Mimes	48
85	The Other	50
95	The Energy Test	51
97	Emotion Bench	52
99	To Bean or Not to Bean	53
103	Sound Script	54
105	Staging by Numbers	57
107	Staging Plays	64
109	Sound Scene	65
111	Trash TV	66
114	Emotional Roller Coaster	69
118	Motivation Maps	70
119	Emotionally Torn	78
120	Structured Stories	81
123	Channel-Hopping	84
126	Love Story	85
127	The Moral of the Story	86
136	Interpretation Scripts	87
140	The Scottish Play	92
141	Energy Steps	93
142	Fairytales	94
143	7 Deadly Sins	95
144	Show in 30 Minutes	96
145	Fight Scenes	101
149	Story Elements	106
	Notes	107



Welcome

Welcome to the *Drama Menu* Resource Pack, the perfect partner to the unique three-course teaching system.

This pack was created alongside the book to allow you to get the very best out of *Drama Menu*. If a resource is required, it will be here; so, if you're short of time or just looking for some inspiration, the Resource Pack is at hand to help you deliver dynamic and creative drama sessions in three easy steps...

- 1) Select your menu by browsing the book or by taking suggestions from our online community at www.dramamenu.com.
- 2) Find the required resources (the large numbers at the top of each resource sheet relate to the game number in the book), and then print the required number of copies.
- 3) Follow the guidelines in the book for each activity.

It's as easy as that! Three simple steps and you have all the ingredients for a fun-filled, creative drama session. All you have to do is add some energy, enthusiasm, a room full of eager participants, and a copy of *Drama Menu*!

With *Drama Menu* and this Resource Pack, it's never been easier to provide a positive and progressive learning experience for your drama group. We've done the hard work, leaving you free to do what you do best: delivering engaging and creative drama sessions that will inspire and enrich each participant.

Buy your copy of *Drama Menu* from www.nickhernbooks.co.uk

Use the following code at the checkout and automatically receive 20% off the price of the book: NHBMENU

The *Drama Menu* Resource Pack has been designed for you to download, print and/or photocopy, and distribute in order to play the games featured in the book *Drama Menu* and on the website www.dramamenu.com. The Resource Pack remains copyrighted to its author, should not be altered, and must not be published or distributed via any other website.

Drama Menu and the *Drama Menu* Resource Pack first published in 2015 by Nick Hern Books Limited, The Glasshouse, 49a Goldhawk Road, London W12 8QP

Copyright © 2015 Glyn Trefor-Jones

Glyn Trefor-Jones has asserted his right to be identified as the author of these works

Designed and typeset by Nick Hern Books



Spaghetti

Here are some favourite Spaghetti emotions / character traits that offer scope for physical and emotional connection to the spoken word.

ANGRY
IN LOVE
SHY
HEROIC
EXCITED
BORED
AMAZED
COOL
CONFIDENT
POSH
DISAPPOINTED
GIANT
SAD
CONFUSED
CONTENTED
MAGICAL
STRANGE
UNBELIEVABLE
SUPER HERO
INTELLIGENT
ROCK 'N' ROLL
GEEK
DRUNK
GRIEF-STRICKEN
PARTY ANIMAL
SLOW MOTION



Challenge Chair

For this challenging exercise, you will need as many subjects as you have players. Here are some ideas.

CHOCOLATE BARS
FOOTBALL TEAMS
SHOPS
COUNTRIES
BOYS NAMES
ANIMALS FOUND IN A ZOO
CARTOONS CHARACTERS
THINGS FOUND IN A FRIDGE
FEMALE SINGERS
TV PROGRAMMES
SCHOOL SUBJECTS
GIRLS NAMES
MODES OF TRANSPORT
THINGS FOUND IN A BATHROOM
ALCOHOLIC DRINKS
ANIMALS FOUND ON A FARM
PLACES BEGINNING WITH 'B'
AMERICAN ACTORS
TYPES OF CLOTHING
COLOURS
LANDMARKS IN PARIS
FILMS
VEGETABLES
SPORTS
THINGS FOUND IN A THEATRE
SHAKESPEAREAN CHARACTERS
CAPITAL CITIES
GREEN-COLOURED FOODS
DISNEY FILMS



Team Challenge

Team Challenge #1

- 1) Everyone in the group must touch all four walls in the room.
- 2) Shake hands with everyone in your group.
- 3) Find out whose birthday is next and sing 'Happy Birthday' to them.
- 4) Just by using your bodies, make a bridge (for the group leader to walk underneath).
- 5) Make a tight circle... put your left hands in and hold hands with another person, now do the same with your right hands! You are now a human knot!! Untie yourselves (without letting go of each other's hands).
- 6) Line up in shoe size order and sit down.
- 7) Smile! You might have won!

Team Challenge #2

- 1) Stand in a perfect circle.
- 2) Saying one letter each in cannon, recite the whole alphabet.
- 3) Have a group hug.
- 4) Stand as far away from each other as possible and count down from 20 to 1 (getting progressively louder).
- 5) Make a revolutionary 'people-cleaning machine' just by using your bodies for the group leader to walk through.
- 7) Line up in age order.
- 8) Sit down.
- 9) Make an aeroplane out of this page and fly it at the group leader. First to fly... wins!



Team Challenge

Team Challenge #3

- 1) Just by using your bodies... make an Eiffel Tower.
- 2) Do the Hokey Cokey.
- 3) Make a dog out of your bodies and run over to bark at the group leader.
- 4) Hide the tallest member of your group with your bodies.
- 5) Just by using your bodies, make a present for the group leader to open.
- 6) Give a compliment to every member of your group.
- 7) Do the conga around the group leader.
- 8) Return to your Eiffel Tower positions and fly this page (like a flag) from the top. The first group to fly the flag is the winner!

Team Challenge #4 (Christmas Special)

- 1) Find out whose birthday it is next and make a nativity picture with them as baby Jesus. When it's ready, call the group leader over to award points (out of 10).
- 2) Name Santa's reindeer.
- 3) Make a sleigh for Santa just by using your bodies and slide it over to the group leader giving him/her a present. How much did they like the gift (out of 5)?
- 4) Name six things you would eat at Christmas.
- 5) Sing 'We Wish You a Merry Christmas' to the group leader as beautifully as you can. How much did they enjoy the performance (out of 10)?
- 6) Make a Christmas candle just by using your bodies and ask the group leader to blow it out.
- 7) Sit down and smile.... You just might have won.
- 8) Dress a member of your group like an alternative Santa. [*Note: 5 bonus points will be awarded for the best dressed / most original Santa.*]

Team Challenge #4 - Answers

- 2) Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, Blitzen, Rudolph
- 4) Ask each group, in turn, to read out their Christmas dinner items; if another group has written the same answer, no one scores a point for that item. Each remaining food item will win one point.

[*Note: You will need a box of clothing for the players to dress their Santas and it's a good idea to have a nominal prize for the winning team.*]



Sonnet On 1 Breath

Print, cut out and take a deep breath!

Sonnet 29

When in disgrace with fortune and men's eyes
 I all alone beweepe my outcast state,
 And trouble deaf heaven with my bootless cries,
 And look upon myself, and curse my fate,
 Wishing me like to one more rich in hope,
 Featured like him, like him with friends possessed,
 Desiring this man's art, and that man's scope,
 With what I most enjoy contented least;
 Yet in these thoughts my self almost despising,
 Haply I think on thee, and then my state,
 Like to the lark at break of day arising
 From sullen earth, sings hymns at heaven's gate;
 For thy sweet love remembered such wealth brings
 That then I scorn to change my state with kings.



Sonnet 2

When forty winters shall besiege thy brow,
 And dig deep trenches in thy beauty's field,
 Thy youth's proud livery so gazed on now,
 Will be a totter'd weed of small worth held:
 Then being asked, where all thy beauty lies,
 Where all the treasure of thy lusty days;
 To say, within thine own deep sunken eyes,
 Were an all-eating shame, and thriftless praise.
 How much more praise deserv'd thy beauty's use,
 If thou couldst answer 'This fair child of mine
 Shall sum my count, and make my old excuse,'
 Proving his beauty by succession thine!
 This were to be new made when thou art old,
 And see thy blood warm when thou feel'st it cold.



Sonnet On 1 Breath

Sonnet 23

As an unperfect actor on the stage,
 Who with his fear is put beside his part,
 Or some fierce thing replete with too much rage,
 Whose strength's abundance weakens his own heart;
 So I, for fear of trust, forget to say
 The perfect ceremony of love's rite,
 And in mine own love's strength seem to decay,
 O'ercharged with burthen of mine own love's might.
 O! let my looks be then the eloquence
 And dumb presagers of my speaking breast,
 Who plead for love, and look for recompense,
 More than that tongue that more hath more express'd.
 O! learn to read what silent love hath writ:
 To hear with eyes belongs to love's fine wit.



Sonnet 12

When I do count the clock that tells the time,
 And see the brave day sunk in hideous night;
 When I behold the violet past prime,
 And sable curls, all silvered o'er with white;
 When lofty trees I see barren of leaves,
 Which erst from heat did canopy the herd,
 And summer's green all girded up in sheaves,
 Borne on the bier with white and bristly beard,
 Then of thy beauty do I question make,
 That thou among the wastes of time must go,
 Since sweets and beauties do themselves forsake
 And die as fast as they see others grow;
 And nothing 'gainst Time's scythe can make defence
 Save breed, to brave him when he takes thee hence.



Sonnet On 1 Breath

Sonnet 97

How like a winter hath my absence been
 From thee, the pleasure of the fleeting year!
 What freezings have I felt, what dark days seen!
 What old December's bareness everywhere!
 And yet this time removed was summer's time;
 The teeming autumn, big with rich increase,
 Bearing the wanton burden of the prime,
 Like widow'd wombs after their lords' decease:
 Yet this abundant issue seemed to me
 But hope of orphans, and unfathered fruit;
 For summer and his pleasures wait on thee,
 And, thou away, the very birds are mute:
 Or, if they sing, 'tis with so dull a cheer,
 That leaves look pale, dreading the winter's near.



Sonnet 70

That thou art blamed shall not be thy defect,
 For slander's mark was ever yet the fair;
 The ornament of beauty is suspect,
 A crow that flies in heaven's sweetest air.
 So thou be good, slander doth but approve
 Thy worth the greater, being wooed of time;
 For canker vice the sweetest buds doth love,
 And thou present'st a pure unstained prime.
 Thou hast passed by the ambush of young days
 Either not assailed, or victor being charged;
 Yet this thy praise cannot be so thy praise,
 To tie up envy, evermore enlarged,
 If some suspect of ill masked not thy show,
 Then thou alone kingdoms of hearts shouldst owe.



Sonnet On 1 Breath

Sonnet 33

Full many a glorious morning have I seen
 Flatter the mountain tops with sovereign eye,
 Kissing with golden face the meadows green,
 Gilding pale streams with heavenly alchemy;
 Anon permit the basest clouds to ride
 With ugly rack on his celestial face,
 And from the forlorn world his visage hide,
 Stealing unseen to west with this disgrace:
 Even so my sun one early morn did shine,
 With all triumphant splendour on my brow;
 But out, alack, he was but one hour mine,
 The region cloud hath mask'd him from me now.
 Yet him for this my love no whit disdaineth;
 Suns of the world may stain when heaven's sun staineth.



Sonnet 89

Say that thou didst forsake me for some fault,
 And I will comment upon that offence:
 Speak of my lameness, and I straight will halt,
 Against thy reasons making no defence.
 Thou canst not, love, disgrace me half so ill,
 To set a form upon desired change,
 As I'll myself disgrace; knowing thy will,
 I will acquaintance strangle, and look strange;
 Be absent from thy walks; and in my tongue
 Thy sweet beloved name no more shall dwell,
 Lest I, too much profane, should do it wrong,
 And haply of our old acquaintance tell.
 For thee, against my self I'll vow debate,
 For I must ne'er love him whom thou dost hate.



Sonnet On 1 Breath

Sonnet 149

Canst thou, O cruel! say I love thee not,
When I against myself with thee partake?
Do I not think on thee, when I forgot
Am of my self, all tyrant, for thy sake?
Who hateth thee that I do call my friend,
On whom frown'st thou that I do fawn upon,
Nay, if thou lour'st on me, do I not spend
Revenge upon myself with present moan?
What merit do I in my self respect,
That is so proud thy service to despise,
When all my best doth worship thy defect,
Commanded by the motion of thine eyes?
But, love, hate on, for now I know thy mind,
Those that can see thou lov'st, and I am blind.



3 Events

A Wedding	A Hospital Visit
A Fight	A Death
A Birth	An Explosion
An Alien Invasion	A Natural Disaster
A Lottery Win	A Fire
An Animal Attack	A Gunshot
A Celebrity Appearance	A Zombie Attack
A Surprise Party	A Proposal



Film Trailers

Films by Genre

Action-Adventure

Comedy

Horror

War

Romance

Sci-Fi

Western

Films by Title

The Return of the Killer Zombies

Escape from Dinosaur Island

Alien Attack III

Undercover Cop

Vampire Madness IX

Spy Another Day

Wagons Roll



School Excuses

You released the school hamster.

You blew up the science lab.

You graffitied on a teacher's car.

You locked the art teacher in the supplies cupboard.

You set off the fire alarm.

You let your pet crocodile loose in the playground.

You keep attending school in fancy dress.

You lit a firework in the classroom.

You threw eggs at a teacher.

You haven't done your homework – EVER!

