

# **Follow That Star**

Primary Script

by

Gawen Robinson & Stephen  
Robertson

Published by

**Musicline Publications**

**P.O. Box 15632**

**Tamworth**

**Staffordshire**

**B78 2DP**

**01827 281 431**

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

Licences are **always required** when published musicals are performed.

Licences for musicals are only available from the publishers of those musicals.

**There is no other source.**

All our Performing, Copying & Video Licences are valid for  
**one year from the date of issue.**

**If you are recycling a previously performed musical,  
NEW LICENCES MUST BE PURCHASED  
to comply with Copyright law required by mandatory  
contractual obligations to the composer.**

Prices of Licences and Order Form can be found on our website:  
**www.musiclinedirect.com**

## CONTENTS

<b>Cast List.....</b>	<b>2</b>
<b>Speaking Roles By Number Of Lines .....</b>	<b>3</b>
<b>Cast List In Alphabetical Order (With Line Count) .....</b>	<b>4</b>
<b>Characters In Each Scene.....</b>	<b>5</b>
<b>List Of Properties.....</b>	<b>6</b>
<b>Production Notes.....</b>	<b>7</b>
Scene One.....	11
Song 1:            On A Night Like This.....	11
Scene Two:            The Shepherds .....	12
Song 2:            Follow That Star.....	14
Scene Three:          The Three Kings .....	15
Song 3:            The Three Kings .....	15
Song 4:            Cavalcade.....	17
Scene Four:           The Animals.....	18
Song 5:            S.T.A.R. ....	19
Scene Five:           The Bethlehem Inn .....	21
Song 6:            A Child Is Born.....	23
Song 7:            Thank You .....	24
<b>Photocopiable Lyrics .....</b>	<b>25</b>

**CAST LIST**

***N.B. In the following list, the bracketed number shows the number of spoken lines each role has.***

***An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

* Shepherd 1 .....	(12)
* Shepherd 2 .....	(11)
* Shepherd 3 .....	(9)
Donkey .....	(16)
* King 1 .....	(9)
* King 2 .....	(13)
* King 3 .....	(6)
* Sheep 1 .....	(10)
* Sheep 2 .....	(8)
* Sheep 3 .....	(3)
Cow .....	(8)
Horse .....	(1)
Innkeeper .....	(16)
Innkeeper's Wife .....	(12)
Mary .....	(0)
Joseph .....	(0)

Chorus of more Shepherds, Animals, Farmers and Bethlehem folk.

***The Shepherds, Kings and Sheep are all marked with asterisks as it is assumed each group will sing their respective song as a trio. If your three trios aren't strong singers, do feel free to augment their numbers with Chorus members.***

**SPEAKING ROLES BY NUMBER OF LINES**

***N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

Donkey.....	16
Innkeeper.....	16
* King 2 .....	13
Innkeeper's Wife .....	12
* Shepherd 1 .....	12
* Shepherd 2.....	11
* Sheep 1 .....	10
* King 1 .....	9
* Shepherd 3.....	9
Cow.....	8
* Sheep 2.....	8
* King 3 .....	6
* Sheep 3.....	3
Horse .....	1

**CAST LIST IN ALPHABETICAL ORDER (WITH LINE COUNT)**

***N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

Cow.....	8
Donkey.....	16
Horse .....	1
Innkeeper.....	16
Innkeeper's Wife .....	12
* King 1 .....	9
* King 2 .....	13
* King 3 .....	6
* Sheep 1 .....	10
* Sheep 2 .....	8
* Sheep 3 .....	3
* Shepherd 1 .....	12
* Shepherd 2.....	11
* Shepherd 3.....	9

