

## **PLAY 4 ME!**

### **Original Plays for children, teenagers, youth theatre and special needs groups by Emer Halpenny**

Copyright Emer Halpenny 2019

All rights reserved. Please note that these plays may be reproduced for rehearsal purposes but copyright will need to be applied for performance. In most cases there will be no royalties to be paid, but permission must be sought via email:

[info@emerhalpenny.com](mailto:info@emerhalpenny.com)

The author also requests that she be credited for each performance.

For more plays see

[www.emerhalpenny.com](http://www.emerhalpenny.com)

Contact Emer to discuss play commissions tailor made for your group, workshops and speaking engagements.

# LIFE AT THE LIBRARY

By Emer Halpenny

This play is good for a mixed ability class as there are parts that are mimed.

AGE: 8 - 12

GENDER: mixed, change names as necessary

PARTS: 8 (or more if parts of Fantasy kids are shared)

RUNNING TIME: Just under 10 minutes

The fantasy children will interact with the other children during this play; scenes involving humour, mime and action adventure – something for everyone. Upstage is the area of the stage furthest away from the audience, while Downstage is the area closest.

MISS KRAWSS	The head librarian
CASSIE	Library assistant
SANDY	school kid
JACK	school kid
MARCO	school kid
FANTASY KID 1	
FANTASY KID 2	
FANTASY KID 3	

*Afternoon in the Library. MISS KRAWSS, the head librarian is stamping books. She checks her watch.*

MISS KRAWSS For goodness sake! Where is that girl?

*A phone rings somewhere. MISS K looks around aghast.*

MISS KRAWSS *(announcing in as loud a shouted whisper as she dares)*

Patrons! Someone's phone is breaking the silence! I say, there's a phone going off and –

*(She stops suddenly because she realises it's her own phone. Guiltily looking around she takes her phone out of her bag and switches it off. CASSIE, her young assistant emerges from the kitchen with two cups of tea.)*

CASSIE Was that someone's phone?

MISS K Can you believe it?

CASSIE People never remember to switch them off.

MISS K I had to get the perpetrator to leave.

CASSIE Oh, that was a bit hard, wasn't it? *(MISS K gives her a hard look)*...But then I don't know what I'm talking about.

MISS K No you don't Cassie. Running a library isn't easy you know.

CASSIE Yes Miss Krawss.

MISS K I work my fingers to the bone in this place and no one appreciates it.

CASSIE There now, Miss Krawss, a nice cup of tea.

MISS K No sugar I hope?

CASSIE No sugar.

MISS K I'm sweet enough! *(She tries to smile but her face isn't used to it so it looks like a grimace. CASSIE smiles back.)*

CASSIE Of course you are.  
*Enter three children, JACK, MARCO and SANDY. They are carrying heavy school bags and come in exhausted.*

CASSIE Hi guys! Good to see you! How was school?

MISS K Shhhhhh!

CASSIE *(quieter)* How was school?

SANDY Hi Cassie. School was so-so. You know.

CASSIE Much homework?

JACK We never get homework on a Friday *(JACK and MARCO give each other a high five).*

MISS K Ahem ahem! *(She points to the sign saying 'silence').*

CASSIE So why are you here at the weekend? Thought you'd be off playing football or something like that.

MARCO We can't- it's raining.

CASSIE Again?

SANDY Yeah. And mum says no TV for the weekend since...

JACK ...that episode with the vacuum cleaner and Mr Jackson's hairpiece.

CASSIE *(laughing)* Oh yes, I remember. It was funny though.

JACK Yeah, it was worth it. *(They all laugh and MISS K slams her book closed.)*

MISS K Might I remind you Cassie, that this is a library and that people are trying to read?

MARCO But, there's nobody else here.

MISS K I am here!

CASSIE Yes Miss Krawss.

SANDY Ha ha! Miss Cross! That name really suits you.

MISS K It's *KRAWSS*. With a K-R-A-W-S-S!

CASSIE Come on guys, off you go. Leave your bags at that table and find yourselves a good book instead. *(They head off and start searching for books.)*

MISS K I wish you'd ask your neighbour's children not to bother you at work.

CASSIE Well, I want to get them interested in reading. That's what it's all about isn't it?

MISS K What's that?

CASSIE That's why we're here, isn't it Miss Krawss?

MISS K I don't know about you, Cassie, but I am here to work. Hard! *(She hauls a big pile of books over to CASSIE's side of the counter and they both begin stamping them and doing other librarian things.)*

SANDY        Hey guys! I found a really good book on vets. That's what I want to be when I grow up.

MARCO        Let's see...

SANDY        Look, here's the Vet's surgery...here's the vet...and this is her assistant...

*Enter THE FANTASY CHILDREN, who will act out all the fantasy scenes with each book reader. FANTASY CHILD 1 brings in a vet's white coat and helps SANDY put it on. FANTASY CHILD 2 brings in stuff for the table to make it look like a vet's surgery. FANTASY CHILD 3 carries in a toy dog (preferably one that can bark and move at the push of a switch. MARCO and JACK take the book and sit on the sidelines watching as SANDY becomes the vet. FANTASY CHILD 1 is her assistant. FANTASY CHILD 2 and FANTASY CHILD 3 are the worried owners of the dog.*

SANDY        And what seems to be the trouble with little Toto today?

FC 1         Doctor, this is Mr and Mrs Smith. They say Toto won't bark.

SANDY        Is that true Mrs Smith?

FC 2         It's true Doctor. He hasn't barked for two days. We're beside ourselves with worry.

FC 3         We don't know what's wrong. Is there anything you can do for him?

SANDY        Well let's see. My assistant here will make you feel a bit better...*(FANTASY CHILD 1 sticks a lollipop into their mouths.)*

FC 2 & FC 3 Kank oo! *(They step back)*

FC 1         What do you think, Doctor? Can you help Toto?

SANDY        *(inspecting him)* Well, paws seem healthy. Teeth look ok. Heart is strong. Hmm. Have there been any changes at home recently?

FC 2         Well, we painted the hall...

FC 3         And I got a new job...but I still leave home and arrive back at the same time.

SANDY        Hmm...and there's nothing else that could be bothering Toto...?

FC 2         Unless –

SANDY        Yes?

FC 2         Well, there is the new baby...?

FC 3         Do you think that could be bothering him Doc?

SANDY        You must let Toto know that you still love him. It's simple jealousy!

FC 3         But of course we love Toto! *(They both make a fuss of the dog and play with him for a minute. SANDY and FANTASY CHILD 1 look on, smiling)*

SANDY        *(to assistant)* Would you mind?

FC 1         Not at all Doctor. *(She gently takes Toto from the couple and hands him to SANDY. SANDY flicks the switch – if there is one – and Toto begins to bark and move.)*

FC 2         Doctor you did it!

FC 3            You're a genius! Here! Have lots of money!  
SANDY         Thank you. Thanks a lot. Call again...

*MUSIC as the FANTASY CHILDREN leave the stage and MARCO and JACK join SANDY with the book.*

JACK            That sounds great Sandy.  
MARCO         Especially the money part.  
SANDY         I'm going to get this book out straight away!  
MARCO         Wait! Look at my book.  
JACK            *(reading)* "Mime...the art of silence"  
SANDY         What's that Marco?  
MARCO         Well, I think I can show you.