You were seen hitting someone on the school bus.

You threw ink over a teacher.

You smashed five school windows.

You've been taking dinner money off other students.

You were seen jumping on the headmaster's car.

You set fire to the library.

You threw custard over the school cook.

You wrote scandalous rumours on the blackboard.

You set a trap for the caretaker – who broke his leg.

You released a stink bomb during parents' evening.



7-Word Story

Version One - Freestyle

Run
Stop
Argghh!
Why?
Hurry
Leave
Bye

Ready?
Liar
Help
Run
Brilliant
Now
No!

Please
No
Stop
Why
Amazing
Oops
Sorry

Ouch!
Stop
Please
Sorry
Why?
Argghh!
Run



7-Word Story

Version Two - Titles

The Kidnapping

Stop

Smoke

Blindfold

Why

No

Help

Quiet

The Murder

What

Stop

Revenge

Please

You

No

Why?

Caught in the Act

Now

What?

Phone

Stop

No

Why?

Please

The Break-up

Why

Who

Please

Summer

Listen

Sit

No



Oh Kay Magazine

Allocate one *Oh Kay Magazine* cover to each participant and encourage them to be as creative as possible with their celebrity scandal of the day.



Oh Kay Magazine





Oh Kay Magazine

Oh Kay Magazine

A large, empty rectangular box with a black border, intended for a student to draw or write a scene from the play.A second large, empty rectangular box with a black border, identical to the one above, for another scene or drawing.



The Party Game

Party Game Characters #1

You are incredibly greedy

You are secretly in love with the host

You are very bossy

You are the most boring person on earth

You are in slow motion

You are God

You are a giant

You are a huge gossip

You are a massive liar

You are very shy

You are a caveman

You are unbelievably heavy

You are very forgetful

You hate the host

You are a baby

You are a party animal

You are a lost tourist

You are a person of the opposite sex



The Party Game

Party Game Characters #2

You have just awoken from one hundred years of sleep

You are an alien

You are a superhero

You get very angry at the smallest thing

You are constantly hungry

You're gorgeous... and you know it

You're very lonely and desperate for friends

You think that you are a fantastic dancer and want to show everyone

You are very clumsy

You are very, very drunk

You get lost very easily

You fall in love with everyone you meet

You are a comedian and find yourself very funny

You take everything very seriously

You treat everything as a competition

You are very confused

You are desperate to be the centre of attention

You are a robot



The Party Game

Party Game Characters #3

You are the Queen of England

You have an imaginary friend

You think you're a car

You're magnetic

You think you have magic powers

You haven't slept in days

You are a three-year-old brat

You are drunk and love everyone

You are very ill and think every word might be your last

You are a commentator and can't help commentating on everything that happens

You are in a hurricane

You have very heavy feet

You have a tennis ball stuck in your mouth

You are a very bad comedian

You think that you are gorgeous

You are the world's biggest geek

You're an army sergeant-major

You have a very bad 'wind' problem



The Party Game

Party Game Characters #4

You are made of wood

You are a mermaid

You are a werewolf

You are Dracula

You are a mad scientist

You are a fairy princess

You are a mime artist

You are the Devil

You get freaked out by the smallest noise

You are a clean freak

You think you're on ice skates and want to show off your moves

You are made of springs

You are a genius

You are a spaceman

You are a 'totally far-out' hippie

You are a killer on the run from the police

You feel pain from the smallest touch

You are a bird



3 Sounds

ARRGGGGHHHHH!

HOOOOOOOOWL! [*Like a wolf.*]

WOOOOOOOOOO! [*Like a ghost.*]

NOOOOOOOOO!

HURRAAYYY!

BOOOOOOOOO!

STOOOOOOOP!

HA HA HA HA!

HEEEEEELP!

NEE-NAW NEE-NAW NEE-NAW!

WOOOAH! [*As in stopping a horse.*]

BOO!

NOOOOOOOOOOOOO!

YIPPEEEEEEEE!

WOW!



Beginning and Ending

Beginning Lines

'You go first.'

'I can't believe you did that!'

'That is totally awesome!'

'What are you doing here?'

'How long have you known?'

'I know what you did last night.'

'I'm scared!'

'You're hiding something from me, I know it!'

'Why didn't you tell me?'

'Touch me again and I'm calling the police!'

'Who brought that in here?'

'Oh no! It's coming straight for us!'

'Are you sure we should be doing this?'

'Stop right there!'

'I knew I'd find you here!'



Beginning and Ending

Ending Lines

'Congratulations, it's a boy!'

'Don't ever show your face around here again!'

'I sentence you to fifty years in prison!'

'And now we say our final goodbye to Billy. Ashes to ashes, dust to dust.'

'I now pronounce you man and wife.'

'Oh no! She's... dead!'

'I've got two words for you... April fool!'

'I don't ever want to speak to you again!'

'I'm sorry.'

'Don't do it. Noooooo!'

'I won't tell anyone, I promise.'

'Arrrgggghhhh! We're gonna crash!'

'Of course I'll marry you!'

'You make me sick!'

'Get out of my house and don't come back!'

'I don't know what I'd do without you.'



The News

**World's Smallest Person
Found in a Crisp Packet**

Mad Scientist Invents Love Potion

Robot Teacher Malfunctions

Talking Dog Found in Cellar

Headteacher Lays Egg

Alien Marries Teenager

Woman Gives Birth to Giant Baby

**World's Oldest Person Celebrates
198th Birthday**

Confectioner Invents Exploding Chocolate



The News

Seven-Year-Old Becomes President

Giant to Fight Pixie for World Boxing Title

**Teacher Attacks Student with
Magic Powers**

Robot Robs Bank

Granny Wins Olympic 100m

Leprechaun Wins Burger-Eating Contest

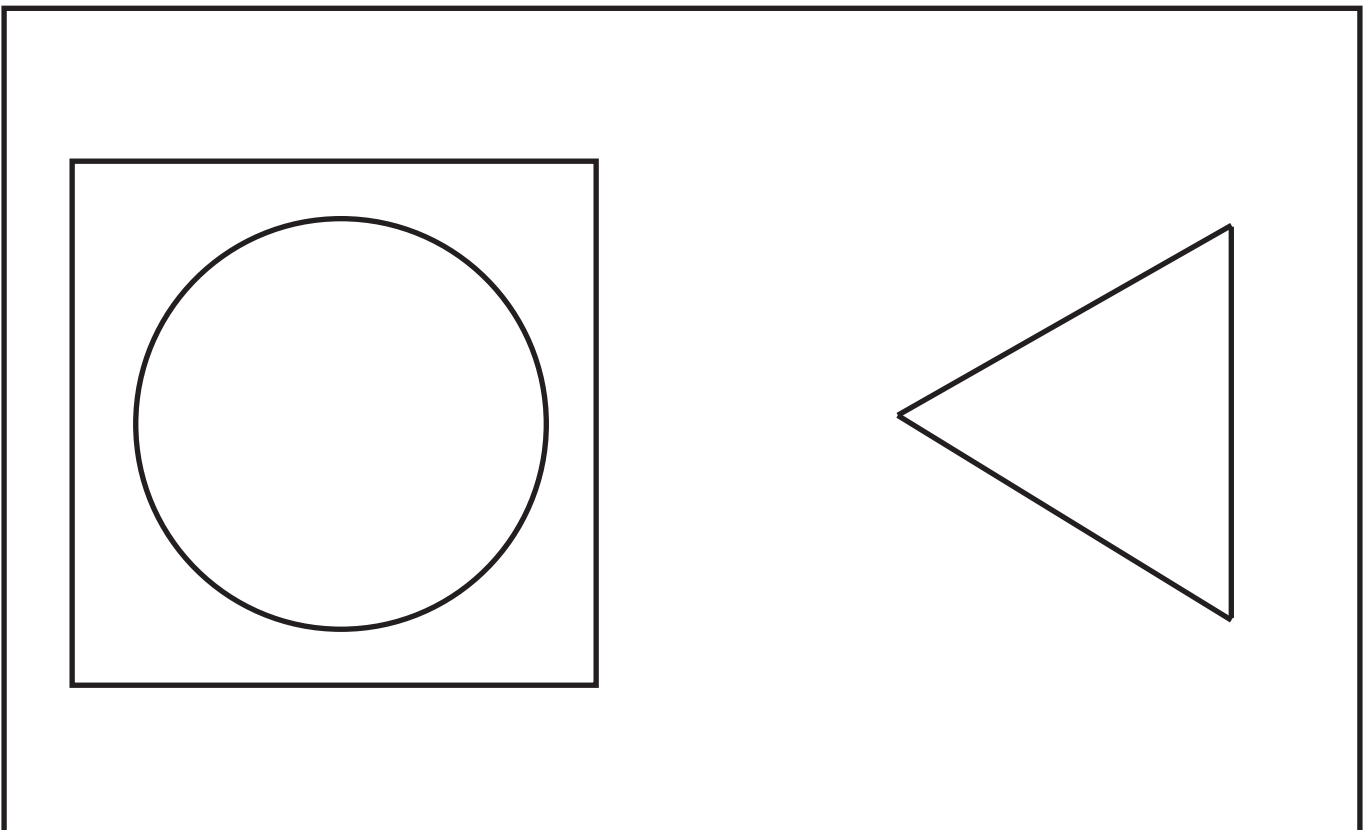
World's Largest Man Gets Stuck in Car

**Drunk Woman Attempts 200-Mile
Tightrope Walk**

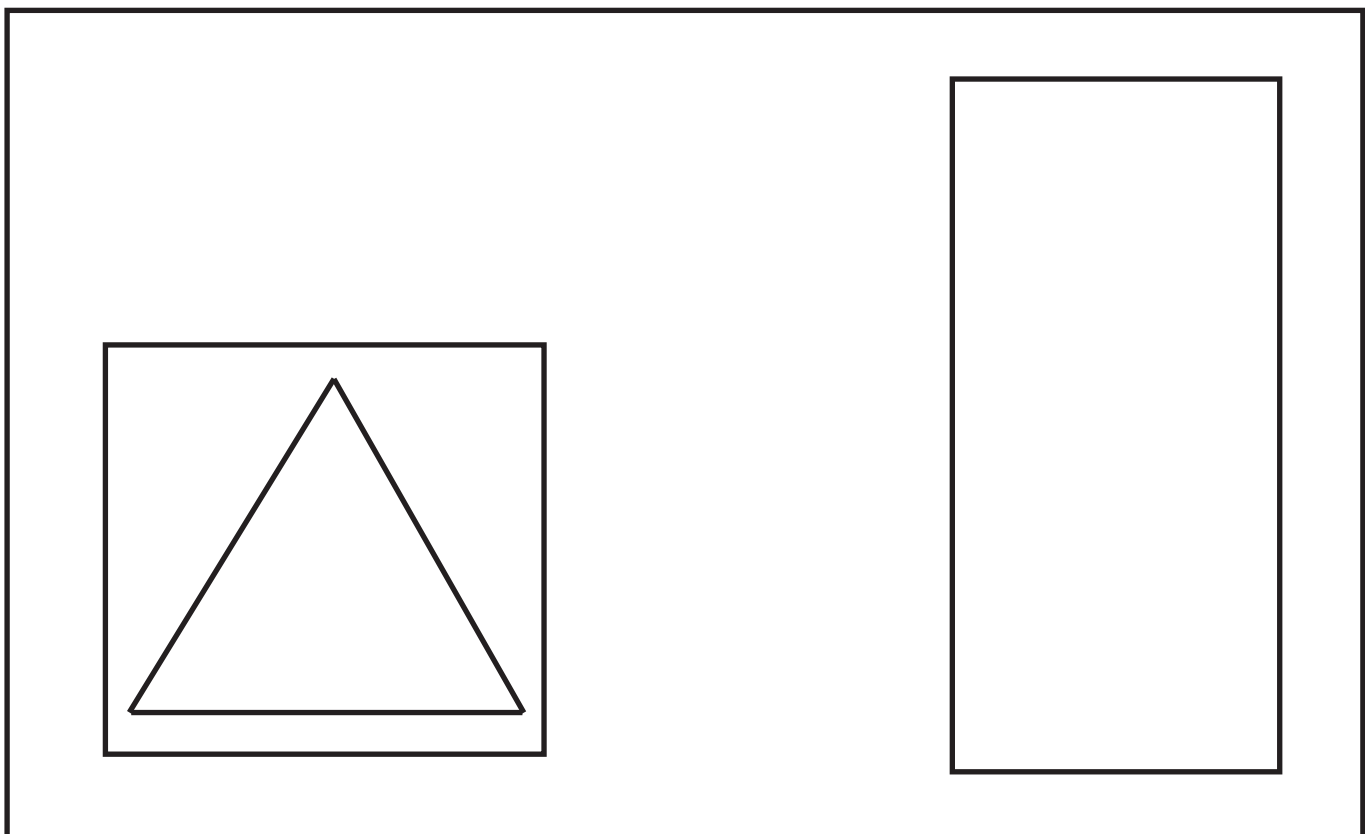
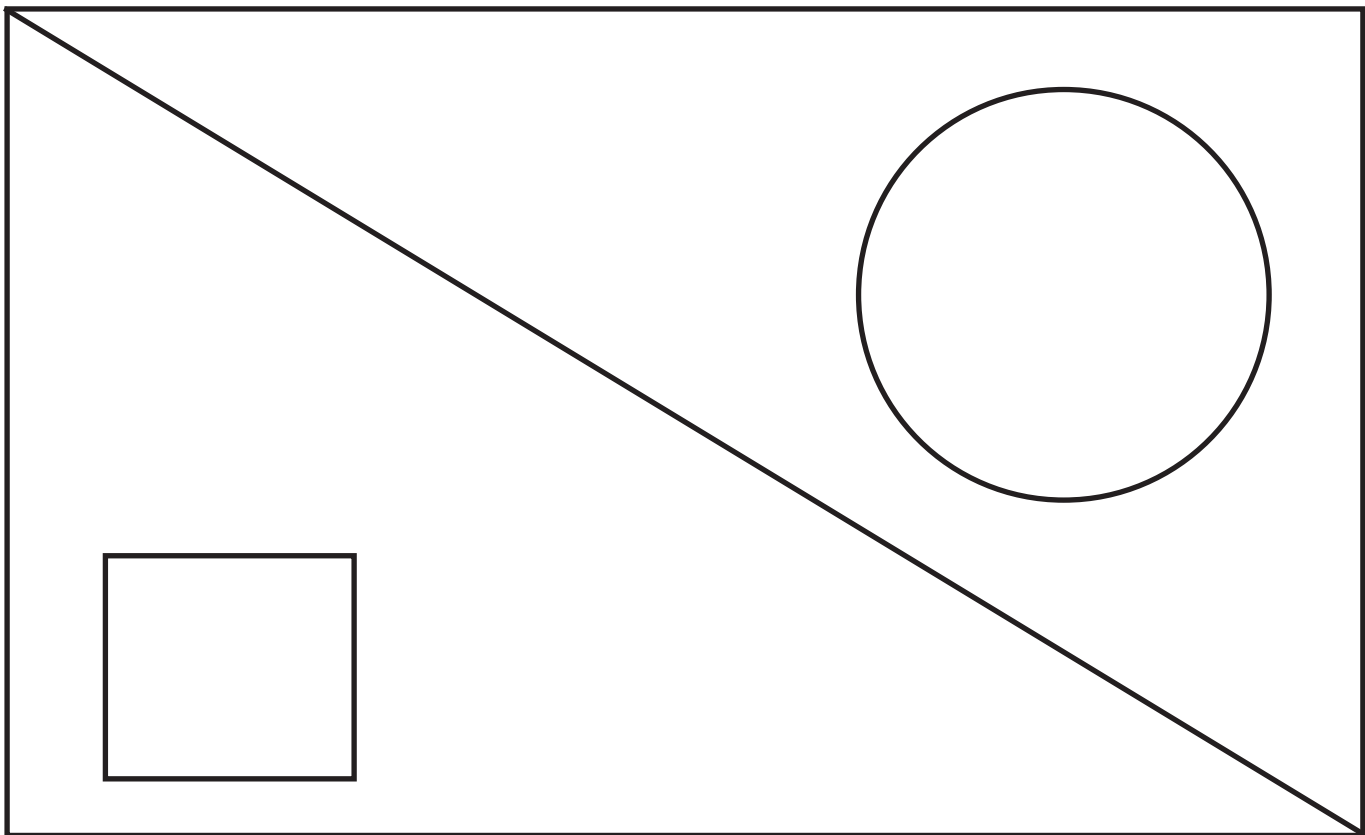
Talking Cow Found in Supermarket