***Non-speaking roles: Mary, Joseph, Chorus of more Shepherds, Animals, Farmers and Bethlehem folk.***

**CHARACTERS IN EACH SCENE**

**Scene One**

All

**Scene Two**

Shepherd 1

Shepherd 2

Shepherd 3

Donkey

**Scene Three**

King 1

King 2

King 3

Donkey

**Scene Four**

Sheep 1

Sheep 2

Sheep 3

Donkey

Cow

Horse

**Scene Five**

Innkeeper

Innkeeper's Wife

Donkey

**Scene Six**

All

**LIST OF PROPERTIES****Scene One**

A hanging star (or lighting effect)..... Scene Prop

**Scene Two**

A hanging star (or lighting effect)..... Scene Prop

Sheep (possibly cut out or painted) ..... Scene Prop

Twigs for a campfire ..... Scene Prop

Shepherds' crooks .....Shepherds

**Scene Three**

A hanging star (or lighting effect)..... Scene Prop

Gold ..... King 1

Frankincense ..... King 2

Myrrh..... King 3

**Scene Four**

A hanging star (or lighting effect)..... Scene Prop

**Scene Five**

Duster ..... Innkeeper's Wife

Simple kitchen utensils (optionally)..... Scene Prop

**Scene Six**

A hanging star (or lighting effect)..... Scene Prop

Crib ..... Scene Prop

Gold ..... King 1

Frankincense ..... King 2

Myrrh..... King 3

Parcel..... Shepherd 1



## **PRODUCTION NOTES**

### **STAGING**

The setting for the majority of the Scenes varies in location but has the same theme of having stars above. This could be achieved by having a night sky backing to the staging area and mobiles perhaps, in the style of three dimensional stars hanging from the ceiling or on lines strung above the acting area. To this general setting can be added the individual Scenes as follows.

**Scene One** requires nothing more than this basic set.

**Scene Two – The Shepherds** takes place in the fields with the stars above. There is nothing complicated in creating this setting other than perhaps some simple cut-outs placed about the stage suggesting a simple sheep-fold. The cut-outs could be in the style of stone walling or straw bales. There could be a mock camp-fire set in the centre of the acting area, by placing a few large twigs with a simple tripod over the top to hang cooking/brewing utensils from.

The next Scene involves a slight change of Scenery as we move to...

**Scene Three – The Three Kings.** This is set in a desert location, still with the stars above. The desert could be created by a simple backdrop of sand dunes or again by cut-outs representing dunes placed about the acting area.

**Scene Four – The Animals.** This Scene returns to the setting used for Scene Two and merely requires substituting the cut-outs once again.

**Scene Five – The Bethlehem Inn** is the first change from the basic setting mentioned previously. This Scene takes place in the kitchen inside the Inn. This does not need to be elaborate and, once again, could rely on the general backdrop of night sky with a simple, wooden, peasant-style table set to create the feel of the Scene. Some of the chorus could busy themselves around the set carrying simple kitchen utensils as long as they do not detract from the principal characters and their lines.

The action then moves into...

**Scene Six – The Stable** for the traditional crib setting with Mary, Joseph and the Baby Jesus in the cradle. A simple wooden crib or cradle set centre of the acting area and maybe a rostra or two disguised as straw bales will suffice to give the impression of the Bethlehem nativity stable.

Any of the above sets can be enhanced or built on to make more elaborate settings should the resources be available, but the above suggestions will accommodate those with limited resources or size of acting area.

## **CHOREOGRAPHY**

The choreography of this show should be kept simple.

**Song One – On a Night Like This** is a gentle ballad which could be sung by soloists or an ensemble/choir. It would be very effective sung by a soloist, with the choir joining in for the Chorus. If performed this way, the soloist should be central to the acting area away from the chorus. This will focus the attention on the soloist during the verses.

**Song Two – Follow That Star** is sung by the Shepherds and could be accompanied by a processional during the chorus sections. The verses could be sung by individual Shepherds or as a group. Either way, the lyrics could be supported by appropriate actions.

The Kings enter and sing...

**Song Three – The Three Kings.** This is a processional number and would probably be most effective being sung during their entrance either through the auditorium or onto the acting area.

The next number...

**Song Four – Cavalcade** has a calypso feel to it and is ideal for getting little ones to perform a simple dance routine. It is suited for the whole chorus/choir to sing and not just the Kings.

The Latin-American feel continues into the next number...

**Song Five – S.T.A.R.** which is sung by the Sheep. They can move around the stage maybe in a conga style as the song develops, singing to each group (Shepherds, Kings, Donkey/Cow/Sheep/Horse) as appropriate.

**Song Six – A Child Is Born** takes place in the stable with Mary and Joseph at the crib-side. The other characters enter throughout the song so that the song builds throughout until the final chorus of "Child of the future..."

The final number...

**Song Seven – Thank You** is sung by the whole cast and is quite lively, slowing down a little for the final chorus - another chance to get the little ones on stage performing simple movements.

## **COSTUME**

Nativities are the some of the easiest of school shows to produce and costume. Everyday materials and clothing items can easily be adapted to create shepherds', kings' and villagers' costumes.