*MUSIC as MARCO gets ready to perform a mime. The FANTASY CHILDREN join him.*

*MIME:*

*MARCO draws a large rectangle in the air – stretching his arm as high as he can reach and as wide. It is a pane of glass. He shows this by rubbing it here and there with his sleeve and looking through it at us. He tries to lift it but it is too big. He calls FC 1. She enters and shrugs her shoulders – what is it? He gestures to the pane of glass. She looks through it at us. She goes around the other side and waves to MARCO through it. He waves back then gestures that he needs to lift it. She takes one side and he takes the other. They lift it but it is heavy. They struggle to walk sideways to the right. They struggle to walk sideways to the left. They put it down and wiping brows, take a breather. Along comes FC 2, walking from Upstage Centre of the pane of glass, so that we can see her approach. She doesn't notice the pane of glass, and MARCO and FC 1 don't notice her. She waves to people she sees to her left and right. She marches ahead and bangs into the pane. It hurts her nose. She doesn't understand. She does it again. Then she takes three or four steps back and runs at it, this time banging herself so hard that she falls backward. MARCO and FC 1, still not noticing her pick it up and walk away – they can walk in a wide circle to show that they have travelled. FC 2 picks herself up, dusts herself off and walks off with her nose in the air, disgusted. MARCO and FC 1 stop again to rest, this time they are Upstage Centre. In comes FC 3. He mimes carrying a set of golf clubs, which he puts down Downstage Centre. He turns his back to us to peer off into the distance – towards the pane of glass. Although he has his back to us, it is acceptable as his actions will be very clear. He takes out a golf club and goes through the motions getting himself ready for the big swing. MARCO and FC 1 are still recovering and don't notice him until it is too late. They try to stop him but he swings the club and the imaginary ball goes over the pane of glass. The golfer is happy and nodding, picks up his bag and leaves. MARCO and FC 1 gesture that that was a close one and they bring the pane back to its original position. They decide its better off there and they leave, FC 1 exiting the*

*stage and MARCO going back to SANDY and JACK who have been looking at the book.*

JACK            That was amazing Marco!  
MARCO          Thanks.  
SANDY          Yeah, it looked like there really was a pane of glass.  
MARCO          I'm going read this whole book.  
JACK            I got a good book too.  
SANDY          Oh yeah? What's it about Jack?  
JACK            You'll just laugh.  
MARCO & SANDY    We won't!  
SANDY          Go on, show us the book.  
JACK            It's about spies. And this cool double agent called Joe Bravado.

*Suitable MUSIC as MARCO and SANDY sit down and the FANTASY CHILDREN enter again. JACK assumes a hiding position. FC 3 enters and hides on the other side of the stage.*

FC 3            *(into a walkie talkie)* What's your position Bravado?  
JACK            *(into his watch)* I'm cut off! They're surrounding me. I'm not sure I'll get out of this one alive.  
FC 3            Nonsense man! You're Joe Bravado, you can do anything.  
JACK            Here they come. *(Enter FC 1 and FC 2 with guns, like watch guards. They walk up and down the centre stage and stop downstage centre)*  
FC 1            Did you hear something?  
FC 2            I thought it was your stomach rumbling.  
FC 1            Could have been. I didn't have any lunch.  
FC 3            Joe! This is your last chance!  
JACK            Cover me! I'm going in! *(He rolls dramatically across the stage behind the watch guards and comes up behind them.)*  
FC 2            You can't do that, it's not good to fast on a job. *(This line can be cut off at whichever point JACK comes up behind them and places his hands on their shoulders. They jump out of their skins.)*  
JACK            It's over. Tell your boss he's history.  
*FANTASY CHILDREN leave the stage and MARCO and SANDY join JACK downstage centre.*  
SANDY          That was so cool.  
MARCO          What's it called?  
JACK            "The adventures of Joe Bravado". You can read it after me.  
MARCO          Thanks.  
SANDY          So shall we check our books out?

*They head to the counter where MISS K is looking at them suspiciously.*

MISS K          Yes?  
SANDY          We'd like to take these books out please.  
MISS K          Why? What do you want them for?  
SANDY          We'd like to read them actually.

MISS K       Humph! *(She stamps them and hands them to the children)*  
Don't smudge them with your snotty noses please!

JACK         We don't have snotty noses.

MISS K       Just be careful with them.  
*The children exit as CASSIE enters with a pile of books.*

CASSIE       Are the kids gone?

MISS K       Thank goodness.

CASSIE       Did they take anything out?

MISS K       Yes. They actually seemed quite excited about reading them.

CASSIE       I knew it. Something magical always happens. *(She hands a book to MISS K and leaves)*

MISS K       What do you mean, magical? I don't have time to read a book anymore. I'm too busy. Magical! Oh well...*(she opens the book and begins to read. The lights dim low so that she can still be seen but there is a sense of darkness)*

MISS K       Esmeralda thought everything seemed too quiet. She fumbled for her keys and opened the door of her tiny flat. "Lonely old place," she thought to herself. "I'll suppose this will be another evening sitting on my own knitting." She didn't even bother to switch the lights on as she took off her coat and made her way to the sitting room. "What are those shapes?" She thought, becoming a little alarmed.  
*(MISS K closes the book and mimes walking into the room)*

MISS K       Who's there? I know there's someone there! Show yourself!  
*(The FANTASTY CHILDREN have tiptoed in and hidden.)*

MISS K       I'll see you when I put the light on! *(The light comes on and suddenly -)*

FC 1,2,3,     Surprise! *(They begin singing happy birthday and surrounding MISS K and giving her presents. She is delighted and this goes to freeze-frame.*

*CASSIE enters downstage and walks across engrossed in a book. She stops centre and looks around.*

CASSIE       Magic!

*MUSIC as the lights fade.*

**THE END**

## **PRODUCTION NOTES**

### **SET:**

Keep it simple, with a desk downstage right, with library looking items on it – date stamps, piles of books, index cards. Instead of bookshelves, have neat piles of books dotted around the space.

The fantasy children can move the table upstage when MS KRAWSS enters her apartment, and hide underneath it.

For the Vet's surgery, the library desk can be used and action takes place around it. The mimed scene will take place centre – using as much space as possible, as will the spy action scene.

### **PROPS:**

MISS KRAWSS'S handbag with phone, under the table; various 'library items' – see above; 3 school bags; AT THE VETS: toy dog (preferably one that barks but can be switched on and off); lollipops; stethoscope; money; doctor's white coat. SPY SCENE: watch; walkie-talkie; shades for the two watch guards.

For the final scene, the Fantasy Children might use some surprise party items for added effect.

### **COSTUMES:**

MISS KRAWSS: Very neat, prim and proper – a calf length skirt and blouse, with cardigan over her shoulders perhaps. Flat shoes, hair in a neat bun.

CASSIE: Jeans and a jumper, casual but fashionable.

SCHOOL KIDS: Either school uniforms or jeans and a t-shirt.

FANTASY KIDS: Dress in black – long sleeved top and jeans or leggings.

For the fantasy scenes, the Fantasy Children will bring other costume items on stage with them, e.g. the vet's white coat; a hat each for the worried dog owners to suggest Mr and Mrs, e.g. a trilby hat for him and a woman's hat for her. The Golfer might wear a baseball cap. The watch guards and/or the spies can wear shades.



## **BUS RIDE OF YOUR LIFE**

### **By Emer Halpenny**

AGE: 7 – 12 years

GENDER: Most or all of the above parts can be adapted to be played by male or female.

CAST NUMBER: 7

RUNNING TIME: 12 minutes approximately.

REBECCA, a model/film star – vain, rude, unfriendly

SYLVIA, a bookworm, doesn't like to mix with people, thinks everyone's stupid

BETH, a worrier, very low self-esteem, thinks everyone's against her

BUS DRIVER, very happy and jolly, nothing can bring him down.