Draw Blind

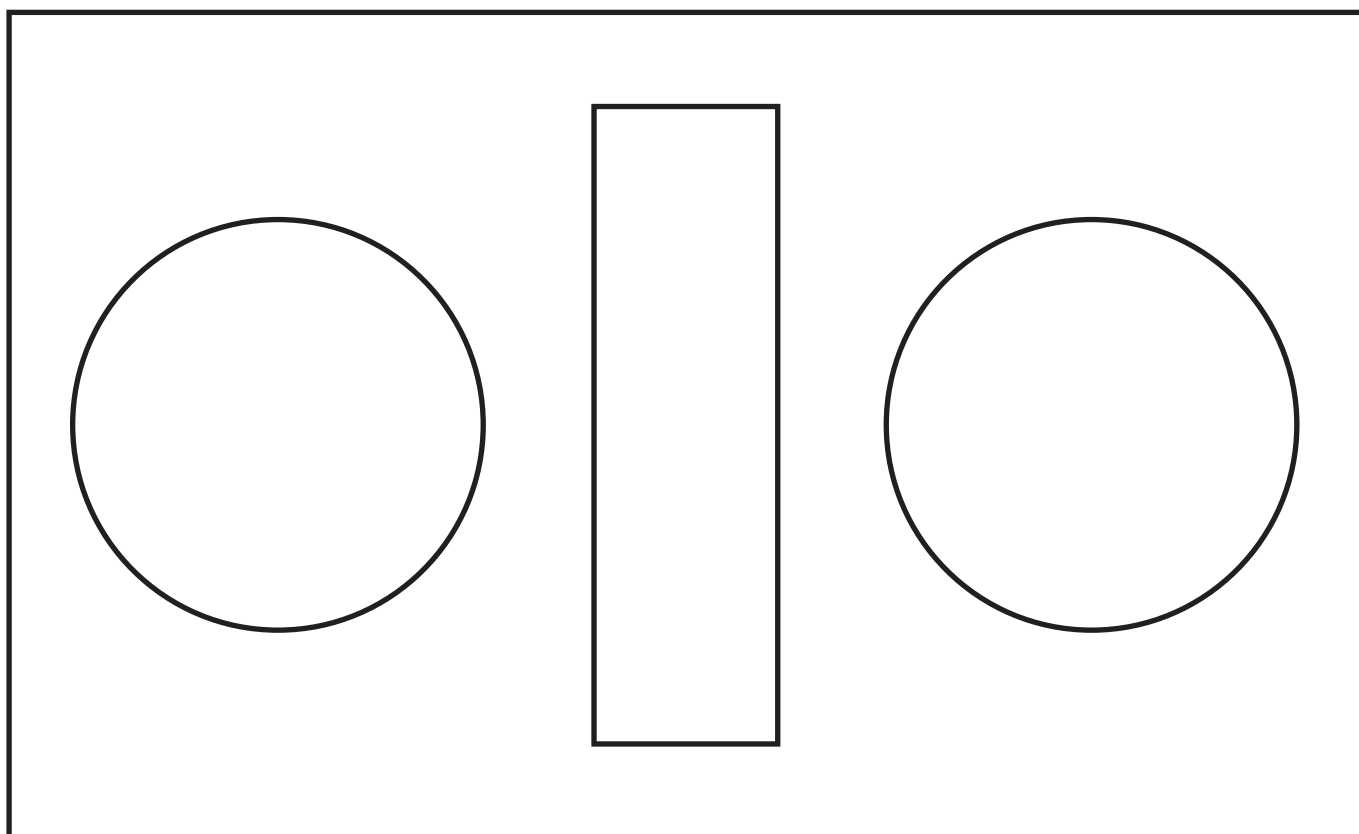
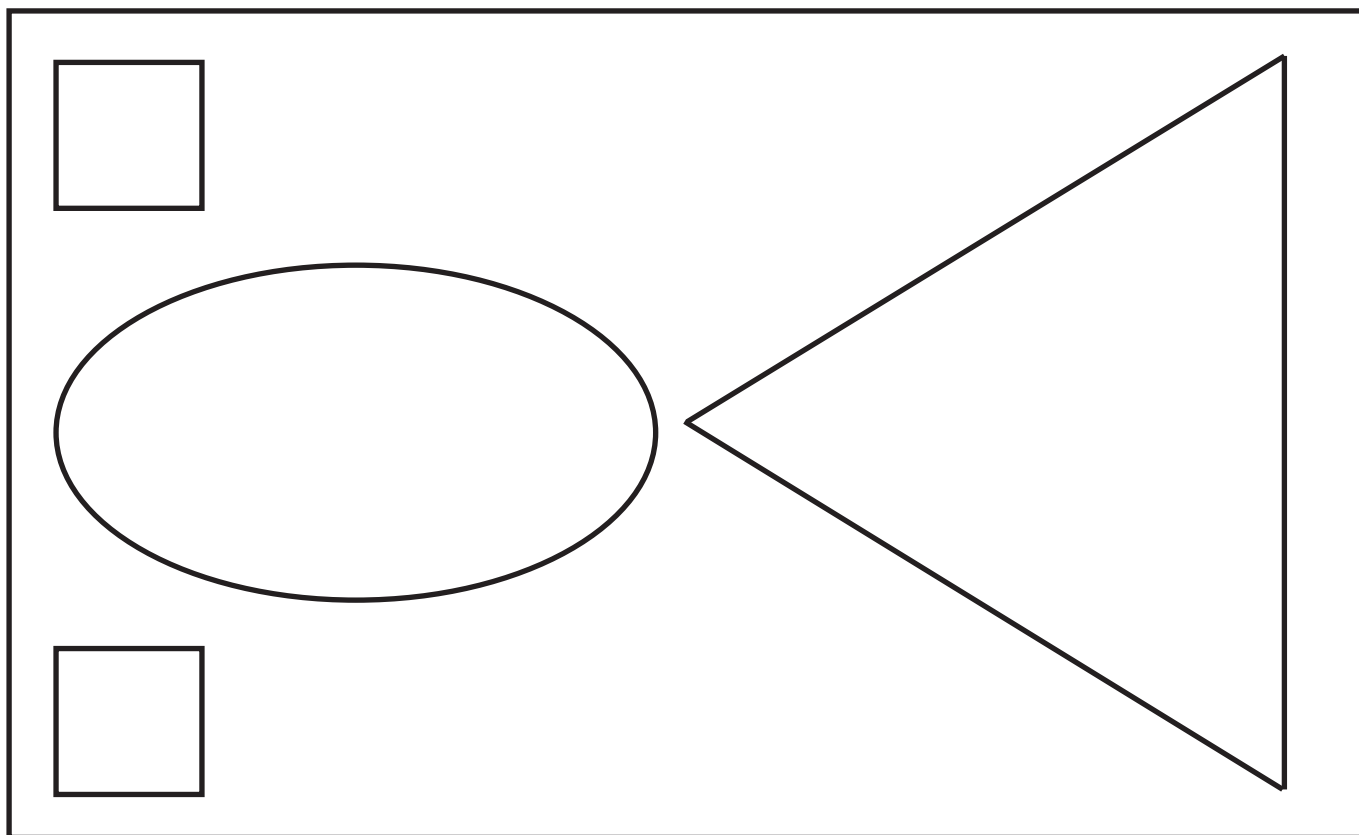
Cut out, distribute and encourage the players to listen as intently as possible. Very challenging but very rewarding!



