

Defrosted

Junior Script

by

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Horley & Adrian Preater

Ideal Cast Size 71

Speaking Roles 66

Minimum Cast Size 26

Duration (minutes) 60-70

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CAST LIST

NB 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. A double asterisks (**) indicates only sung lines

Singing Ensemble: The Icebergers, The Roses, The Villagers & Robbers

Iceberger, Villager, Rosalita & Robber

(3 lines)

Iceberger, Villager, Ambrose & Robber

Iceberger, Villager, Primrose & Robber

Iceberger, Villager, Rosy & Robber

Iceberger, Villager, Rosalind & Robber

Iceberger, Villager, Rosamund & Robber

Iceberger, Villager, Rosa & Robber

Iceberger, *Mrs Villager, Rosanna & Robber

Iceberger, Villager, Rosalie & Robber

Iceberger, Villager, Rosemary & Robber

Iceberger, Villager, Rosabel & Robber

Iceberger, Villager, Rosalia & Robber

Iceberger, Villager, Rosetta & Robber

Iceberger, Villager, Rosina & Robber

Iceberger, Villager, Bellarose & Robber

(2 lines each)

The Icicles

Crow ***(38)***

Kai ***(44)***

Liv ***(9)***

Aksel ***(9)***

Anneli ***(9)***

Bo ***(9)***

Brön ***(8)***

Tinker ***(5)***

Kat ***(15)***

Mum ***(3)***

The Trolls

Trixi ***(10)***

Jinx ***(9)***

Snare ***(8)***

Home

*Granny ***(50)***

*Auntie ***(37)***

Sausage ***(20)***

*Gerda 1 ***(43)***

Scorch ***(1)***

Burn ***(1)***

Flare ***(1)***

Night ***(1)***

Day ***(1)***

The Spring Garden

Gerda 2 ***(26)***

Barrow ***(13)***

Miss T ***(6)***

Wee'd ***(6)***

Chop ***(3)***

Parcel ***(28)***

*Gilda ***(39)***

The Court of Summer

Gerda 3	(10)
Princess	(18)
*Town Crier	(3)
Queen Yaroooh	(2)
Baker	(0)
Sylvester Fry	(0)
Major Look	(38)
Major Stare	(13)
Major Lose-Yerunder	(3)
Private Property	(13)
Private Word	(6)
Private Function	(4)
Private Keepoff	(0)
Private Party	(0)

The Autumn Forest

Gerda 4	(19)
Tea Leaf	(32)
*Klepto	(12)
Arkright	(8)
Lifter	(2)
Nabber	(1)
Poacher	(1)
Lightfingers	(2)
Snatch	(3)
Grab	(3)
Grandma	(0)

The Winter Palace

Gerda 5	(24)
*The Snow Queen	(24)

SUGGESTED CAST LIST FOR 71 PERFORMERS

**** Indicates solo singing parts in a song. Lines in brackets show the total number of spoken lines (not including songs). Please note, although those in the majority of the Ensemble have only a couple of shared spoken lines, they are a largely singing part, joining in with six songs.***

*Granny	(50)
Kai	(44)
*Gerda 1	(43)
*Gilda	(39)
Crow	(38)
Major Look	(38)
*Auntie	(37)
Tea Leaf	(32)
Parcel	(28)
Gerda 2	(26)
Gerda 5	(24)
*Snow Queen	(24)
Sausage	(20)
Gerda 4	(19)
Princess	(18)
Kat	(15)
Barrow	(13)
Major Stare	(13)
Private Property	(13)
*Klepto	(12)
Gerda 3	(10)
Trixi	(10)
Liv	(9)
Jinx	(9)
Aksel	(9)
Anneli	(9)
Bo	(9)
Brön	(8)
Arkright	(8)
Snare	(8)
Miss T	(6)
Wee'd	(6)
Private Word	(6)
Tinker	(5)
Private Function	(4)
Chop	(3)
Mum	(3)