ANGELICA, apparently very sweet but tells lies and is very false

PATTY, very talkative and over-confident, doesn't listen, butts across people

DIANE, a very angry teenager, shouts a lot and hates everyone

*At a bus stop. PATTY enters and stands at the stop. She takes out her phone and calls someone, talking loudly.*

PATTY       Hi Amy? HI! Yeah, it's me. How are you? *(Without waiting for an answer)* Wanna know how I feel? Bored! I'm sooo bored. Yeah, waiting at the bus stop. It's taking ages. Thought I'd call you to pass the time. What do you mean you have work to do? *(Her friend has gone- she looks at the phone)* Huh!

*(Enter BETH.)*

BETH       Excuse me...*(She checks the times of the bus).*

PATTY       I've been waiting ages.

BETH       I beg your pardon?

PATTY       What bus are you waiting for?

BETH       This one.

PATTY       Hah! You'll be waiting ages. Are you going into town?

BETH       Um, I – em – I – I'd rather not say.

PATTY       Ooooooh, snooty aren't we?

BETH       I'm just minding my own business that's all. *(She stands next to PATTY in the queue)*

*(Enter ANGELICA)*

ANGELICA   Hello. Hello.

PATTY       Hello. *(BETH just nods)*

ANGELICA   Have you been waiting long?

PATTY       Ages!

BETH       No not long.

ANGELICA   *(to BETH)* Oh, what a lovely coat.

BETH Thank you.

ANGELICA It's a pity it's last year's fashion.

BETH Oh...

PATTY I like your coat.

ANGELICA Oh, this old rag? It only cost, like, about €500.

PATTY Really? I thought I saw the same ones in Penneys...

ANGELICA (*changing the subject, quickly*) Oh look, here comes someone else.

*Enter SYLVIA, reading a book and not looking at anyone.*

ANGELICA Hello.

SYLVIA Hello. (*She continues to read*)

PATTY I'm afraid you're in for a long wait. I've been waiting ages.

SYLVIA (*just nods – it is clear she doesn't want to talk to them*)

BETH (*coughs, quietly. SYLVIA thinks she is trying to disturb her*)

SYLVIA (*to BETH*) Do you mind? I'm really trying to concentrate on this book.

BETH I'm sorry...I was just – clearing my throat.

SYLVIA This book was written by the most intelligent woman in the world.

PATTY Ooooooh. Well excuse us!

SYLVIA I'll try to excuse you but you will all keep making noise!

ANGELICA Of course, we understand. We'll be as quiet as mice.

SYLVIA Thank you. (*She goes back to reading her book. ANGELICA makes a face behind her back. PATTY laughs loudly.*)

BETH (*worried*) Oh dear.

*(Enter REBECCA, the model. She looks everyone up and down, rolls her eyes and takes out her pocket mirror and studies herself. PATTY takes out her phone to call someone)*

ANGELICA Are you waiting for the number 62?

REBECCA Are you talking to me?

ANGELICA (*looking around, she remains sweet*) Yes. Just wondering if you're waiting for the same bus.

REBECCA Would else would I be standing here at this bus stop? This is what I hate about public transport. You have to mix with STUPID people.

BETH Oh! I'm not stupid.

PATTY (*into her phone*) Susan? Please talk to me! I'm stuck at the bus stop from hell!

ANGELICA (*to REBECCA, sweetly*) I was just wondering. Of course, you look like you don't normally get the bus.

REBECCA Duh! I don't! I'm a model you know. My limousine broke down and I have to get to my fashion show.

SYLVIA Could everyone please keep their conversations quiet! I'm trying to read!

ANGELICA Of course (*sweetly, then makes the face again.*)

REBECCA (*to ANGELICA*) You're blocking the sun from falling on my glorious face.

ANGELICA I'm so sorry (*sweetly, then she opens a newspaper to completely block her*)

REBECCA Well really!

BETH *(to PATTY)* Do I seem stupid to you?

PATTY *(into her phone, ignoring BETH)* ...so first I'm going to go shopping, and then I'm going to get some lunch...

BETH I don't feel stupid.

ANGELICA Of course you don't. You just look a little stupid that's all. *(She says it so sweetly, BETH is not sure whether she has been insulted or not.) Enter DIANE, the teenager. She has earphones on and her hair is half covering her face.*

ANGELICA Hello.

DIANE *(shouting, completely unreasonably)* Shut up!

ANGELICA Of course! *(She makes a face behind her)*

BETH That wasn't very nice.

DIANE I said – everyone just SHUT UP!

BETH *(shocked)* Oh!

SYLVIA I say, please pipe down.

DIANE Just leave me alone! I hate you! All of you!

REBECCA Like, you don't even know us.

DIANE Especially you!

REBECCA Jealous.

DIANE Am not!

REBECCA Are too.

PATTY *(closing her phone)* At last! The bus is here. *The bus arrives, driven by BUS DRIVER who is happy and jolly, nothing can put him into a bad mood.*

DRIVER All aboard! Everyone welcome! No fares today – it's a special occasion.

PATTY *(getting on)* You're late you know. I've been waiting ages. *(She sits)*

DRIVER You're very welcome.

BETH Here you are. One into town.

DRIVER No thank you, dear. Keep your money in your pocket.

BETH Oh. *(She is confused, but sits down)*

ANGELICA It's great you're here at last.

DRIVER It's good to be here!

ANGELICA I don't mind the fact that you're incredibly late.

DRIVER Well good for you! *(Her indirect insult didn't work. She sits)*

SYLVIA *(still reading, goes to pay)* Here you are my good man.

DRIVER No fares today.

SYLVIA *(looking up)* Oh. I say. Jolly good.

DRIVER And no reading.

SYLVIA I beg your pardon?

DRIVER No reading on my bus. Not allowed. You have to experience the journey.

SYLVIA That's rather unusual. *(She sits, closing the book)*

REBECCA If I could have a seat to myself, I'd really appreciate it *(she is batting her eyelids, used to getting her own way.)*

DRIVER *(still smiling and happy)* Everyone shares a seat!

REBECCA Huh! *(She sits)*  
 DIANE I hate you!  
 DRIVER That's ok.  
 DIANE And I hate your stinking bus!  
 DRIVER That's fine too.  
 DIANE And I want to stand.  
 DRIVER Everyone sits!  
 DIANE It's not fair! *(She sits)*  
*BUS DRIVER sits Downstage Centre facing the audience. The others sit in two's behind him:*

PATTY      ANGELICA  
 BETH      SYLVIA  
 REBECCA   DIANE  
 DRIVER

*There is a little sequence to music to show the DRIVER is driving a little dangerously, everyone sways to the right or left depending. We see them all growing a little alarmed. Music fades.*

SYLVIA I say Driver! Can't you slow down?  
 DRIVER I could. Don't want to!  
 BETH I'd like to get off here please.  
 DRIVER No can do!  
 BETH Oh no!  
 ANGELICA He wouldn't let her off!  
 PATTY He'll let me off. Driver! Next stop!  
 DRIVER Just keep driving. Just keep driving. Just keep driving, driving, driving!  
 REBECCA I cannot be late for my fashion show! I'm the star!  
 DIANE I want my mum!  
 REBECCA Oh sit down for goodness sake!  
 SYLVIA Pipe down! She's just a child.  
 DIANE I'm not a child!  
 REBECCA Don't tell me to pipe down!  
 BETH Everyone stop shouting *(covering her ears)*  
 PATTY I'll show you shouting – DRIVER! STOP THE BUS!  
 ANGELICA We're all going to DIE!  
 ALL OTHERS What?! *(There is chaos – ad libbed by actors)*  
 DRIVER *(slamming on the breaks he stops the bus- everyone jerks forward)* WE'RE HERE!