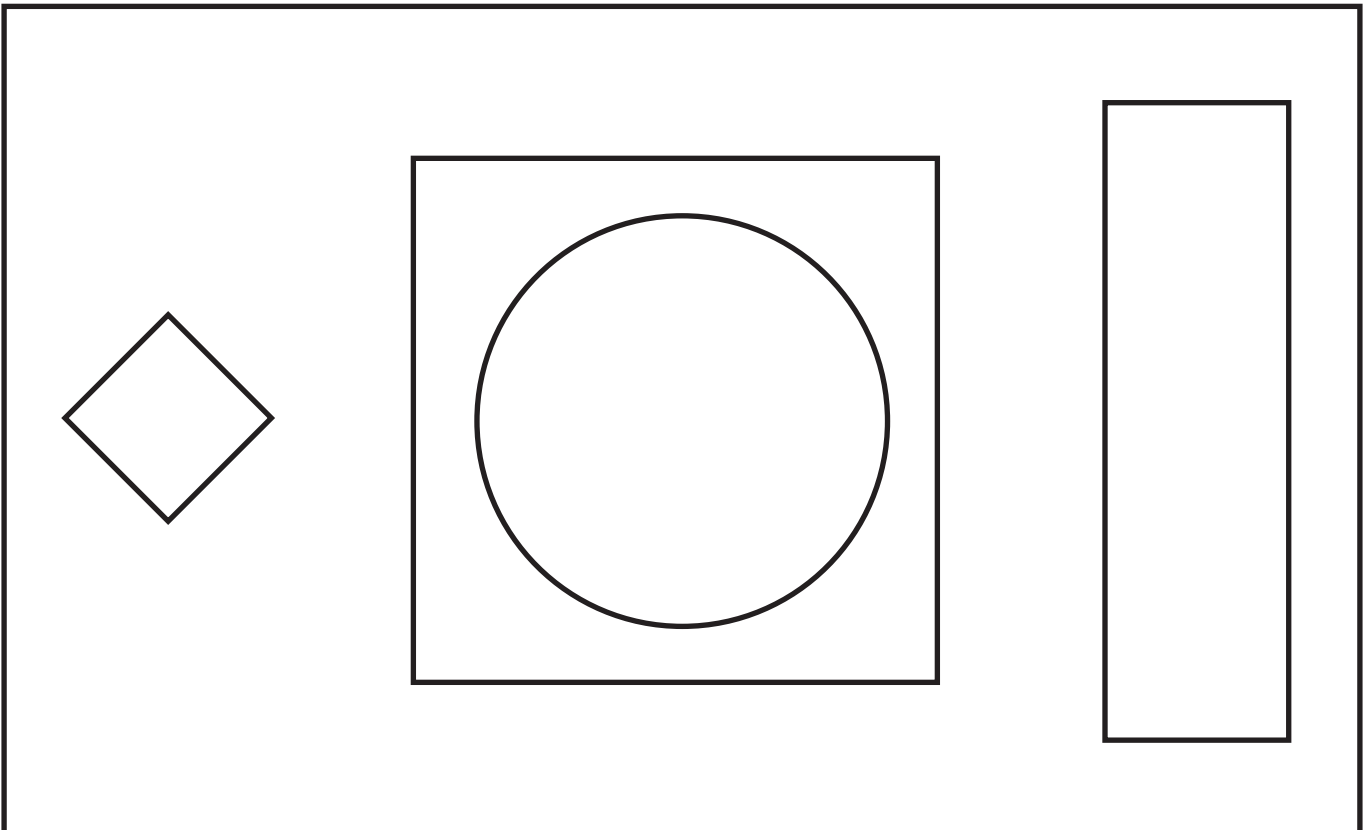
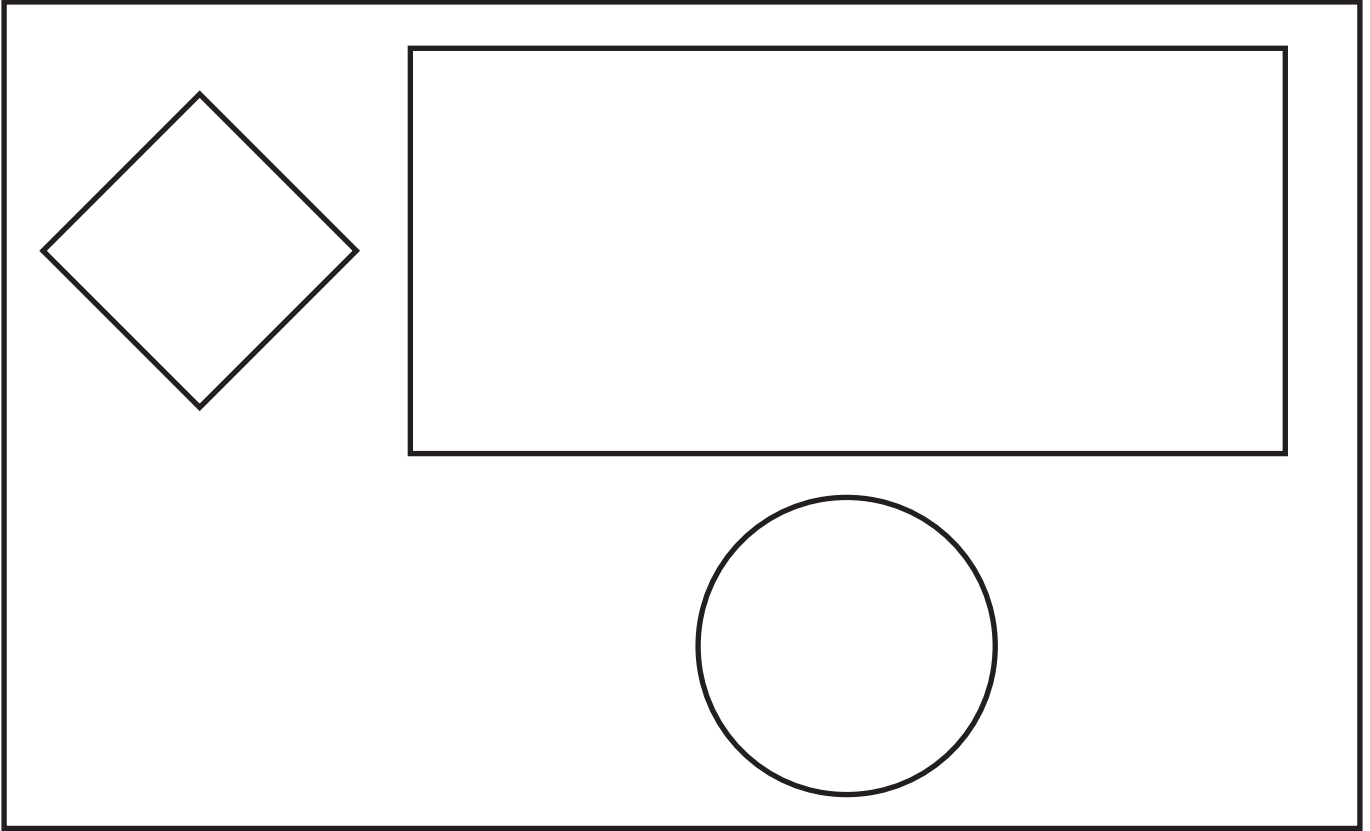
Draw Blind



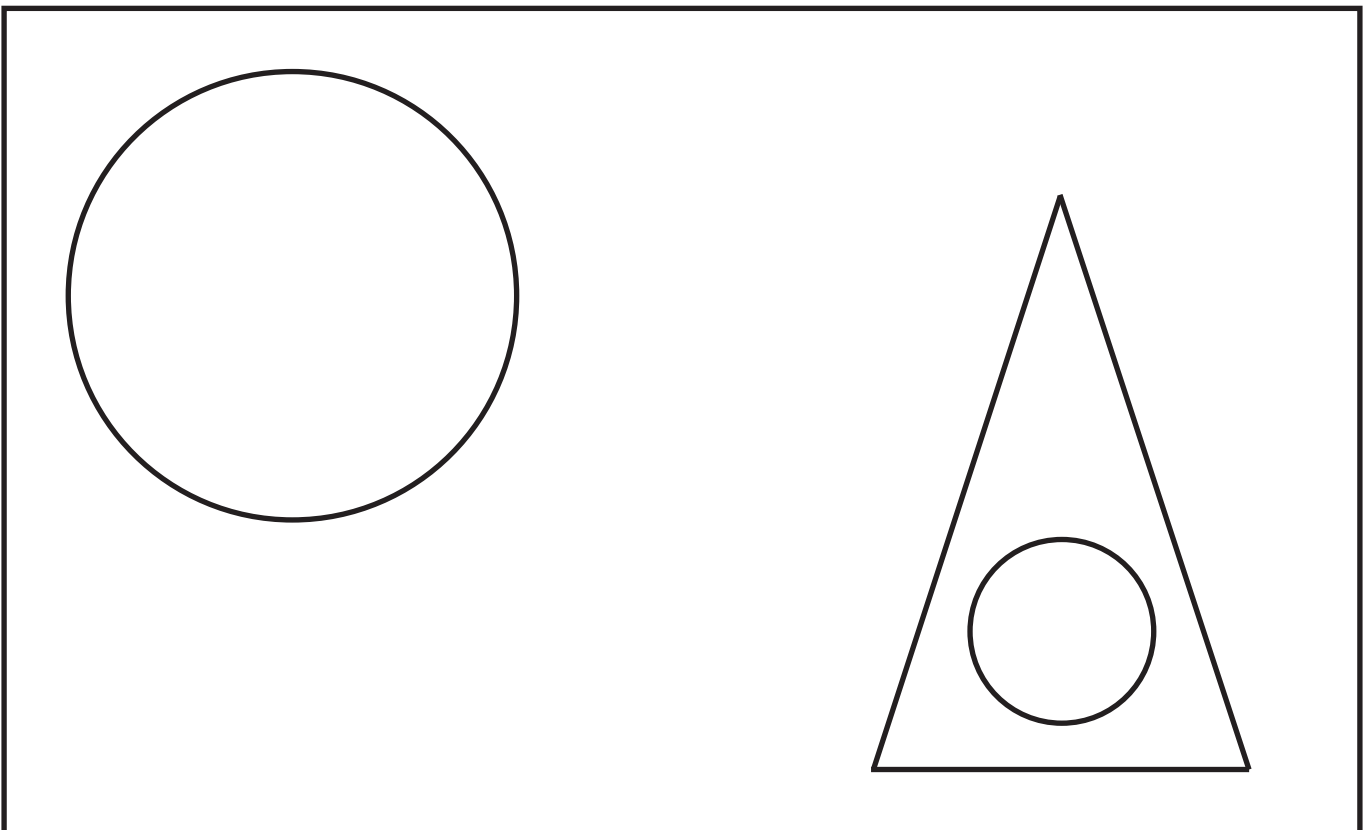
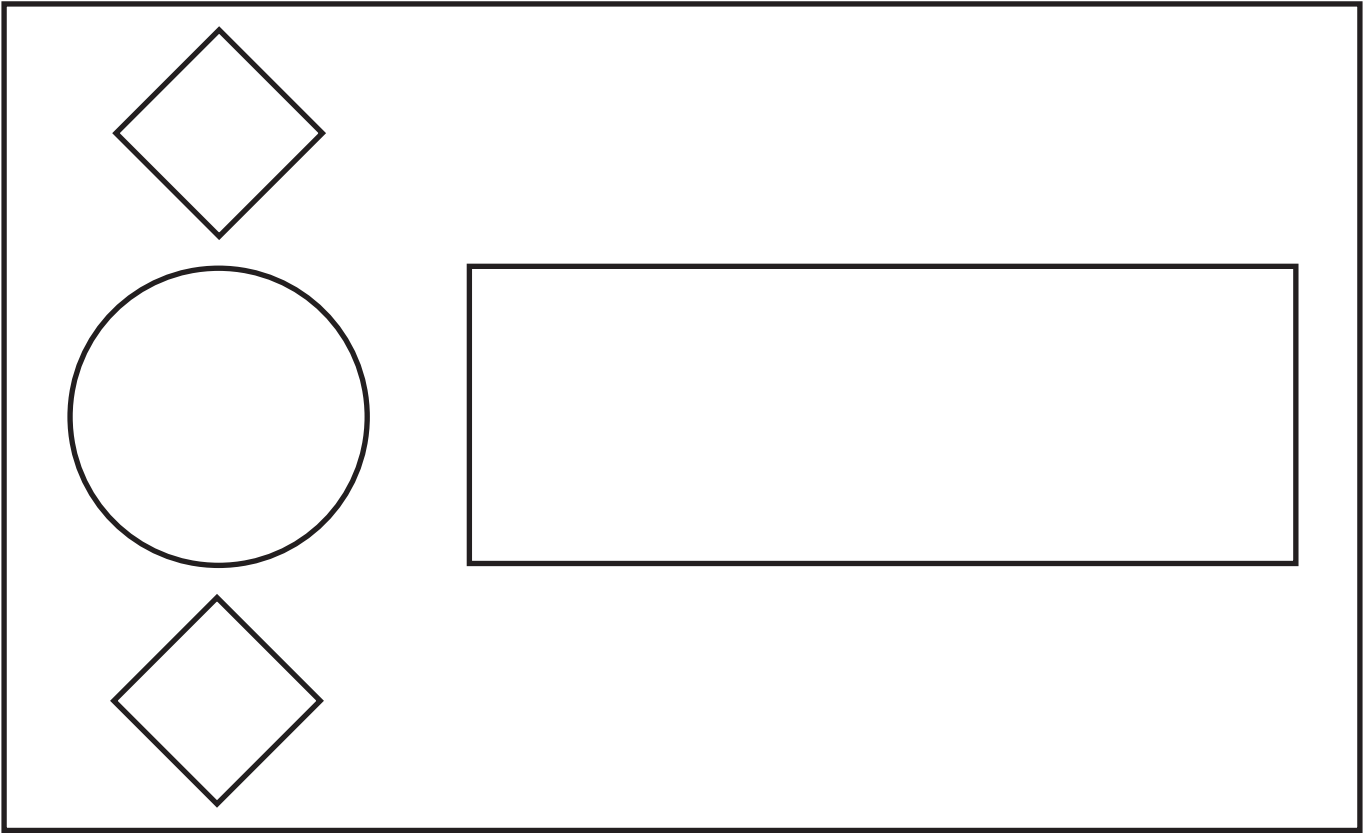
Draw Blind



Draw Blind



Draw Blind





Crowd Reactions

Print the following pages, distribute and encourage the players to listen as intently as possible. Very challenging but very rewarding!

Y
Y
G
I
Y

W
W
O

Y

W

H

T

L

S

O

W

**T
A
E
R
G**

**Y
E
L
P**

YOUS
WES

BAD

**BUY
R
U
S
M
Y**

Y
T
L
A
N
E
P

R
E
H
T
O
T

FOES

THE
WHE
Y

W
R
O
G
S

PERMITS

TOO
Y
TO

8

8

8

8

U

O

Y

W

R

O

E

S

U
O
Y

Z
I
B

Y

W

H

T

Z

S

B



SFX Mimes

Combination #1

Feeding the ducks, being attacked by one and falling into the water.

Walking through a creaky, spooky haunted house, opening a door and being chased by a ghost.

Having a firework display in the garden; a rocket explodes and sets fire to the house. A fire engine arrives to put out the flames.



Combination #2

Swimming in the sea and getting mowed down by a motor boat.

Breaking into a bank, blowing up the safe and escaping (by car) with the money.

Vacuuming the carpet and accidentally sucking up the cat.



Combination #3

Taking off in a rocket, landing on a strange planet and being attacked by an alien.

Driving a car, hitting a passing lion cub, going to check if it's ok and being attacked by its angry mother.

Snoring in bed and being woken up by someone throwing a brick through your window, then getting up and throwing a grenade in return.



Combination #4

Walking in the woods, being attacked by a bear and shooting it.

Sleeping on a park bench and being attacked by an angry dog.

Being fired out of a cannon and landing in a lion's den.



SFX Mimes

Combination #5

Falling out of an aeroplane, landing in a muddy field and being attacked by a bull.
 Climbing a cliff edge and falling into the sea then being attacked by a shark.
 Breaking into a house, hearing police sirens and being shot by a policeman.