**Shepherds** could wear long (ankle length) smocks or knee-length tunics and tea-towel head-dress. This costume would be completed by a simple pair of open sandals.

**Three Kings** are generally seen wearing a cape or robe over a tunic or bright-coloured smock. Generally, gold and purple or crimson are the colours of choice. Crowns on their heads would complete the effect. They carry their gifts of Gold (a gold coloured trinket box), Frankincense (maybe a wooden, carved box) and Myrrh (a phial of sorts).

The various animals could wear an appropriately coloured costume and have a cardboard face mask befitting the animal. So...

**The Sheep** would wear white smocks or tunics and a cardboard sheep face-mask.

**The Donkey** could wear brown trousers and top and have a donkey face mask or could wear a 'pantomime-type' costume for two people.

**The Cow** could wear a black and white costume etc.

**The Innkeeper** and his **Wife** should be dressed in typical peasant style costume, both perhaps having an apron over their peasant dress; simple tunic or shirt and trousers for him and an ankle length skirt or dress for her.

**Mary** and **Joseph** are traditionally dressed – Mary in blue, with perhaps a white headscarf and Joseph in a tradesman's outfit i.e. trousers, shirt or tunic and apron. Again sandals should be worn by both of these characters.

## **LIGHTING AND SOUND**

### **Lighting**

This show lends itself to very simple lighting if so desired or if resources do not allow for anything elaborate. If you have the scope and ability to produce some lighting effects then it will add to the delight of this show.

**Scene One.** Mirror balls for the opening number will create the starlight effect nicely. Nothing more is required other than sufficient lighting for the singers.

**Scene Two** takes place in the fields and simple, general lighting is all that is required. If you introduce the Shepherds to the acting area via the auditorium then you could consider using a follow spotlight to focus attention on them.

Similarly...

**Scene Three** could use a follow spot to illuminate the Kings' entrance.

You may want to consider the use of the mirror ball again for the next Scene...

**Scene Four**, to create the starlit sky. A word of caution, however, is that young children are easily distracted by such effects trying to 'catch the spots' on the floor!

Depending on how you stage this show you could use focussed lighting to illuminate...

**Scene Five – The Bethlehem Inn** without lighting up the whole set. There is a blackout at the end of the Scene.

**Scene Six – The Stable** has a star above the crib. This could be illuminated by a single spotlight as could the crib, the rest of the set illuminated by a lower level of general lighting. The lighting should be brought up to full for...

**Song Seven – Thank You** as it is the finale number.

### **Sound Effects**

There are no specific sound effects required in this show.



**SCENE TWO:****THE SHEPHERDS**

*(In the fields with stars above.)*

- SHEPHERDS 1 & 2:** *(Singing)* “While shepherds watched their flock by night, all seated on the ground!”
- SHEPHERD 3:** Has anyone got a cushion?
- SHEPHERD 1:** See that star! I’m going to follow that star wherever it goes.
- SHEPHERD 2:** You’re never going to climb so high. You’re a very small shepherd on a very small farm.
- SHEPHERD 3:** You haven’t got ladders either, and what about your sheep?
- SHEPHERD 1:** I’m going to follow that star. It’s a brilliant sign!

*(Donkey wanders across stage.)*

- DONKEY:** “Little donkey, little donkey!” *(Sings in background.)*
- SHEPHERD 2:** A sign that you’ve gone doo lally-diddly daft. *(Notices Donkey.)* Is that your donkey?
- SHEPHERD 1:** No, no, no! We should all follow it because it’s a sign for good.
- SHEPHERD 2:** What! The donkey?

*(Donkey goes offstage.)*

- SHEPHERD 1:** No, you fool! That bright star! There! *(Points)* The brightest star!
- SHEPHERD 2:** What about all the other stars. Do all those have a message too?
- SHEPHERD 3:** Look! That one says, “Don’t forget your sheep you lazy, idle, shepherd.
- SHEPHERD 1:** Very funny!
- SHEPHERD 2:** That star won’t help you keep a flock together!
- SHEPHERD 1:** Well I think it just might!
- SHEPHERD 3:** Have you been eating the grass?
- SHEPHERD 2:** That lone star is really much brighter than the rest.
- SHEPHERD 3:** Oh no! Not you as well. Those stars are bright but so are baby lambs, compared to you two.
- SHEPHERD 2:** You’ve got to admit, it really stands out.
- SHEPHERD 3:** So does my red nighty, but I don’t want to follow that about.
- SHEPHERD 1:** That star is a sign for good.
- SHEPHERD 2:** Yes, we could forget about our sheep for a while.
- SHEPHERD 1:** They’ll be here when we get back.
- SHEPHERD 3:** That star, moving **so** purposefully. What does it mean?