*Silence. Everyone stops suddenly – a momentary freeze so that we can see the tableau of chaos (some are standing/kneeling on seats, some have arms up in the air etc.) then during the following, they very slowly relax from their freeze and get off the bus in turn, according to DRIVER'S next dialogue:*

DRIVER *(gets off the bus and addresses the audience)* Ah, the countryside! *(Sniffs in the air)* I always love your Earth countryside. And these buses! I never drove one of those before – they're much easier to navigate than my space ship – which is probably how I crash-landed here on

Earth. Again! I'm always doing it! But every time I visit Earth, everyone seems so – angry (*DIANE gets off and looks around*) – so rude (*REBECCA gets off*) – they think everyone is better than they are (*BETH gets off*) - or that they're better than everyone else (*SYLVIA gets off*) – Sometimes they're not honest (*ANGELICA gets off*) – sometimes they just don't listen to others (*PATTY gets off*). This time, I'm going to help them!

*At this stage, all the others are off the bus, standing in a semi circle around DRIVER. They are looking around and enjoying the air and sounds of the countryside. We hear birds singing and water gushing somewhere.*

REBECCA     Alright Driver. This is all very pretty. But what's going on?

DIANE        Yeah! Where are we?

BETH         Why are we here?

SYLVIA       What's the point of it all?

ANGELICA     Will we ever get home?

PATTY        Will you ever tell us what you think you're doing?

DRIVER       Of course!

ALL          Of course?

DRIVER       Of course! We're going to have – a picnic!

*They all look at each other and then at him, as if he is mad.*

PATTY        A picnic?

DRIVER       (*taking out delicious looking food and laying it out on a picnic rug*) The best kind of food – I've got sausage rolls and chocolate spread sandwiches...

DIANE        (*getting interested and sitting down*) Oh! Jammy dodgers! My favourite!

BETH         Are they snowballs? I haven't had a snowball since I was a child!

SYLVIA       Ooh I say! I am a bit partial to a chicken drumstick.

ANGELICA     I am a bit hungry actually.

PATTY        I'm starving! Waiting for that bus...

REBECCA     (*she is peeking over, trying not to give in*) I've got to think of my figure...are they iced biscuits? Have you got the pink ones? (*They are all enjoying the picnic now*)

DRIVER       Now isn't this a good idea?

*They all say that yes, it is, but their mouths are so full of food, we can't hear the words. However, everyone looks happy.*

DRIVER       I even brought a ball! (*He stands up and throws it up in the air.*)

DIANE        Let's play 'donkey'! I love that game. We never play it anymore.

BETH         I suppose I could have a bit of fun...it wouldn't hurt.

SYLVIA       I'll say! Come on you! Let's live a little!

PATTY        First one to spell 'donkey' gets dumped in the river!

ANGELICA     Not if we go for a swim first!

REBECCA     But we don't have swimsuits!

ANGELICA     Who cares! This is fun!

*They continue to play ball until the ball hits REBECCA so hard she falls into the river (off stage). We hear a loud splash sound and everyone stops playing.*

ANGELICA Oh no! Her lovely outfit!

PATTY It's ruined now.

BETH She won't be happy.

DIANE At least the water's shallow.

SYLVIA Our lovely day is over...

*DRIVER goes to pull REBECCA out of the water. We hear her off stage –*

REBECCA I can get out myself!

*Everyone watches as slowly, REBECCA squelches on stage – her hair is wet, her face muddy and how she walks will give the impression that she has been completely soaked. Nobody speaks.*

REBECCA *(slowly begins to laugh – it builds up)* that was FUN!

*Everyone else joins in, first running around playing, then gradually running off stage to the river. DRIVER comes downstage to talk to the audience.*

DRIVER I have a feeling they won't be quite so angry, *(DIANE enters and takes up a freeze frame position of her having fun in the water)* or rude, *(REBECCA enters and takes up her own fun freeze frame)* or frightened, *(BETH enters likewise)* or proud, *(SYLVIA)* or dishonest *(ANGELICA)* or uncaring *(PATTY)* anymore...and all it took was a little bit of fun! Now, where's my spaceship...?

*He picks up a chicken leg, takes a bite, salutes the others goodbye, salutes us and exits in the opposite direction. Music as the lights fade on the tableau of the group.*

## **THE END**

### **PRODUCTION NOTES, SET AND PROPERTIES**

Keep everything in the set very simple – just a suggestion is enough. Music and suitable sounds will be effective.

Bus Stop                      Stack 7 chairs and make a cardboard cut out of a bus stop, which you can attach to the back of the top chair. (Velcro is great if you want to be quick about it.)When the DRIVER comes on stage, he takes the top chair for his seat and the other characters each take their chair and position it (as suggested in the script).

The Bus                        Make sure that the actors are standing downstage centre when they are at the bus stop. Have the chairs set up (as suggested in the paragraph above) behind them. The chairs are all that's needed – the performers'

movement inside the bus will give the impression that they are moving. A sound effect of a bus pulling up, stopping, driving off etc. would enhance the illusion but is not necessary. Choose music instead of or as well as the sound effect to give the impression that time is passing.

The Picnic                      The picnic basket should be situated just under the driver's seat, with a picnic rug on top. The Driver can set up the picnic once he says the line "We're going to have – a picnic!" The food can be real or plastic and can be changed in the script to suit whatever the current favourite foods are.

I really suggest not using a ball – the illusion is created perfectly by just miming, and then you don't have the possibility of someone not catching the ball, or it bouncing off stage. Also, miming makes the game look far more fun.

The Countryside              A change of lighting if that is possible, to a soft sunny day. Even if lighting is not an option, use of sound effects of birdsong would work perfectly. Add to this a sound of distant running water if possible, to suggest the river nearby.

The River                      Will be offstage. During the ballgame, Rebecca should position herself close to the wings and at the moment when she is hit (another reason not to use a ball) she can either fall back into the wings (into someone's waiting arms) or can be grabbed and swung off by stage crew – if this is timed with a large splash sound effect, it can be quite funny.

Wet Rebecca                 There is just enough time to sponge Rebecca's hair to wet it and rub mud (real or mud coloured face paints) on her face and hands. She can walk as if she is wet through.

#### COSTUMES & PERSONAL PROPS

PATTY                      Jeans and top with short blazer jacket, mobile phone, bag  
BETH                      Skirt or dress, sensible shoes and a nice sensible coat, shopping bag  
ANGELICA                Fashionably dressed, with an in-vogue coat, handbag, newspaper under her arm  
SYLVIA                    Sensibly dressed, as Beth, hardback book

REBECCA 'Designer' jog suit, huge gold or silver handbag with pocket mirror inside

DIANE Extreme version of whatever teen fashion, jacket, mp3 player or such with earplugs

BUS DRIVER Simple trousers and short-sleeved shirt, with a driver's cap. At the end, we had our driver swap his cap for an alien headband.



**A CHORUS IN OZ**  
An adaptation of The Wizard of Oz  
**by Emer Halpenny**

AGE: 6-8

GENDER: Mixed

CAST NUMBER: 11+ (up to 30)

RUNNING TIME: 10 mins (depending on musical numbers)

Although there are four Narrators, use as many children as you like, as the Narrators shine in this play.

**CHARACTERS:**

NARRATORS (4+)

DOROTHY

GOOD WITCH

SCARECROW

TIN MAN

LION

WIZARD OF OZ

WITCH

NARRATORS 1 & 2 Once, there was a girl called Dorothy and she had a BIG adventure.

NARRATORS 3 & 4 Look, there she is, just sitting in the grass, minding her own business.

DOROTHY I'm making a daisy chain actually.

ALL NARRATORS How sweet!

DOROTHY Thank you.

NARRATOR 1 Suddenly, Dorothy's dog –

NARRATOR 2 Who was called Toto,

NARRATOR 1 Dorothy's dog, Toto, suddenly said –

Everyone looks at DOROTHY and TOTO, but nothing happens. DOROTHY looks up from her daisy chain

DOROTHY Oh! *(she picks TOTO up as he 'whispers' in her ear.)*

NARRATORS 3 Well, what does he say?