Combination #6

Walking through a forest and cutting down a tree with a chainsaw. Unfortunately, the tree falls on top of you.

Lighting a firework that amazes the crowd but it goes out of control, falls to the ground and blows everyone up.

Sleeping, then waking up to hear burglars downstairs and setting the dogs on them.



Combination #7

Riding a motorbike that goes out of control and crashes into a chicken shed.

Drilling a hole in the road, walking away and someone falls into it.

Taking off in a helicopter, the engine explodes and you crash land into a swimming pool.



Combination #8

Sleepwalking and accidentally falling through a window onto a cat.

Fishing; catching a fish and then being dragged into the water.

Walking through a squelchy swamp and getting sucked down into it.



The Other

- 1) Study your partner's eyebrows.
- 2) Study your partner's eyes.
- 3) Study your partner's hair.
- 4) Study your partner's hands.
- 5) Study your partner's mouth.
- 6) Write down what your partner was like as a four-year-old.
- 7) Write down what you think your partner will be like as an eighty-year-old.
- 8) Make your partner laugh and note the physical changes.
- 9) Shake your partner's hand and describe this experience.
- 10) If your partner was an animal, what would they be?
- 11) If your partner was a piece of furniture, what would it be?
- 12) Study your partners walk. Describe it.



The Energy Test

- 1) Give everyone in the group a high five!
- 2) Sit in a circle.
- 3) Have a game of Chinese whispers.
- 4) All members of the group must touch all four walls in the room as fast as they can!
- 5) Have a group hug.
- 6) Join hands and count down from 10 to 1 as loudly as you can.
- 7) Lie down and have twenty seconds of sleep.
- 8) Do the conga.
- 9) Walk back to your starting positions in silent slow motion.
- 10) Mark each exercise. Was it a high-, medium- or low-energy exercise?



Emotion Bench

Overexcited	Depressed	Terrified
Angry	Confused	Panic-Stricken
In Love	Amazed	Heartbroken
Delighted	Sad	Full of Rage
Disgusted	Pumped	Terrified
Bitter	AweStruck	Tearful



To Bean or Not to Bean

Excited

Scared

Nervous

Angry

Amazed

Delighted

Confused

Disappointed

In Love

Disgusted

Panic-
Stricken

Heartbroken

Depressed

Bitter

Terrified

Amused

Petrified

Confident



Sound Script

Sound Script #1 (Two Performers)

ONE Ouch! What was that for?!

TWO Serves you right for being such a liar!

ONE Oi! Who are you calling a liar?

TWO Uuummm ... That would be YOU?!

ONE What?! I haven't done anything.

TWO Yeah, yeah ... whatever!

ONE It's true. Why would I ...

TWO Just SHUT UP, will you!

ONE Boo hoo! Why do you have to be like this?

TWO Oh, here we go! Turn on the waterworks!

ONE I haven't done anything wrong!

TWO Ha Ha! You're so pathetic!

ONE Don't laugh at me!

TWO Why not? You're a joke!

ONE I just wanna be your friend.

TWO Friends ... with you? Uuughh! Don't think so!

ONE Just tell me what I've done wrong.

TWO Ohhh, this is SO boring!

ONE What is?

TWO Duh... You know? You and David?

ONE Wooah. Hang on a second.

TWO Ouch! Get off me!

ONE I haven't done anything with David.

TWO Yeah, whatever. Just get off my arm!

ONE That's it! I'm gonna find him!

TWO No! You leave him alone!

ONE No way! I'm gonna sort this out once and for all!

TWO Come back! COME BACK!



Sound Script

Sound Script #2 (Three Performers)

TWO Shhh! Be quiet, will you!

ONE What's wrong?! Scared of the dark?

TWO No! Of course not!

ONE & THREE He he! She is!

ONE Wooooooooooooooooo!!

TWO Ouch! Get off me!

THREE Awww look... she's fwightened!

ONE & THREE Ha ha!

TWO Uggh, you're SO annoying!

ONE & THREE Uggh, you're so annoying!

TWO Oh, grow up, will you?!

ONE Woah!... What was that?

TWO Just stop it! It's not funny any...

ONE Shhhh! I'm being serious!

TWO I'm not a complete idiot, y'know?!

THREE Wait! I heard it too!

ONE It sounded like it was coming from... (*Pointing, ominously.*) in there.

TWO Stop it, guys!

ONE Come on! Let's go take a look.

TWO Woah! Are you serious?

THREE Oh! You're such a wuss!

ONE Keep it down will you! It might hear us.

THREE Psssst! Did you say 'it'?

ONE Yeah, now be quiet and get over here!

THREE Well, maybe we should just wait here for a second?

ONE Oh, don't you start! You're worse than her!

THREE No, I'm not!

ONE Yes you are!

THREE Just, shut it, will you?!

ONE Don't tell me what to...

TWO Guys... GUYS!! Don't look now but there's something... behind you!

ONE & THREE Aaaghhgghh!!



Sound Script

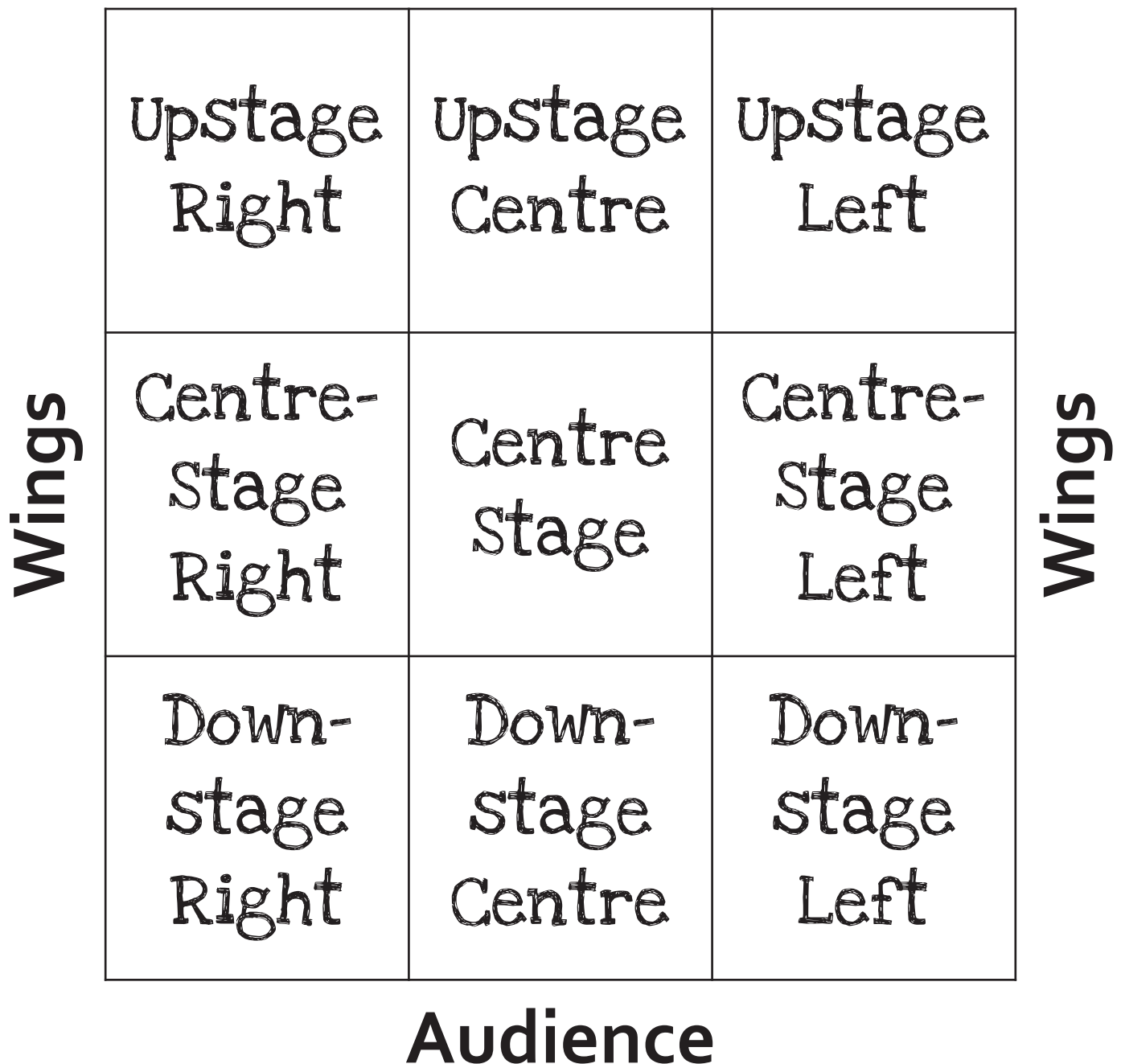
Sound Script #3 (Four Performers)

ONE AGHHH!!! That really hurt!
TWO Awwwww, what a shame!
THREE Yeah! A shame that's she's still here!
TWO & THREE Ha ha ha!
ONE Boo hoo! Stop laughing at me!
TWO & THREE Stop laughing at me! Ha ha!
ONE STOP IT! You think you're so clever, don't you?!
THREE We don't think...
TWO & THREE WE KNOW!
TWO Ha! In your face!
ONE Right! That's it!... I'm telling!
TWO Oooooo!! We're SOOOOOO scared!
ONE You WILL be! (ONE runs off.)
THREE Yeah, go on... go and tell! You big baby!
TWO What a complete loser!
FOUR You two! Over here!
THREE Oh, here we go! We haven't done anything, Miss!
TWO Yeah! It's HER fault, she...
FOUR QUIET! I don't want to hear it!
TWO What?! You won't even let us speak!
FOUR You'll get your say soon enough!
THREE (To ONE.) We haven't done anything wrong. It's her!
ONE Me?!
TWO Yeah, you! You loser!
TWO & THREE Ha ha!
FOUR Right, that's it! Detention for both of you!
TWO Groan! She started it.
ONE Yeah right, you muppets!
FOUR Woah! That's enough from you too, young lady!
THREE Yeah, you tell her, Miss!
FOUR Right! I've had enough of this nonsense. Into my office, all of you!
ONE, TWO & THREE (Protesting vigorously.) Awwwwwww!
FOUR Now!
TWO You'll have to catch us first.
THREE Yeah, see ya later, losers!
FOUR Stop right there! Come back... COME BACK!

Staging by Numbers

This exercise is all about familiarising performers with their place of work (the stage) and acquainting them with the terminology associated with stage directions.

With inexperienced performers, it is a good idea to hand out copies of the illustration below as it will allow them to accurately follow the stage directions in the 'Staging by Numbers' resource sheets.





Staging by Numbers

Staging by Numbers #1 (Two Performers)

A enters **CENTRE-STAGE RIGHT** and sits on a chair **CENTRE STAGE**, placing head in hands.

B enters **UPSTAGE LEFT** walks towards **A** with fists clenched.

A moves **DOWNSTAGE RIGHT**.

B follows **A**.

A lies on the floor. **B** exits **DOWNSTAGE LEFT**.



Staging by Numbers

Staging by Numbers #2 (Three Performers)

A enters **CENTRE-STAGE RIGHT** and sits on a chair **CENTRE STAGE**, placing head in hands.

B and **C** enter **UPSTAGE LEFT** and walk towards **A** with fists clenched.

A moves **DOWNSTAGE RIGHT**.

B and **C** follow **A**.

A lies on the floor. **B** and **C** exit **DOWNSTAGE LEFT**.



Staging by Numbers

Staging by Numbers #3 (Three Performers)

A enters UPSTAGE LEFT and sits DOWNSTAGE RIGHT.

**B and C enter UPSTAGE LEFT and walk slowly towards
CENTRE STAGE.**

A moves CENTRE STAGE.

**B crosses CENTRE-STAGE LEFT and C crosses
CENTRE-STAGE RIGHT.**

A exits UPSTAGE LEFT.

B and C exit DOWNSTAGE RIGHT.



Staging by Numbers

Staging by Numbers #4 (Three Performers)

A enters **UPSTAGE LEFT** and falls to the floor
DOWNSTAGE RIGHT.

B and **C** enter **UPSTAGE LEFT** and stop **CENTRE STAGE.**

B picks up a chair that is **CENTRE-STAGE LEFT** and places it
down **DOWNSTAGE LEFT.**

C gets **A** to stand and takes **A** to sit on the chair
DOWNSTAGE LEFT.

B and **C** stand either side of the sitting **A.**

B and **C** exit **DOWNSTAGE RIGHT.**



Staging by Numbers

Staging by Numbers #5 (Three Performers)

A enters UPSTAGE RIGHT and sits down, CENTRE STAGE.

B and C enter UPSTAGE LEFT and run towards A.

A crosses DOWNSTAGE RIGHT.

B and C move DOWNSTAGE CENTRE.

A takes something from his/her pocket and B and C move DOWNSTAGE LEFT.

A moves DOWNSTAGE CENTRE.

B and C exit DOWNSTAGE LEFT followed by A.



Staging by Numbers

Staging by Numbers #6 (Four Performers)

A enters from CENTRE-STAGE RIGHT and stands CENTRE STAGE.

B and C enter UPSTAGE LEFT and walk slowly towards CENTRE STAGE.

D enters DOWNSTAGE RIGHT and A crosses over to D.

B and C move DOWNSTAGE LEFT.

A, B, C and D cross to CENTRE STAGE.