**SHEPHERD 1:** Well this is “a quintessential moment in time!”  
**SHEPHERD 3:** You what! Eh! Oh yes, it certainly is...What time is it?  
**SHEPHERD 1:** That star moves toward Bethlehem. Forget about the sheep. Let’s follow that star!

**SONG 2:****FOLLOW THAT STAR****SHEPHERDS 1, 2 & 3:**

FAR ABOVE, A SHINING STAR,  
A SIGN THAT SHOWS HOW NEAR WE ARE.  
A SPLENDID TIME,  
A SPECIAL PLACE,  
A MESSAGE FOR THE HUMAN RACE.

IN THE SKY, A MAGIC GLARE,  
A GLIMPSE OF HOPE THAT WE CAN SHARE.  
A SPARKLING ROUTE,  
A PEACEFUL TIME,  
A BLESSING FROM A MAGIC SIGN.

FOLLOW THAT STAR,  
FROM WHERE YOU ARE,  
FROM NEAR AND FAR,  
FOLLOW THAT STAR!

FAR ABOVE, A STARRY SKY,  
A MESSAGE CLEAR, WE ALL MUST TRY,  
TO FOLLOW TRUTH,  
TO FOLLOW RIGHT,  
A CALL TO MAKE THE DARKNESS, LIGHT.

FAR ABOVE, A LIVING FLAME,  
A STARDUST POINT, TO START AGAIN,  
A GLORY TIME,  
A SPECIAL BIRTH,  
A HEAVENLY LIGHT ABOVE THE EARTH.

FOLLOW THAT STAR,  
FROM WHERE YOU ARE,  
FROM NEAR AND FAR,  
FOLLOW THAT STAR!

FOLLOW THAT STAR,  
FROM WHERE YOU ARE,  
FROM NEAR AND FAR,  
FOLLOW THAT STAR!



**SCENE THREE:**                      **THE THREE KINGS**

*(In a desert with stars above)*

**SONG 3:**                                      **THE THREE KINGS**

**KINGS 1, 2 & 3:** THAT ONE BRIGHT STAR THAT STANDS ALONE,  
 THAT ONE STAR BRIGHT AND CLEAR.  
 UPON THIS NIGHT WE HAVE BEEN SHOWN,  
 THAT ALL OUR DREAMS ARE NEAR.

SEE THAT STAR THAT STANDS ASIDE,  
 THAT ONE STAR ON ITS WAY.  
 ON SUCH A GLORIOUS NIGHT LIKE THIS,  
 THREE KINGS SEEK THEIR WAY.

THAT ONE BRIGHT STAR THAT FLIES ABOVE,  
 THAT ONE STAR GUIDES US ON.  
 UPON THIS NIGHT WE HAVE BEEN SHOWN,  
 A PLACE WHERE HOPES BELONG.

SEE THAT STAR THAT STANDS APART,  
 JUST ONE STAR BRIGHT AND CLEAR.  
 ON SUCH A GLORIOUS NIGHT LIKE THIS,  
 THREE KINGS, HAVE NO FEAR.