DOROTHY He says there's a big storm coming.

ALL NARRATORS Oh...

DOROTHY A cyclone, actually.

NARRATOR 4 What's a cyclone?

NARRATOR 3 A big storm.

NARRATOR 4 Oh...

All is quiet for a moment, then –

NARRATORS & DOROTHY *CYCLONE!!! Help!!!!*

*Music as the NARRATORS become the cyclone in the confusion and they rush about DOROTHY in a circle.*

DOROTHY Quick Toto! Into the house!

*The 'house' is brought on stage and DOROTHY goes in. The storm rages outside.*

DOROTHY Aunty Em! Uncle! I'm afraid!

*The storm subsides and the NARRATORS resume the story. DOROTHY is asleep.*

NARRATOR 1 I'm exhausted!

NARRATOR 3 I didn't think we'd have to do all that.

NARRATOR 4 Yes, I was just told to tell the story.

NARRATOR 1 I think they tricked us...with that stormy music.

NARRATOR 3 Anyway, Dorothy's house was swept up into the sky.

NARRATOR 2 And far far away.

DOROTHY *(Waking up)*. Where can we be?

GOOD WITCH Welcome to the land of the Munchkins. Look, the little Munchkins are so happy to see you.

*The NARRATORS are looking on as nothing happens. The GOOD WITCH coughs,*

GOOD WITCH Ahem!

NARRATORS You mean we have to be Munchkins now?

NARRATORS First the storm, now this!

*(they all kneel down and put on munchkin hats)*

NARRATOR 3 I feel silly.

GOOD WITCH Thank you Dorothy for saving these little Munchkins.

DOROTHY What did I do?

GOOD WITCH You killed the Wicked Witch of the North.

DOROTHY Me? Kill someone? I - I didn't kill anyone!

GOOD WITCH But you did Dorothy, you killed the wicked witch with your house.

DOROTHY Well, then, technically – it was the storm. Blame the weather, not me.

GOOD WITCH You have freed the Munchkins from a terrible life. The witch was very cruel to them.

MUNCHKINS/NARRATORS All hail Dorothy! Hurray!

DOROTHY Oh, it was nothing!

GOOD WITCH Would you like her shoes?

DOROTHY Oh yes, they are very pretty. *(she puts them on and shows them to the NARRATORS)*

MUNCHKINS/NARRATORS Lovely. Very smart.

DOROTHY Well, I've had a lovely time, but I'd really like to go home now.

GOOD WITCH I cannot help you my dear. Only the great Wizard of Oz can do that.

DOROTHY How do I find him?

GOOD WITCH You need to follow this road to the Emerald City

DOROTHY           The yellow one?  
GOOD WITCH           Yes. And take care. The Witch has a sister, the  
Wicked Witch of the East.  
NARRATOR 1        I've heard about her.  
NARRATOR 2,3,4    She's nasty.  
GOOD WITCH        This kiss will protect you. *(she kisses DOROTHY'S  
forehead)*. Now off you go, and take care!  
DOROTHY            Goodbye! *(to the NARRATORS)* Are you coming?  
NARRATOR 1        We'll catch up with you along the way.  
NARRATOR 3        Yes, there's a party going on, to celebrate the witch  
being dead.  
*(music as they exit, celebrating and DOROTHY heads off along the yellow  
brick road)*

*As they exit, the SCARECROW enters and 'hooks' herself up. She sighs  
heavily, as if she is really fed up. She looks up at the birds and tries to scare  
them.*

SCARECROW        Boo! *(she tries again)*. Boo! Nothing...  
DOROTHY walks on and appears lost. She peers out towards the audience,  
with her back to the SCARECROW.  
DOROTHY            Well Toto, we're lost.  
SCARECROW        *(to birds)* Boo!  
DOROTHY looks confused and looks around but doesn't see the SCARECROW  
yet.  
DOROTHY            Did you hear something Toto?  
SCARECROW        Boo!  
DOROTHY            Boo who?  
SCARECROW        Oh, have I made you cry?  
DOROTHY            Who's there?  
SCARECROW        Behind you! I hope I didn't scare you.  
DOROTHY            *(Looks behind and moves to see SCARECROW better.)* A  
talking scarecrow!  
SCARECROW        Did I scare you?  
DOROTHY            Not at all, I'm very brave you know.  
SCARECROW        That's the trouble. I can't scare anyone. Not even the  
birds. I'm useless.  
DOROTHY            Nobody is useless. What a terrible thing to say!  
SCARECROW        It's true! I have one job and that's to scare the birds. I  
can't do it.  
DOROTHY            Maybe you're in the wrong job.  
SCARECROW        Maybe. The problem is, I don't have a brain.  
DOROTHY            No brain?  
SCARECROW        No brain. It's really very sad.  
DOROTHY            But how do you talk? How do you think?  
SCARECROW        Oh, I'd need a brain to answer that.  
DOROTHY            I'm going to the Emerald City to ask the Wizard of Oz to  
send me home.  
SCARECROW        That's nice.

DOROTHY Well, maybe he can give you a brain.  
SCARECROW Ya think?! Can I go with you?  
DOROTHY Sure! I'm following the yellow brick road.  
SCARECROW I only want to ask you one thing.  
DOROTHY What's that?  
SCARECROW Get me down from here!  
*(DOROTHY helps her down and they head off down the yellow brick road)*

*The TIN MAN enters and sets up with his axe. He chops a bit, then slower and slower, finally he freezes. DOROTHY and SCARECROW enter.*

SCARECROW Look at that!  
DOROTHY Is that a real man?  
SCARECROW Looks like a man made of tin.  
DOROTHY *(excited)* A robot!  
SCARECROW No, just a man made of tin.  
DOROTHY Oh.

*SCARECROW knocks on him.*

SCARECROW Anyone home?  
*TIN MAN tries to speak but his lips have frozen so the sound is not clear.*

DOROTHY What does he say?  
SCARECROW I'm not sure...let's use this oil can. *(they pick up the oil can and un-rust the TIN MAN)*

*TIN MAN slowly starts to move, first his arms, then legs and body. Next parts of his face and finally, his mouth opens and closes a couple of times before he speaks.*

TIN MAN I can move! I'm free! Thank you.  
SCARECROW You're welcome. What happened to you?  
TIN MAN Well I was chopping wood, when it started to rain. I always rust up when it rains.  
SCARECROW No, I mean how did you get like this?  
TIN MAN Like what?  
DOROTHY Like a robot.  
SCARECROW Like a tin man.  
TIN MAN Oh, you mean this? *(gestures his tin self. They nod)* I used to be a normal man, then one day a very wicked witch changed me into a tin man.

SCARECROW Why?  
TIN MAN I was too afraid to ask her. She had shoes just like those. *(pointing to DOROTHY's)*  
DOROTHY Oh, her. My house landed on her. She's sort of...dead now.

SCARECROW That's good, isn't it?  
TIN MAN Sure. Except I was going to ask her to give me a heart.  
DOROTHY A heart?  
TIN MAN Yes. A heart. When she turned me into a tin man, she forgot to give me a heart.  
SCARECROW Dorothy, are you thinking what I'm thinking?  
DOROTHY I'm not sure...what are you thinking?

SCARECROW Do you think the Wizard of Oz could give Tin Man a heart?

DOROTHY I think he could!

TIN MAN Who? Could do what?

SCARECROW Come to the Emerald City with us. I'm asking the Wizard for a brain.

DOROTHY And I want to go home.

TIN MAN I could ask him for a heart!