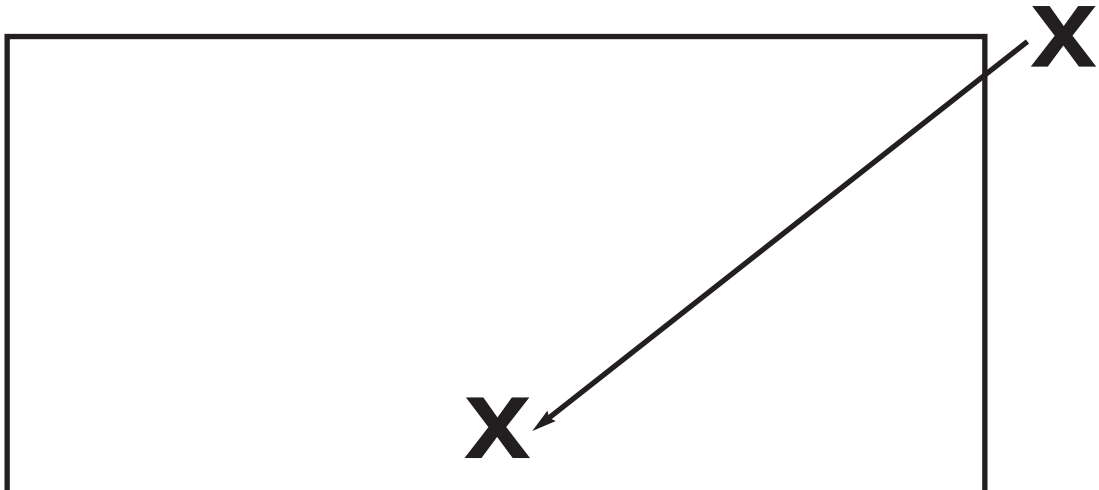
B and C lie down. D exits CENTRE-STAGE RIGHT.

A exits CENTRE-STAGE LEFT.

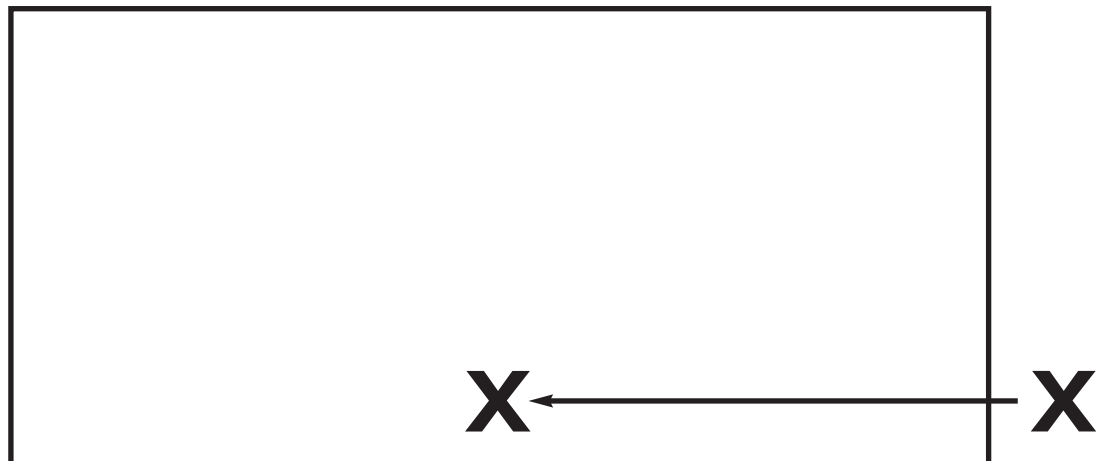


Staging Plays

Upstage Entrance



Downstage Entrance



Upstaging

Regular Staging



Upstaging





Sound Scene

Track No. _____

Cue _____

Track No. _____

Cue _____

Track No. _____

Cue _____



Track No. _____

Cue _____

Track No. _____

Cue _____

Track No. _____

Cue _____



Trash TV

If you want to stray from the generic 'I've Got A Guilty Secret' title, here is a selection of actual Trash TV titles that you may wish to experiment with.

Obviously, these titles will not be suitable for all groups, so be selective and choose your subject matter wisely.



"I married
a horse!"

Trash IV

"Dwarves are
people too!"



"Guess what?
I'm a man!"

Trash IV

"You look like
a freak!"



"I've been
seeing your
man!"



Emotional Roller Coaster

Emotion 1:

Emotion 2:

Timeline 



Motivation Maps

Motivation Map A (Two Performers)

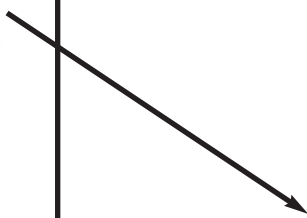
The  denotes the movement of the actor.

The **X** denotes the point at which the moving actor stops moving.

Try to ensure that the directed movements are as natural as possible and that there is a definite, defined reason for each movement.



A



X

B

1A



Motivation Maps

A X ← — B

2A



A B

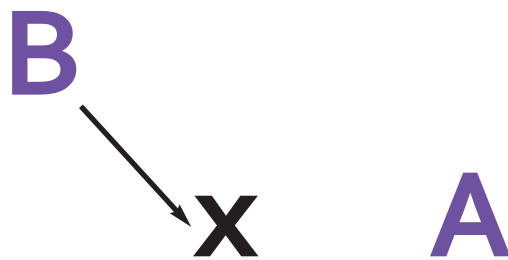


A picks
up object

3A



Motivation Maps



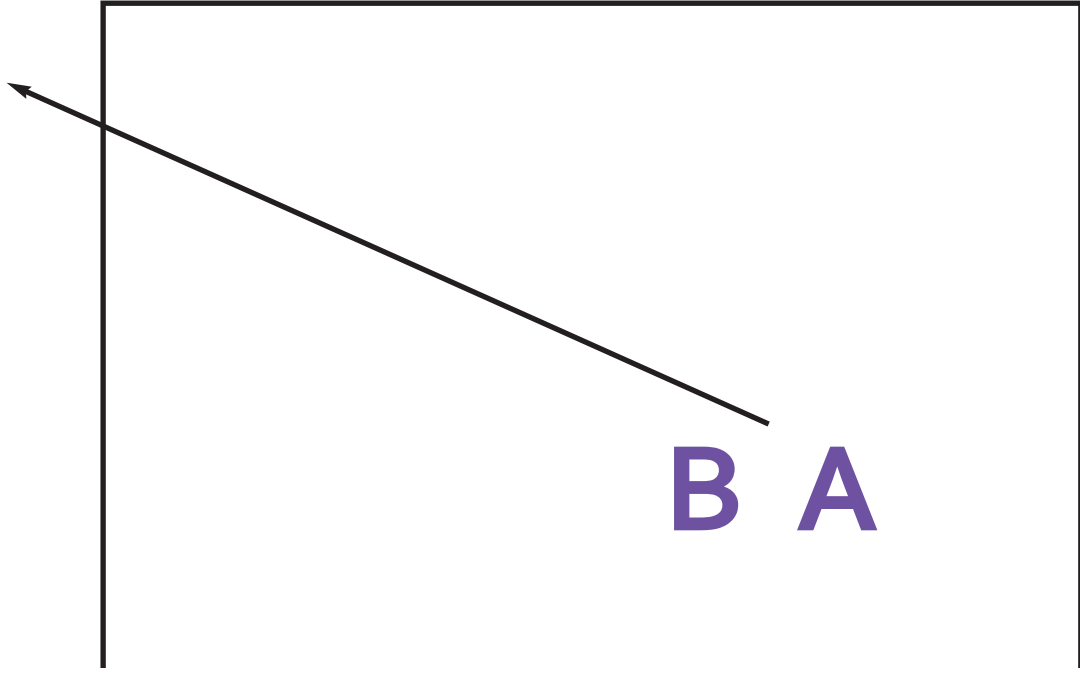
4A



5A



Motivation Maps



B A

6A



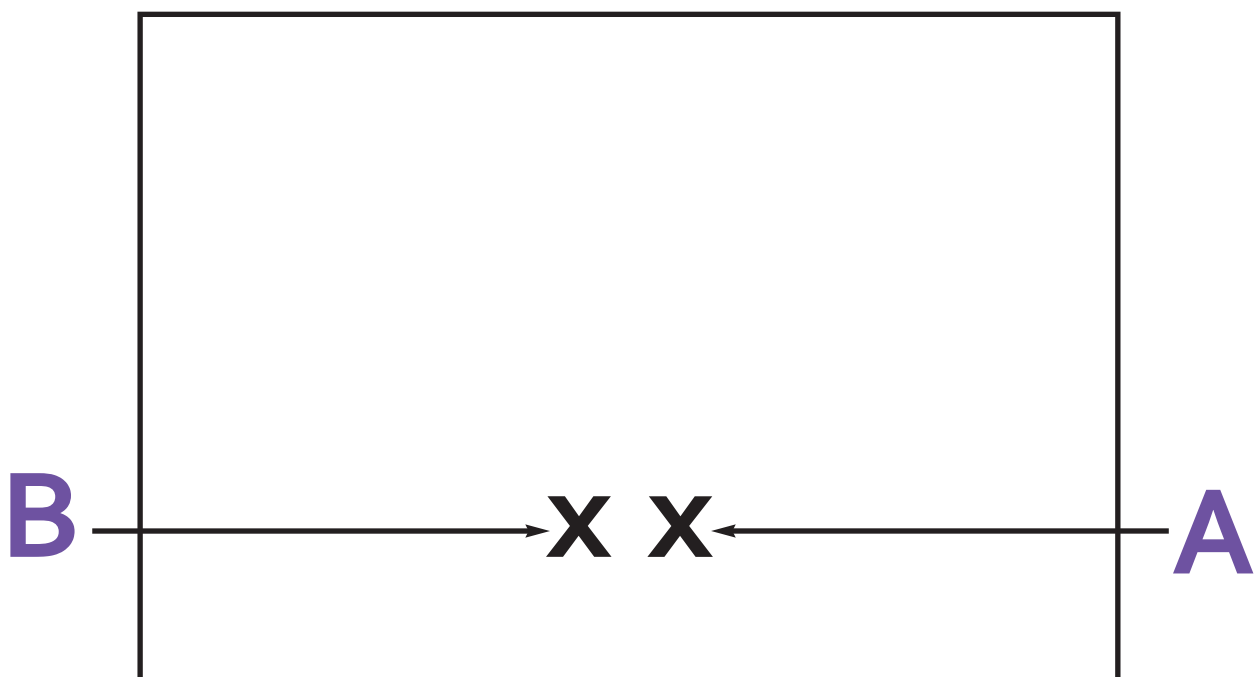
Motivation Maps

Motivation Map B (Three Performers)

The  denotes the movement of the actor.

The **X** denotes the point at which the moving actor stops moving.

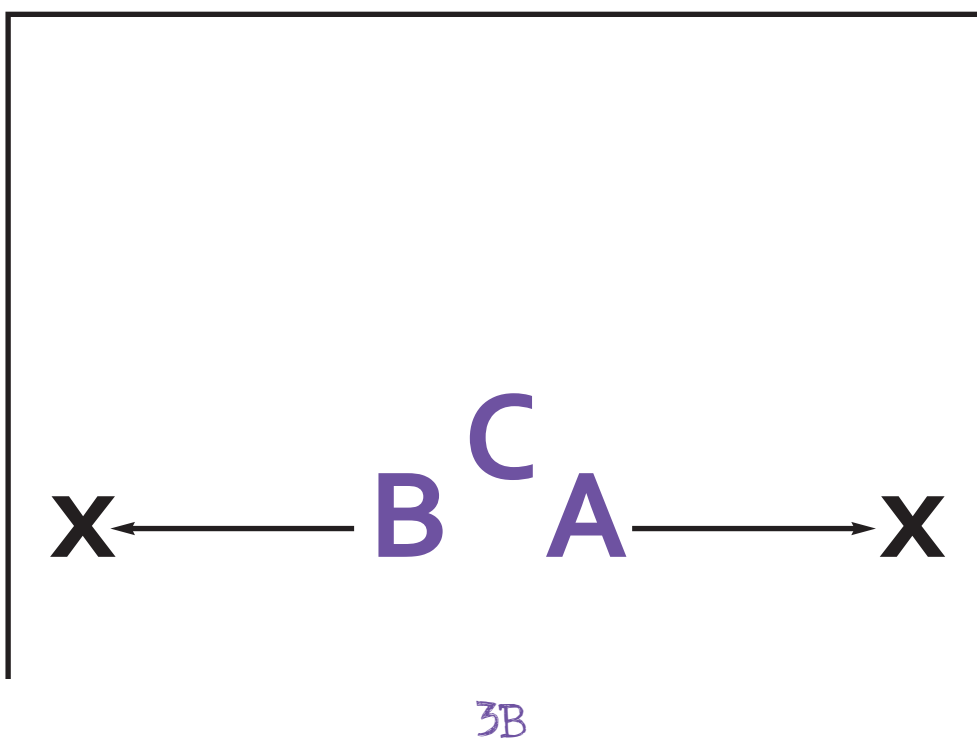
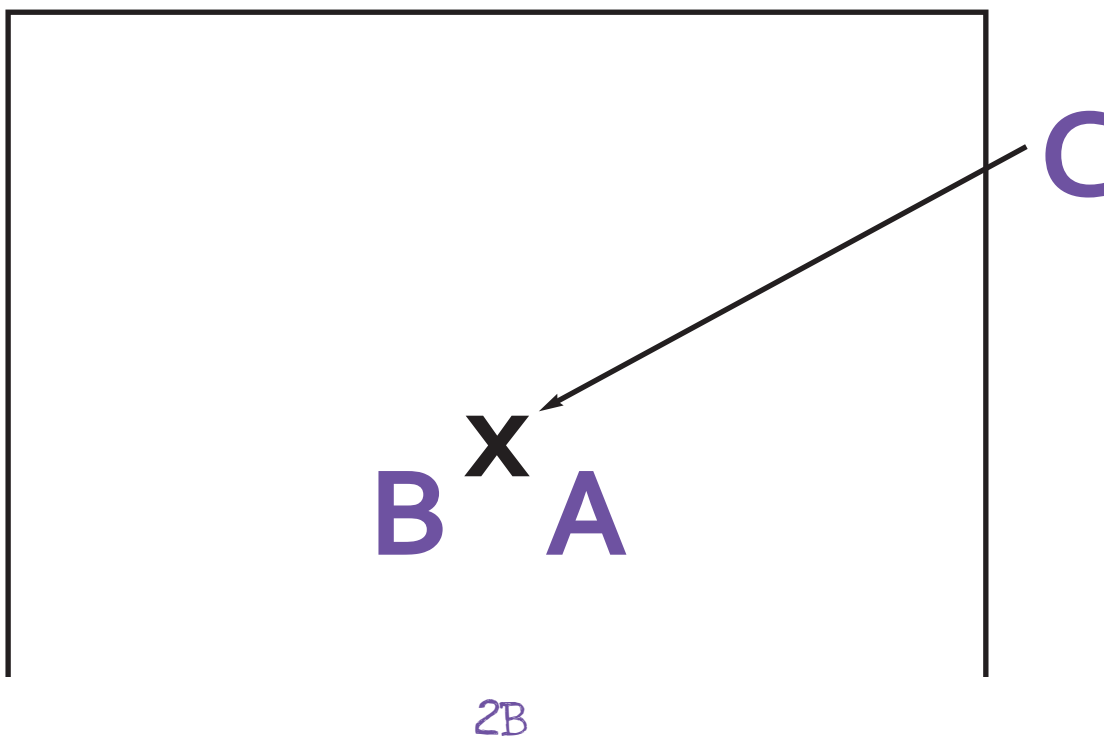
Try to ensure that the directed movements are as natural as possible and that there is a definite, defined reason for each movement.