**KINGS 1 & 3:** “We three kings of Orient are, bearing gifts we travel so far”... *(Singing interrupted)*

**KING 2:** We know that! We know that!

**KING 3:** They say a good new king will come!

**KING 2:** Look at those stars. There are millions, trillions, zillions of them. One, two, three, four...

**KING 3:** *(Interrupting)* Count them? You’ll not finish until next week!

**KING 1:** Could it lead us to a special place?

**KING 2:** Will there really be a new king?

**KING 3:** Why yes, a new king will help us to live better lives. Look, I’ve brought a gift.

**KING 2:** I have a present as well.

**KING 1:** I too have a gift. I have been sold, old, rolled gold!

**KING 2:** Old Gold! It was foretold!

**KING 1:** I won’t need wrapping paper either because gold looks wrapped already.

**KING 2:** My gift is Frankincense.

**KING 1:** What you need is common sense. A baby doesn't need smelly, designer-perfume.

**KING 2:** Have you ever smelled a baby's nappy?

**KING 3:** I have brought the new King, Myrrh.

**KING 2:** Myrrh what? Myrrh nappies?

**KING 3:** No, Myrrh!

**KING 2:** Now you say, "No more"!?

**KING 1:** It's luxurious oil. M.Y.R.R.H. (**Spelled out**) It's Myrrh... Expensive!

**KING 2:** Myrrh expensive than what?

**KING 1:** Oh dear, let's look for that star!

*(Donkey walks behind.)*

**KING 3:** Hey! Is that a donkey following us?

**DONKEY:** "I'm a Donkey. I'm a Donkey." (**Sings and goes offstage.**)

**KING 2:** Concentrate! Let us continue our journey!

**KING 1:** This is "a quintessential moment in time", isn't it?

**KING 2:** It's a what? Has anyone seen my camel?

**SONG 4:****CAVALCADE**

**ALL:** A CAVALCADE OF KINGS,  
A DESERT PASSING BY.  
A REGAL TIP OF CROWNS,  
TO ALL WHO CATCH THEIR EYE.  
WE FOLLOW THAT BRIGHT ORB,  
THAT'S BRIGHTER THAN THE SUN,  
TO A RIGHTFUL PLACE,  
WHERE REASON HAS BEGUN.

A CAVALCADE OF CROWNS,  
A SANDY JOURNEY SENT.  
COMING TO YOUR TOWNS,  
WHEREVER TIME IS SPENT.  
TO FOLLOW THAT BRIGHT BALL,  
FIND ITS RIGHTFUL PLACE,  
TO A BABE IN RAGS,  
IN A TRANQUIL SPACE.

A CAVALCADE OF MEN,  
CAMELS PASSING ON.  
A SEARCHING TRAIN OF GOLD,  
OUT OF SIGHT AND GONE.  
SEEKING OUT THAT PLACE,  
WHERE STARLIGHT WILL DECIDE.  
LOOKING FOR A CHILD,  
A STAR WILL BE THEIR GUIDE!  
LOOKING FOR THAT CHILD,  
A STAR WILL BE THEIR GUIDE!  
LOOKING FOR THAT CHILD,  
A STAR WILL BE THEIR GUIDE!

**SCENE FOUR:****THE ANIMALS**

*(In the fields with stars above.)*

- SHEEP 1:** Those humans! They're all away following some star.
- SHEEP 2:** At least they're not following us again.
- SHEEP 1:** They protect us in case we get lost.
- SHEEP 3:** I've never been lost.
- SHEEP 1:** Then those shepherds are doing a very good job!
- DONKEY:** "I'm a donkey! Little donkey, on a dusty road!"
- SHEEP 2:** Well I didn't think you were an elephant!
- DONKEY:** No, I'm a donkey! I'm a donkey! I've got four legs, a long mane and a waggly tail. Eeeh aww!
- SHEEP 1:** So has a black and white Zebra!
- SHEEP 2:** Well he's a Technicolor Donkey.
- DONKEY:** Eeeh aww! Eeeh aww! Eeeh aww!
- SHEEP 2:** With surround-sound! Oh shut up!
- DONKEY:** No listen, I am counting your flock because there are so many of you ewes about.
- SHEEP 3:** How many are there in our flock then?
- DONKEY:** Well I don't know because I fell fast asleep counting, ha, ha!

*(A cow comes along to join them.)*

- SHEEP 2:** Oh Baa Baa, Haa Haa! Baa Baa Haa Haa!
- SHEEP 1:** I think we should follow that star as well.
- COW:** Well, I like grass. I'm only a cow.
- SHEEP 2:** What's that got to do with anything?
- COW:** I'm a dumb animal.
- DONKEY:** Look, we're only called dumb because humans can't understand us. Eeeh aww! Eeeh aww!
- COW:** So that's why those humans never knew what *Moooooo'd* I was in.
- SHEEP 1:** We could follow the star too, and see what the fuss is. What's to stop us anyway? The Shepherds have gone.
- COW:** The Farmers have gone off as well!
- SHEEP 2:** We could look out for those humans for a change.
- SHEEP 1:** That's very kind. Now where's that star then?
- DONKEY:** In the sky!

*(Pause, then everyone looks at the Donkey.)*