SCARECROW Great! We can all go together!  
*They set off along the yellow brick road.*  
*The LION enters with a tree stump, places it centre and hides behind it. He comes out a couple of times, looking off left and right, clearly nervous. Then he hides again. DOROTHY, TIN MAN & SCARECROW enter.*

TIN MAN Which way now? This road is confusing.

SCARECROW Well, that way looks nice, but that way seems more likely.

TIN MAN What do you think, Dorothy?

DOROTHY Well...*(she doesn't get to answer because the LION jumps out from behind the tree stump and roars at them.)*

LION Roar! Everyone freeze! Nobody move! I've got claws and I'm not afraid to use them. *(DOROTHY, TIN MAN & SCARECROW huddle together for safety)* You, Robot-Guy – drop the axe.

TIN MAN Actually, I'm a tin man, not a robot.

LION Roar! Be quiet, don't speak! Anyone could be listening, watching...lurking behind the trees...

SCARECROW Pardon us, Mr Lion, but we'd like to be on our way.

LION So, you're the leader eh? You're the wise guy?

SCARECROW Actually I'm a girl. A *female* scarecrow.

LION ROAR! *(TOTO starts barking)* Aha! Trying to set the wild animal on me eh? Well, I can certainly box his ears. *(he goes to grab TOTO but DOROTHY protects TOTO and slaps LION)*

DOROTHY Oh no you don't!

LION *(starts crying loudly)* Ow! Ouch! Ouch! Ouch! My face! My beautiful lion face! Why did you do that?

DOROTHY You were going to hurt Toto.

SCARECROW And you were being quite a bully.

TIN MAN Yes, I was nearly getting frightened.

LION But I didn't mean it. I only do that because I'm so frightened myself, living here in the forest.

TIN MAN You were scared?

LION There are all sorts of creatures living here. Lions and tigers and bears...

DOROTHY Oh my!

TIN MAN But you're a lion.

LION Can you imagine being terrified of yourself?! I can't sleep at night! My nerves are in tatters! If only I had some courage.

SCARECROW Are you thinking what I'm thinking?

TIN MAN I'm not sure. What are you thinking?

SCARECROW The Wizard could give Lion some courage!

LION Do you think? Can I come with?

SCARECROW Sure! Come on.

*They head off along the yellow brick road.*

*EMERALD CITY. Movement to Music/Dance to show the Emerald City.*

ALL NARRATORS Are you ready to meet the great, the wonderful, the fantastic – WIZARD OF OZ!

*Everyone cheers. The WIZARD presents himself in disguise.*

WIZARD I am the Great Oz. As you'd imagine I'm a busy man. So, make it quick.

DOROTHY I'd like to go home please.

SCARECROW I'd like a brain, if that's ok.

TIN MAN A heart for me please, your greatness.

LION A bbbb bit of ccccc courage ppppplease.

WIZARD Sure thing.

ALL Sure thing?

WIZARD Yeah. Sure thing. IF –

ALL If?

WIZARD Yeah. If – you kill the Wicked Witch of the East.

LION He can't be serious.

NARRATOR 2 He is.

NARRATOR 4 It gets worse.

NARRATOR 3 Now we're playing the part of her crazy flying magic monkeys.

NARRATOR 1 And we kidnap you guys and fly you to her castle.

NARRATOR 3 Where Dorothy is locked up and made work for the witch.

NARRATOR 2, 4 But the rest of you escape.

ALL NARRATORS hah hah!

*There follows chaos while the NARRATORS/MONKEYS 'fly' around chasing the adventurers, finally capturing DOROTHY & TOTO and exiting. Note that LION acts very bravely throughout, trying to save DOROTHY.*

TIN MAN *(very upset)* Oh no, poor Dorothy! How are we ever going to save her?

SCARECROW We've got to think up a plan. Think everyone...think!

LION Let me go and save her. Just let me go!

TIN MAN Ok Lion, off you go. Good for you.

LION I'm going. Now, in a minute. Any second. Scarecrow, any ideas? Like, quickly?

SCARECROW Yes Lion. I do have an idea. We have to break into the castle. I'll tell you the plan on the way.

LION I'm right behind you. *(he heads off in the opposite direction to the others, but they pull him back and they exit)*

*We see DOROTHY enter slowly, sadly, mopping the floor. There is a bucket of 'water' in the centre. DOROTHY picks up TOTO and kneels down, crying.*

DOROTHY Oh Toto, we'll never get out of here. I'll never get home and I'll never see Aunty Em again. *(she cries. The WITCH enters and cruelly mimics her)*

WITCH Oh boo hoo hoo! I'll never see Aunty Em! Poor me!

DOROTHY Why are you so cruel?

WITCH Long story kid. 'Aint got time to tell ya. Now, give me those shoes.

DOROTHY I like them. They're pretty.

WITCH You don't understand their power. Give them to me I say!

DOROTHY I don't think I should...

WITCH Give them to me! Or I'll hurt your silly little dog! *(she grabs TOTO. DOROTHY forgets her fear of the witch and picks up the bucket of water, throwing it over her)*

DOROTHY Oh no! Give him back to me! *(throws water)* Give him back!

WITCH *(screaming)* Ahhhhh! You've killed me! How could you do it? You look so innocent! First my sister and now me! I'm melting, melting! Ahhhh! *(and she falls down under her cloak and disappears)*

ALL NARRATORS *(throwing off their monkey disguise)* We're free! The witch is dead!

DOROTHY Oh no, not again.

SCARECROW, TIN MAN and LION *(entering)* Dorothy! We'll save you!

NARRATOR1, 2 No need.

NARRATORS 3 The little girl is ok.

NARRATORS 4 She has killed the witch!

SCARECROW How do you *do* that? *(DOROTHY shrugs her shoulders)*

ALL NARRATORS Let's celebrate!

*A brief musical interlude, during which EVERYONE dances and celebrates. Suddenly, the GOOD WITCH enters.*

GOOD WITCH Dorothy, don't you want to go home?

DOROTHY More than anything.

GOOD WITCH Then I shall magic you back to the Emerald City

ALL NARRATORS Isn't it amazing what you can do in the theatre?

*Music as everything changes to the Emerald City. Enter WIZARD*

WIZARD Make it quick. I'm a busy wizzy.

TIN MAN We're back.

WIZARD Did you kill the witch?

ALL Yes.

WIZARD Oh.

ALL So?

WIZARD Ah, come back tomorrow.  
 ALL What?!

WIZARD Yes, come back tomorrow with um, a giant lizard's egg –  
 LION I think we've done enough, don't you?  
 ALL Yeah! Come on! (*ad libbing*)

WIZARD Alright! Alright! But you should know the truth. I'm not  
 a wizard.  
 ALL You're not a wizard?!

WIZARD (*taking off disguise*) No, I'm just an ordinary guy.  
 Everyone thought I was a wizard and I sort of went along  
 with the idea. I can't do magic!

LION But my courage...  
 WIZARD You have proved that you do have courage after all. And  
 to show you, here is a medal of honour. Wear it proudly.  
 Cool!

LION I never got my heart, (*sniff*)  
 TIN MAN Don't you see? You have the biggest heart of all. But  
 WIZARD just to remind you, take this large plastic heart to make  
 you feel better.

TIN MAN Hey! It's got a flashy light in it!  
 SCARECROW I guess I'll never get my brain.  
 WIZARD Scarecrow, not only do you have a brain, but you have a  
 brilliant brain! And because of that, I want you to take  
 over ruling this great land of Oz.

SCARECROW Me? But where are you going?  
 WIZARD I'm going to bring Dorothy home, that's where. And  
 we're leaving right now. In my designer hot air balloon.  
 Are you ready Dorothy?