1B



Motivation Maps





Motivation Maps

B

C

X A

4B



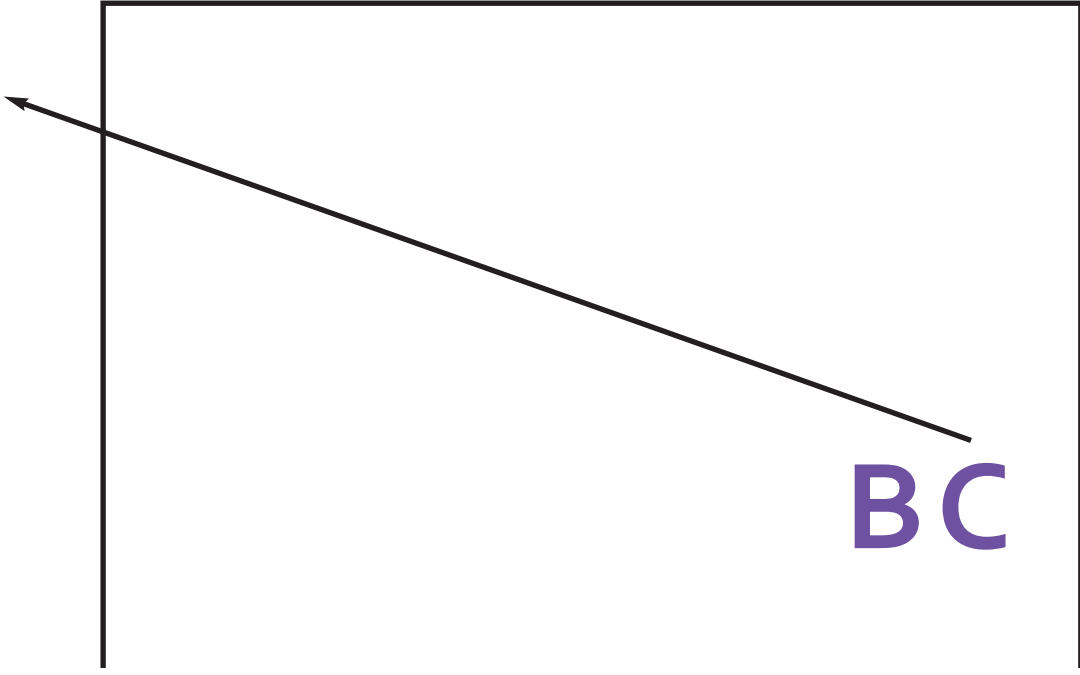
B

X C

5B



Motivation Maps



BC

6B



Emotionally Torn

Version One

Excitement



Terror

Fear



Joy

Joy



Pain

Sadness



Excitement

Excitement



Disgust

Happiness



Fear



Emotionally Torn

Version Two

The Birthday Party
Excitement



Terror

Christmas Morning
Excitement



Disgust

The Funeral
Sadness



Excitement

The Wedding
Joy



Pain

The Exam
Boredom



Fear

The Bank Robbery
Fear



Joy



Emotionally Torn

Version Three

Excitement



Terror



Sadness

Nervousness



Anger



Amazement

Happiness



Anger



Sadness

Boredom



Excitement



Sadness

Excitement



Disappointment



Anger

Sadness



Shock



Excitement



Structured Stories

Structured Story #1 - The Bully

Characters

Sam

The bully/bullies

The friend/friends

The teacher

Scene One: Sam is being bullied.

Location: _____ [*Staging – SR / CS / SL*]

Scene Two: Sam is upset and is consoled by a friend.

Location: _____ [*Staging – SR / CS / SL*]

Scene Three: The friend tells the teacher what has happened.

Location: _____ [*Staging – SR / CS / SL*]

Scene Four: The bully/bullies and Sam face the teacher.

Location: _____ [*Staging – SR / CS / SL*]

Scene Five: The conclusion.

Location: _____ [*Staging – SR / CS / SL*]



Structured Stories

Structured Story #2 - The Babysitter

Characters

The babysitter, Charlie
The next-door neighbour
The mother
The child

Scene One: Charlie is left to babysit a child but the next-door neighbour persuades him/her to leave the child and come over to see them.

Location: _____ [Staging – SR / CS / SL]

Scene Two: The mother returns to find her child alone and in danger.

Location: _____ [Staging – SR / CS / SL]

Scene Three: The mother goes next door and confronts Charlie and the neighbour.

Location: _____ [Staging – SR / CS / SL]

Scene Four: The conclusion.

Location: _____ [Staging – SR / CS / SL]



Structured Stories

Structured Story #3 - Divided Loyalty

Characters

Frankie

Frankie's friend/friends

Frankie's parents

Scene One: Frankie gets mixed up with the wrong crowd/person and they get up to mischief.

Location: _____ [Staging – SR / CS / SL]

Scene Two: Frankie's parents receive a phone call informing them of Frankie's wrong-doings. When Frankie returns he/she is in big trouble! There is an argument and Frankie is sent to bed.

Location: _____ [Staging – SR / CS / SL]

Scene Three: Frankie's parents find the person/people who have been such a bad influence on their child and forbid them from seeing Frankie again.

Location: _____ [Staging – SR / CS / SL]

Scene Four: Frankie sneaks off to see the person/crowd and the parents discover them together.

Location: _____ [Staging – SR / CS / SL]

Scene Five: The conclusion.

Location: _____ [Staging – SR / CS / SL]



Channel-Hopping

TV Shows

Cop Show	Science Fiction
Hospital Drama	Situation Comedy
Talent Show	Superhero Show
Makeover Show	Confessional Talk Show

TV Commercials

Toothpaste	Power Tool
Holiday	Kitchen Appliance
Beauty Product	Fast Food
Shampoo	Insurance

Love Story





The Moral of the Story

All that glitters is not gold.

Every cloud has a silver lining.

Don't judge a book by its cover.

One good turn deserves another.

United we stand, divided we fall.

He who laughs last, laughs longest.

Honesty is the best policy.

Don't count your chickens before they're hatched.

Money is the root of all evil.



Interpretation Scripts

Interpretation Script #1 (Two Performers)

ONE No.
TWO Yes.
ONE No.
TWO Why?
ONE What?
TWO Why?
ONE I'm leaving.
TWO No.
ONE What?
TWO Please.
ONE Don't!
TWO Please.
ONE I'm sorry.



Interpretation Scripts

Interpretation Script #2 (Three Performers)

ONE No.
TWO Yes.
ONE No.
THREE Why?
ONE What?
THREE Why?
ONE I'm leaving.
TWO No.
ONE What?
THREE Please.
ONE Don't.
THREE Please.
ONE I'm sorry.
TWO No.



Interpretation Scripts

Interpretation Script #3 (Two Performers)

- ONE Are you sure about this?
- TWO Don't worry.
- ONE What if something happens?
- TWO Nothing's going to happen.
- ONE You don't know that.
- TWO Where are you going?
- ONE Away from here.
- TWO This is crazy.
- ONE I've never done anything like this before.
- TWO There's nothing to worry about.
- ONE How can you say that?
- TWO Just relax.
- ONE I can't!
- TWO Please.
- ONE I'm sorry.



Interpretation Scripts

Interpretation Script #4 (Three Performers)

ONE How long has it been?

TWO Six months.

ONE Six months? Why didn't you tell us?

TWO I don't know.

THREE I can't believe you kept it a secret.

TWO I'm sorry.

THREE You don't have to be sorry.

ONE What happens now?

TWO I'm not sure.

ONE You've got to tell Paul.

TWO I can't!

ONE You have to!

TWO He'll find out soon enough.

THREE I guess so.

TWO So for now... it's our secret, okay?



Interpretation Scripts

Interpretation Script #5 (Two Performers)

ONE Why?

TWO It's for the best.

ONE You can't be serious?

TWO Why not?

ONE Just listen.

TWO No.

ONE We need to talk about this.

TWO There's nothing to say.

ONE Stop... Please!

TWO I'm doing it!

ONE Not now!

TWO I'm sorry.

ONE No.



The Scottish Play

- FIRST WITCH When shall we three meet again
In thunder, lightning, or in rain?
- SECOND WITCH When the hurlyburly's done,
When the battle's lost and won.
- THIRD WITCH That will be ere the set of sun.
- FIRST WITCH Where the place?
- SECOND WITCH Upon the heath.
- THIRD WITCH There to meet with Macbeth.
- FIRST WITCH I come, Graymalkin!
- SECOND WITCH Paddock calls.
- THIRD WITCH Anon.
- ALL Fair is foul, and foul is fair:
Hover through the fog and filthy air.



Energy Steps

Opening Lines

'I can't believe you made us come here. It's so boring.'

'I'm so tired... I wish we didn't have to go tonight.'

'How much longer do we have to wait here?'

'Well, that was depressing.'

'This has got to be the worst day of my life.'

'This sucks. Can we go home now?'

'It's getting dark... shouldn't we be getting back?'

'Do we have to go in there?'

'Goodnight, see you tomorrow. Zzzzzzz.'

Closing Lines

'Wow! That was amazing!'

'Quick! It's gonna blow!'

'Don't do it! Noooooo!'

'Help! Somebody, please!... Ahhhhh!'

'Oh no! It's coming straight for us!... Nooooo!'

'We did it! I can't believe it we actually did it!'

'Put the gun down!... Don't do it!... Arrgggghh!'

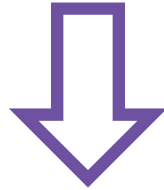
'You're gonna pay for this... with your life!'

'Not in there. Don't put me in there!... Nooooo!'



Fairytales

The action begins in a far-away kingdom where there is a princess in a large building (e.g. a castle).



The princess finds reason to leave the large building.



In the outside world, the princess meets a villain/villains and something bad happens.



A hero enters to confront the villain.



The conclusion, where, as we know, everyone will live happily ever after... Or will they? This is, after all, a never-before-seen fairytale, so it's up to you!



7 Deadly Sins

Wrath (anger)

Sloth (laziness)

Pride (arrogance)

Lust (hunger for something/someone)

Envy (jealousy)

Gluttony (greed for food)

Greed



Show in 30 Minutes

Oliver Twist

Part 1

The pale-faced, hungry children of the workhouse enter the food-hall for their daily ration of gruel. Mr Bumble, the pompous, self-important head of the workhouse enters and orders the children to be quiet and line up! Once order (and quiet) has descended, Mr Bumble instructs Widow Corney to begin the service. Widow Corney slops the disgusting mixture into the children's bowls as they file past and she warns them not to ask for any more! The children sit to eat their gruel and decide to draw straws in order to decide who will go and ask for 'more'. Oliver Twist, the new workhouse boy, draws the short straw and is encouraged by the other workhouse children to accept the challenge. He takes his bowl to Mr Bumble and asks, 'Please, Sir, I want some more.' Mr Bumble and Widow Corney are enraged by this insolence and chase after Oliver in order to beat him!