DOROTHY Oooh! Wonderful. I'll just say goodbye.  
 ALL Good bye Dorothy.  
 WIZARD Dorothy, I'm not sure how to hold this thing...  
 DOROTHY Goodbye everyone, and thank you – (*TOTO jumps from  
 her arms and she runs after him*) Toto!

WIZARD Dorothy! I told you I couldn't work this thing properly.  
 Goodbye Dorothy! Sorry – I tried! Good bye!

DOROTHY Oh no! he's gone.  
 SCARECROW How will you get home now, Dorothy?  
 NARRATORS Look at your feet, Dorothy.  
 GOOD WITCH Just click your heels three times Dorothy, and you  
 will get home.  
 DOROTHY There's no place like home... There's no place like home...  
 There's no place like home...

*MUSIC as she moves back in time.*  
 NARRATORS And guess what? She was home in time for tea!

**THE END**



## **JUNGLE JUICE**

**By Emer Halpenny**

AGE: 7 to 10  
GENDER: 7 male; 3 female; 3 either gender  
CAST NUMBER: 13  
DURATION: 12 + minutes

### **CHARACTERS:**

DOCTOR MEANY  
LION  
MONKEY  
SPY "A"  
SPY "B"  
SPY "C"  
SPY "DEE DEE"  
RICH MOMMY 1  
RICH MOMMY 2  
JUNGLE POLICEMAN 1  
JUNGLE POLICEMAN 2  
CLOWN  
COAST GUARD

*Music : Mission Impossible type music. We see our four spies 'descend' from helicopters on ropes (each child should jump off a chair from the wings onto the stage holding and letting go of a rope). They arrive from the four corners of the stage in the Jungle. They search around but for the moment stay in their area of the stage. They step out from any cover as they say:*

SPY A (*into his mobile device on wrist*) I'm in.

SPY B I'm in.

SPY C I'm in.

SPY DEE DEE I'm in.

*SPY A moves Downstage Centre and takes out a map on another mobile unit. As he calls each spy they roll or otherwise dramatically present themselves.*

SPY A A in position. Calling all units. B, report in.

SPY B (*rolling in*) Here Commander A.

SPY A Good. C, report in.

SPY C (*rolling in*) Reporting for duty Commander A.

SPY A D, report in.

DEE DEE (*rolling in*) Here. But if you don't mind, I prefer to be called...Dee Dee.

SPIES A,B,C Whatever.

*SPY A hands each a card with their mission on it. They read intensely.*

SPY A Your mission, should you choose to accept it: Doctor Meany is an evil scientist with super powers. He is hiding somewhere in this jungle. Do you accept this mission?

SPIES B, C, DEE DEE Sir! Yes Sir!

SPY A It won't be easy. Doctor Meany is very powerful. Are you sure?

SPIES B, C, DEE DEE Sir! Yes Sir! *(They all destroy their report cards and throw them away)*

SPY A B: you take the north side of the jungle.

SPY B On my way Commander A! *(He runs off R)*

SPY A C: you take the south side of the jungle.

SPY C I won't let you down Commander A! *(He runs off L)*

SPY A And I'll take East to West...

DEE DEE Um, Sir?

SPY A Yes Agent Dee Dee?

DEE DEE Where will I take?

SPY A Maybe you didn't hear me Agent Dee Dee? This is a dangerous mission...And you're –

DEE DEE Yes? I'm a ???

SPY A Well, you're a – a – a – Well, you're a GIRL!

DEE DEE Yes...so?

SPY A Okay, you stay here and guard...the bushes.

DEE DEE Yes sir! *(He exits and she walks up and down, taking her job very seriously).*

*MUSIC as DOCTOR MEANY'S lab is set up : crew wheel on backdrop screen to centre. DEE DEE exits.*

*DR MEANY brings on his 'experiment'. CLOWN and MONKEY bring on their own 'cages' and set up behind the bars; CLOWN Downstage Right and MONKEY Downstage Left.*

DR MEANY *(pouring chemicals from one test tube to the other)* At last! My experiment works! My secret formula is almost ready! Now all I need is...*(looks at CLOWN)* ...your mind!

CLOWN What?! You're crazy.

DR MEANY *(picking up a huge syringe. To MONKEY)* And from you...I need your acrobatics!

MONKEY What's that? Will it hurt?

DR MEANY Just a little...well, no actually – a lot.

CLOWN But why? I don't understand.

DR MEANY I've always wanted to be funny. Even as a child, no one laughed at my jokes.

MONKEY I can kind of understand why...

DR MEANY Silence! Once I have extracted what I need from you *(to CLOWN, who squeaks)* and you *(to MONKEY who eeks)* I'll be the funniest in all the land! *(laughs madly while MONKEY jumps up and down and tries to get out while CLOWN calls for someone to save them. A doorbell silences everyone).*

DR MEANY Who's that?

CLOWN How would we know?

DR MEANY I'm not expecting visitors... (2 JUNGLE POLICEMEN enter, looking around suspiciously)  
COP 1 Hello hello hello...what have we here?  
DR MEANY (nervously) Oh hello officers. What a surprise.  
COP 2 We heard noises.  
COP 1 Disturbing noises.  
CLOWN and MONKEY adlib that they are being held prisoner but it sounds like a lot of noise.  
COP 1 Eh? What's all this then?  
DR MEANY (throwing a blanket over each cage) Nothing! Nothing! Just a little experiment I'm working on.  
COP 2 Is that a monkey?  
DR MEANY Yes. No. Just a toy monkey.  
COP 1 It moves like a real monkey.  
DR MEANY No, just a toy.  
COP 2 Is that a clown?  
DR MEANY Yes it is. It's a toy clown.  
COP 1 Well, well, well... they're very real looking.  
DR MEANY Thank you officer.  
COP 1 You're doing very good work here, Doctor.  
COP 2 Yes, carry on.  
They leave, as CLOWN and MONKEY beg to be taken with them. MUSIC as the set is struck and we are back at the jungle.

DEE DEE is alone, bored. LION enters, looking dangerous.  
LION Hello dinner!  
DEE DEE (jumping up and getting into karate position) Arg! Where did you come from?  
LION Behind you. And I'm pretty hungry. (He smacks his lips). Yum yum.  
DEE DEE A talking lion, eh? Well, prepare to be smushed.  
LION Smushed? Is that a word?  
Suddenly a scream is heard from above (or Upstage right).  
DEE DEE & LION What was that?  
A scream is heard from Upstage Left.  
LION I'm scared! (He holds onto DEE DEE for protection.)  
DEE DEE It's coming from above. (They look up.) Is it a bird?  
Spies A, B and C come running on from the directions they exited.  
SPY A We heard screaming. Are you ok?  
DEE DEE Not me. Up there. (They all look up).  
SPY B Is it a plane?  
SPY C Is it two planes?  
LION They're not planes.  
DEE DEE No, they look like –  
ALL Mommies?  
The two RICH MOMMIES land suddenly in the jungle (jumping from USR and USL from chairs in the wings. They get up and brush themselves off.)  
DEE DEE Rich mommies, by the looks of it.  
MOM 1 What a thing to happen...are you alright dear?

MOM 2 I think so. I lost my handbag.  
MOM 1 I broke a nail.  
SPY A Excuse me, ladies. Where did you come from?  
MOM 1 Our plane dropped us off.  
MOM 2 See our parachutes?  
MOM 1 I'm looking for my son. He's disappeared.  
MOM 2 I've come to help. And for the shopping.  
MOM 1 He's been a very naughty boy. Running away to the jungle like that.

SPY B Look, this place is dangerous.

SPY C You're not safe. We'll have to protect you.

MOM 1 Oh, that's alright. We brought our own.

SPY A Your own what?

*Suddenly there is a falling sound effect and everyone looks up.*

ALL Is it a bird?