Part 2

Mr Bumble is so angry with Oliver that he grabs him by the ear and takes him out onto the streets to sell him. A crowd gather to bid for the boy in an auction but no one is prepared to pay enough for him (much to Mr Bumble's disgust). However, Mr and Mrs Sowerberry, the undertakers enter and bid £5 for the boy. Oliver is taken to the undertakers where he is picked on by Charlotte (the Sowerberry's daughter) and Noah (their apprentice), they call him 'Work'us' and tease him for having no mother. Oliver is fed scraps and forced to sleep in a room full of coffins. He is frightened as he goes to sleep. He is alone, tearful and wonders if anyone will ever love him. When Charlotte and Noah come to tease him in the morning, he sees red, pushes them to the ground and runs away.

Part 3

After a long journey, Oliver finally arrives in London. On arrival, he meets the Artful Dodger who sees that Oliver is lost and frightened and decides to befriend him. He introduces Oliver to his gang and they welcome him to London, telling him to 'consider himself at home'! They take him to their hideout to meet Fagin (the gang leader), he is an old, mischievous man who trains boys to steal from the gentry. Fagin asks Oliver if he would like to learn how to relieve the noble folk of their handkerchiefs and other luxury items, Oliver says 'yes', upon which, Fagin and the gang teach him how to pick a pocket (or two). Following this, Fagin welcomes Oliver to the fold and says that he is now a fully fledged member of the gang. Oliver is delighted and as a special treat, he is allowed to sleep by the fire next to Fagin.



Show in 30 Minutes

Part 4

The next morning, Oliver wakes by the fire and sees Fagin retrieving his treasure chest from a secret hiding place and counting his riches. Fagin sees that Oliver is awake and is extremely angry. He hides the box and grabs Oliver aggressively, making him swear that he won't tell anyone about what he's just seen. Oliver, in fear of his life, promises that he won't and when satisfied that the child won't squeal, Fagin calls the gang to congregate. He gives them a little pep talk and sends them out into the streets, encouraging them to 'be back soon'. The gang persuade Oliver to pick a gentleman's pocket but as he lunges for the wallet, he is discovered! The gentleman grabs Oliver and calls for the police. The police arrive and arrest Oliver as the rest of the gang scarpers into the distance.

Part 5

The gang return to the lair, out of breath after escaping from the police. Fagin enters, concerned about the gang's early return and demands to know what has happened! Dodger informs him that Oliver has been captured by 'The Beak' (police) and put up by a rich man (Mr Brownlow). Fagin is very worried. He tells Bill Sykes the news. Bill Sykes is a dangerous man and is furious. He decides to resolve the situation himself and calls for Bet and Nancy. He informs them that he needs their assistance to re-capture Oliver. They agree and exit with Bill. On the streets, Oliver is found delivering books for Mr Brownlow and is grabbed by Nancy. Oliver screams and a concerned crowd gathers. Nancy tells the gathered crowd that Oliver is her delinquent brother who has run away from home and that she's come to take him back. The crowd take Nancy's side and tell Oliver to go home quietly and to stop misbehaving at which point, Nancy drags him away.

Part 6

Nancy regrets capturing Oliver and decides to deliver him back to Mr Brownlow. She secretly agrees to meet Mr Brownlow on London Bridge at midnight but Bill Sykes discovers her plan and goes to the bridge to kill her. After the deed is done, Bill snatches Oliver but as he goes to take him away, armed police enter and tell him to give himself up. Bill shouts that he'll never give himself up and is shot dead by the police. Oliver is given back to Mr Brownlow who, as it turns out, is his own grandfather and resolves to look after him always.



Show in 30 Minutes

A Christmas Carol

Part 1

It is Christmas Eve in London. Carols are being sung in the churches but Ebenezer Scrooge thinks nothing of Christmas. He is working, counting all his considerable wealth. His one employee, Bob Cratchit, begs Mr Scrooge to let him have Christmas Day off and after lots of grovelling and pleading, Scrooge agrees.

After Bob Cratchit leaves, Mr Scrooge's cousin enters to ask if he would like to join him for Christmas dinner, Scrooge says no and sends him on his way. Next come some charity workers who ask for money for the poor, Scrooge is furious with them for disturbing him at work and tells them to go away.

When Scrooge goes home that night, there is a strange sound when he opens his door. He walks slowly into his house and finds the ghost of Jacob Marley waiting for him (Marley once worked with Scrooge but is now dead). Scrooge is terrified! Marley says that he has come to warn Scrooge about the error of his ways. He opens the window and shows him all the lost souls who are in pain and being punished for being greedy in life. Marley tells Scrooge that he will be visited by three ghosts that night who will try to get him to change his ways before it's too late.

Scrooge tells Marley to leave him alone. Marley says very strongly... 'Listen to the ghosts, do not ignore them or you will end up like me; for ever!'

Part 2

Scrooge is sitting alone and shivering after having met Marley's ghost. Suddenly, there is a rap on the door. Scrooge jumps out of his skin. Then the sound of singing is heard, it is a group of carol singers outside his door. He flings the door open and shouts at them to go away. They ask for money and Scrooge almost combusts with rage and they leave (in a hurry) with nothing. Scrooge slams the door and goes nervously to bed.

Scrooge is sleeping when a sound is heard in the darkness; he wakes with a jolt. He quivers as out of the darkness comes the Ghost of Christmas Past. The ghost instructs Scrooge to leave his bed and informs him that he is there to heal him of his miserly ways! On that, the ghost takes him on a trip back in time.

Scrooge is taken back to his old school. We see the other children picking on young Scrooge, calling him names and pushing him to the floor. Next, the ghost takes him to his early years of working. He is in his office when his boss enters and says that he is giving him a pay rise. Scrooge is absolutely delighted. We see how Scrooge is becoming obsessed by money. So obsessed that his fiancée finds him hugging and kissing all his money and breaks off the engagement.

On this, the ghost takes Scrooge back to his house, throws him back onto the bed and informs him that another ghost will visit him in one hour! Scrooge begs to be left alone but the ghost has disappeared into the darkness.



Show in 30 Minutes

Part 3

Scrooge is unable to sleep; he is trembling with fear. He hears a knock on the door and is terrified out of his wits but when he answers it, it is only a poor child wanting a Christmas farthing (coin), Scrooge bellows at him for disturbing him so late at night and tells the child (in no uncertain terms) to leave him alone. He creeps slowly back upstairs and as he climbs into his bed... the clock strikes two.

Out of the gloom comes the Ghost of Christmas Present. The ghost proclaims that Scrooge must see the light tonight or he will be a lost soul for ever. The ghost takes Scrooge to see Bob Cratchit (his employee) and his family on Christmas Day. The Cratchit family are sitting around their Christmas table upon which sits a turkey the size of a sparrow. Tiny Tim (Bob's son) is coughing; he is very frail and will die if he does not receive good food and medicine.

Despite this poverty and the way Scrooge has treated him, Bob Cratchit raises a toast to Ebenezer Scrooge. His family all join in a toast to Mr Scrooge. A poor woman comes to the door of the Cratchit home and asks if they can spare anything for her on Christmas Day. Despite having almost nothing, Bob invites her in to share the dinner. The old woman weeps with joy at this kind act.

Scrooge is starting to see the error of his ways and tells the ghost that he is sorry, but the Ghost says that sorry is not enough; he will have to meet the third ghost at three o'clock... Scrooge begs to be left alone but the ghost takes Scrooge back to his room and says that he will be visited by the third ghost...

Part 4

Scrooge is hiding under his blanket. He flinches and screams at every noise. He finally falls asleep but then, the covers of his bed are pulled slowly back as the third Ghost, the Ghost of Christmas Yet to Come, awakens Scrooge.

Scrooge screams! He is in tears and begs to be left alone. The Ghost says no; there are things that must be seen. Scrooge tries to hide under the bed but he is pulled out by the ghost who says that he is going to take Scrooge to see the Cratchit family. This puts Scrooge at ease as, the last time he saw them, they seemed such a contented and happy family. When he sees the family they are all gathered together, heads bowed. We hear words of remembrance being uttered and the solemn tableau opens up to reveal the funeral of Tiny Tim. Scrooge is saddened and blames himself for Tiny Tim's death.

The ghost says that 'this is not all, there is another death you must see'. On that, he takes Scrooge to another grave. People are gathered around the grave, speaking ill of the dead... 'Good riddance', 'The world will be a better place without him', and so on. Scrooge wonders who could have been so terrible in life that people wished so ill of them in death; they move aside to reveal the grave of Ebenezer Scrooge.

The 'mourners' exit, raucously celebrating the death of Ebenezer Scrooge. Scrooge falls to the floor crying and eventually collapses in an exhausted sleep.



Show in 30 Minutes

Part 5

The wind is howling and eerie sounds are heard when suddenly, all is quiet and the lifeless body of Ebenezer Scrooge lies, motionless, on the floor. Suddenly, Scrooge wakes up. He is confused and calls for his housemaid to come to him. He quizzes her as to what day is this. She looks at him, bewildered and replies, 'Why, it's Christmas Day of course!'

Scrooge jumps up in delight. He hugs the housemaid then gives her a generous Christmas bonus and the day off. He calls to a child in the street and asks if the prize turkey is still in the butchers. The child replies, 'Yes' and Scrooge instructs him to buy it and take it over to the Cratchit house (giving him the money to purchase the bird along with a huge tip).

We go to Bob Cratchit's home, where the family are sitting around the bare dinner table, making the most of Christmas Day. Mrs Cratchit is complaining about having to make a toast to Mr Scrooge each year when it is Mr Scrooge that has kept them so poor. All the family agree when... there is a knock on the door. On opening the door, Mr Cratchit is astonished to see a child holding a prize turkey. The Cratchits are all delighted. Bob Cratchit stops them all cheering and asks, 'Who bought this joy to our family?' and Scrooge appears at the door: 'I did!' The Cratchit family stand back in absolute shock and amazement.

Scrooge apologises for how he has treated Bob, promising that the Cratchit family will never go hungry again and pledging that he will pay for the treatment of Tiny Tim's ailments. Mr Cratchit calls out three cheers for Mr Scrooge and they all have the happiest Christmas ever!



Fight Scenes

Fight Scene #1 (Two Performers)

ONE Hey! What do you think you're doing?
TWO It's none of your business.
ONE What did you say?!
TWO You heard!
ONE You'd better watch your mouth!
TWO Oh yeah?! Are you gonna make me?
ONE I will if I have to!
TWO Oh... Dream on.
ONE Get out of here, now!
TWO No!
ONE I said...
TWO I know what you said!
ONE Right! You've got five seconds to leave.
TWO 5, 4, 3, 2, 1... oh, look... I'm still here.
ONE You asked for this!

FIGHT!



Fight Scenes

Fight Scene #2 (Two Performers)

- ONE Where were you?! I was waiting for over an hour!
- TWO Uuummm... Well... you see... I just...
- ONE What?... Lost track of time? Couldn't be bothered to tell me?!
- TWO No! I texted you!
- ONE You didn't!
- TWO I did!
- ONE Don't lie!
- TWO So it slipped my mind, what's the big deal?
- ONE The big deal is, you made me look like an idiot!
- TWO Lighten up, will you.
- ONE Lighten up?! Do you know how embarrassed I was?!
- TWO That's not my fault!
- ONE Whose fault is it then?
- TWO I just forgot alright!
- ONE Well, try forgetting this!

FIGHT!



Fight Scenes

Fight Scene #3 (Two Performers)

- ONE Tell me!
- TWO No!
- ONE I said, tell me!
- TWO I heard what you said!
- ONE Don't get smart with me! We're not leaving here until you start talking.
- TWO Well, you'd better take a seat 'cause you're in for a long wait.
- ONE Oh, stop being pathetic! If you don't start talking, I'm gonna...
- TWO What?!... What are you gonna do?
- ONE You'll see!
- TWO Come on, show me!
- ONE Don't push me!
- TWO I'm not scared of you!
- ONE Really? Well, maybe you should be!
- TWO What's that supposed to mean?
- ONE It means this!

FIGHT!



Fight Scenes

Fight Scene #4 (Two Performers)

ONE Where have you been?
TWO Nowhere!
ONE Don't lie to me.
TWO I'm not lying!
ONE I know what you've been doing!
TWO You don't know anything!
ONE Oh, really?
TWO Just shut up!
ONE Don't talk to me like that!
TWO I'll talk how I like!
ONE Do you want me to call the police?
TWO You do that and I'll...
ONE What?! What are you gonna do?
TWO You don't wanna know.
ONE I do! Come on, tell me!
TWO You asked for this!

FIGHT!



Fight Scenes

Fight Scene #5 (Three Performers)

ONE Where have you been?
TWO Nowhere!
THREE Don't lie to us.
TWO I'm not!
THREE We know what you've been doing!
TWO You don't know anything!
ONE Oh, really?
TWO Just shut up, will you!
ONE Do not tell us to shut up!
TWO I'll do what I like!
THREE Do you want us to go to the police?
TWO You go there and I'll...
ONE What? What are you gonna do??
TWO You don't wanna know.
THREE Oh, we do! Come on, tell us!
TWO I'm not telling you anything!
ONE Just like we thought... you're full of it!
TWO You asked for this!

FIGHT!



Story Elements

Easter Elements

Drinking alcohol

A murder

A kiss

Rising from the dead

A parade



Christmas Elements

A visit from a non-human

A birth

A visit to an inn

Receiving fantastic gifts

A bright light is seen



Notes



Notes



Notes



Notes