ALL Is it a plane?

*COAST GUARD lands in the jungle.*

MOM 1 No, he's with us.

GUARD Don't worry ladies, I'll protect you.

Spies A,B,C,DEE DEE Who are you?

GUARD Hoffman's the name. I'm a coast guard. I was working on the beach, when these ladies noticed my muscles and offered me a job.

MOM 1 Our protector.

GUARD Now everyone, stand back and let me lead you through the jungle.

SPY A I think we have this covered thank you. *(A, B and C are not happy about being pushed aside.)*

*Suddenly there is the amplified sound of a crazy laugh. They all look around, frightened. Spy A runs behind Spy B who runs behind Spy C who runs behind GUARD who runs behind LION – while MOM 1, MOM 2 and DEE DEE roll up their sleeves.*

DEE DEE Come on, I think it came from this direction. *(The girls exit and the boys, realizing how they appear, become brave again. Speaking in voices as low as possible)*

SPY A Come on men.

SPY B & C Yes sir.

GUARD I'll help.

LION I've got your back.

*All exit. Music and set up the lab once more.*

*Back at the lab, DOCTOR MEANY is showing COP 1 & 2 how to make laughing liquid. CLOWN and MONKEY are watching, bored.*

COP 1 Okay, show me again how to do it.

DR MEANY *(as he pours from a test tube)* Remember; just a tiny amount will have you laughing your head off.

COP 2 Let me try...

CLOWN Excuse me! Any chance of being SAVED at all?!

DR MEANY *(to the COPS)* Yes you can both have a go. Ready?

COP 1 & 2 Ready! *(All three drink back the laughing liquid).*

MONKEY Hello? You do realize he's the bad guy?

CLOWN It's no use –

DR MEANY Okay okay! Now someone, tell a joke.

COP 1 We don't know any jokes.

COP 2 Yes, we're policemen.

CLOWN Exactly!

DR MEANY I know a great joke! Knock knock!

COP 1 & 2 Who's there?

DR MEANY Interrupting cow!

COP 1 & 2 Interrupting –

DR MEANY *(interrupting them)* MOO!!

*They all fall around laughing their heads off. CLOWN and MONKEY are fed up. Suddenly the doorbell silences everyone.*

DR MEANY Who's that?

COPS How would we know?

DR MEANY I'm not expecting visitors... *(RICH MOMMY 1 & 2 enter with DEE DEE)*

MOM 2 There he is Julia!

MOM 1 Now, Sydney, you've been a very naughty boy.

DR MEANY Mom! What are you doing here?

DEE DEE Doctor Meany is your son?

MOM 1 I told you not to run away again.

DR MEANY Mom! This is my SECRET lab! I'm doing very important work!

DEE DEE You're doing very dangerous work Doctor Meany!

CLOWN Lady! Hey, Lady! Help us, please!

MONKEY He's keeping us prisoner.

DR MEANY You must be exhausted, Mom. Wouldn't you ladies like a nice cold...drink? *(He holds up the laughing liquid).*

MOM 2 Oh yes, I'm parched.

DEE DEE Yes I'm really thirsty.

MOM 1 Well, just a sip then...

CLOWN & MONKEY NO! Don't drink it - *(too late: we hear a dramatic chord of music as MOM 1 & MOM 2 & DEE DEE all drink the liquid. Lights fade as they all laugh their heads off. DR MEANY gestures to COPS to overpower them while they are laughing.)*

*MUSIC to show time has passed. Spies A, B, C, LION and COAST GUARD enter from the back of the hall, up through the audience. They shine torches on everyone saying things like "He looks suspicious" and "I wouldn't trust her" Perhaps ask the way to Dr Meany's secret Lab...as they make their way towards the stage. GUARD gets there first.*

GUARD *(from the stage)* Men! Follow me! I think I've found it.

SPY A I'm the leader. *(As they join him)*

LION I'm the King of the Jungle.

GUARD Do not be afraid. I am a karate expert.

SPY B            So are we.  
 SPY C            Yeah, and we were here first.  
 GUARD           Stay here if you wish. I will go in alone.  
 SPY A            Look, Muscles...I'm in charge.  
 SPIES B & C    Yeah.  
 SPY A            I know what I'm doing.  
 SPIES B & C    Yeah!  
 SPY A            And I have a plan.  
 SPIES B & C    Yeah?  
 LION             What's the plan then?  
 SPY A            Well, we...em....let's see....we could....  
 GUARD           Is it true he has a plan?  
 SPIES B & C    Nah.

*Lights up on stage: the MEN hide downstage & watch.*

*Meanwhile, MOM 1 is locked in with CLOWN, while MOM 2 is locked in with MONKEY. DEE DEE is tied up and sitting DSC. DR MEANY is holding a huge injection. COP 1 & 2 are guarding the place.*

DR MEANY    At last! A willing person I can test my experiment on!

DEE DEE                I'm not willing!

MOM 2            Sydney! You are going to be in SO much trouble!

DR MEANY    Silence Mom! Number 1! Bring the clown here!

COP 1            Yes Sir! *(He takes CLOWN out of the cage & re-locks it)*

DR MEANY    Number 2! Bring the Monkey here!

COP 2            Yes Sir! *(He takes MONKEY out of his cage & re-locks it)*

*While the COPS hold the struggling CLOWN and MONKEY, DR MEANY puts a contraption on each of their heads.*

DR MEANY    Now, with the brain freezers in place, I can begin! *(Dramatic music as it looks as if CLOWN and MONKEY are being electrocuted, and DR MEANY draws from them with the huge injection. He then injects the struggling DEE DEE. The music fades as the MEN (who ran backstage into the wing space during this) run into the lab. DR MEANY is laughing his head off.*

SPIES A, B, C        Stop!!!

GUARD            Darn. We're too late.

DR MEANY    Now I'll be the funniest in all the land!

DEE DEE                No, I will.

MOM 2            How do you feel dear? Do you feel funny?

DEE DEE                Not really...

DR MEANY    Do you mean, my experiment didn't work?

CLOWN            *(taking headgear off)* Actually that didn't hurt.

MONKEY          No, that didn't hurt at all...

COP 2            Are you sure they're toys?

DR MEANY    All I wanted was to be funny...*(he slumps down near MOM 2)*

MOM 2            There, there...

MOM 1            You're too soft on the boy.

DR MEANY    I'm a failure!

GUARD            Don't say that. Failure is a horrible word.

SPY C Yes, you must be good at something.  
 DR MEANY Oh...I suppose I did teach the animals how to talk.  
 LION That was you? I always wondered what was in that antelope  
 steak.  
 MONKEY He's crazy, but he's brilliant!  
 MOM 2 Dear; let Mommy out of the cage.  
 DR MEANY *(as COPS let the MOMS out of the cages.)* I'm sorry Mom...  
 MOM 1 Make sure he cleans up his mess, Julia.  
 MOM 2 Sydney? *(Still upset, he shrugs his shoulders).*  
 DR MEANY I suppose I could turn this lab into a....  
 COP 1 & 2 Police headquarters!  
 SPIES A,B,C Spy training camp!  
 MOM 1 Shopping centre!  
 GUARD Gymnasium!  
 CLOWN Clown school!  
 LION & MONKEY University!  
 DEE DEE Well, Doctor Meany?  
 DR MEANY I'll turn it into – all of those things!  
 ALL Really?  
 DR MEANY Yes. I may not be the funniest in all the land, but I sure can be  
 the kindest.  
 ALL Awwww.  
 MOM 2 That's my boy.  
 DR MEANY The laughing liquid is on me! *(Everyone cheers as MUSIC – The  
 Laughing Policeman – ends the show.)*

**THE END**