Snatch	(3)
Major Lose-Yerunder	(3)
Grab	(3)
(Ensemble) Iceberger, Rosalita, Villager, Robber	(3)
(Ensemble) Iceberger, Rosemary, Villager, Robber	(2)
(Ensemble) Iceberger, Rosalie, Villager, Robber	(2)
(Ensemble) Iceberger, Primrose, Villager, Robber	(2)
(Ensemble) Iceberger, Rosalia, Villager, Robber	(2)
(Ensemble) Iceberger, Rosa, Villager, Robber	(2)
(Ensemble) Iceberger, Rosabel, Villager, Robber	(2)
(Ensemble) Iceberger, Rosanna, Villager, Robber	(2)
(Ensemble) Iceberger, Rosetta, Villager, Robber	(2)
(Ensemble) Iceberger, Ambrose, Villager, Robber	(2)
(Ensemble) Iceberger, Rosamund, Villager, Robber	(2)
(Ensemble) Iceberger, Bellarose, Villager, Robber	(2)
(Ensemble) Iceberger, Rosalind, Villager, Robber.....	(2)
(Ensemble) Iceberger, Rosy, Villager, Robber	(2)
(Ensemble) Iceberger, Rosina, Villager, Robber	(2)
Queen Yarook	(2)
Lifter	(2)
Lightfingers	(2)
Nabber	(1)
Poacher	(1)
Scorch	(1)
Flare	(1)
Burn	(1)
*Town Crier	(1)
Night/Freya.....	(1)
*Mrs Villager	(0)
Private Party	(0)
Baker	(0)
Private Keepoff	(0)
Sylvester Fry	(0)
Grandma.....	(0)

Any more performers you have can join the Ensemble as Icebergers, Villagers, Robbers.

SUGGESTED CAST LIST FOR 52 PERFORMERS

** Indicates solo singing parts in a song. Number in brackets shows the number of spoken lines across all parts.*

*Granny	(50)
Kai	(44)
*Gerda 1	(43)
*Gilda	(39)
Crow	(38)
Major Look	(38)
*Auntie	(37)
Tea Leaf	(32)
Parcel	(28)
Scorch, Gerda 2	(27)
Snow Queen, Night/Freya	(25)
Gerda 5, *Town Crier	(25)
Gerda 4, Flare	(20)
Sausage	(20)
Princess	(18)
Kat	(15)
Barrow	(13)
Major Stare	(13)
Private Property	(13)
*Klepto	(12)
Gerda 3, Burn	(11)
Trixi	(10)
Liv	(9)
Jinx	(9)
Aksel	(9)
Anneli	(9)
Bo	(9)
Brön	(8)
Arkright	(8)
Snare	(8)
Miss T	(6)
Wee'd	(6)
Private Word	(6)
Tinker	(5)

Iceberger, Rosalind, Private Function, Robber	(5)
Iceberger, Rosy, Villager, Snatch	(5)
Iceberger, Rosalie, Villager, Grab	(5)
Iceberger, Rosina, Villager, Lifter	(4)
Iceberger, Rosa, Villager, Lightfingers	(4)
Chop	(3)
Mum/Grandma.....	(3)
Major Lose-Yerunder	(3)
Iceberger, Bellarose, Queen Yarooh, Robber	(3)
Iceberger, Rosalita, Villager, Robber	(3)
Iceberger, Rosalia, Villager, Poacher	(3)
Iceberger, Rosemary, Villager, Nabber	(2)
Iceberger, Primrose, Villager, Robber	(2)
Iceberger, Rosabel, *Mrs Villager, Robber	(2)
Iceberger, Ambrose, Sylvester Fry, Villager, Robber	(2)
Iceberger, Rosanna, Private Keepoff, Robber	(1)
Iceberger, Rosamund, Private Party, Robber	(1)
Iceberger, Rosetta, Baker, Robber	(1)

Any more performers you have can join the Ensemble as Icebergers, Villagers, Robbers.

MULTI ROLLING SUGGESTED CAST LIST FOR 26 PERFORMERS

When performing Defrosted with this cast number, we would suggest you keep all performers on the side or back of the stage at all times. None of the scenes are reliant on sets to set the location, instead they rely on character. Encourage your performers to make their characters really different from each other (Different accents, different physicalities or body language, different pace of delivery, different voice pitch etc.). When you have a distinct character, a simple indicator of character will work for the costumes. E.g. A performer may wear a neutral costume but put on sunglasses when an Iceberger, a petal headdress when performing as a rose and a soldier's hat when performing as a Major or Private.

**** Indicates solo singing parts in a song. Number in brackets shows the number of spoken lines across all parts.***

Iceberger, *Granny, Rosamund, Villager	(52)
Iceberger, Liv, Miss T, Villager, *Tea Leaf	(49)
Iceberger, *Gerda 1, Rosalia, Villager, Lifter	(47)
Kai, Rosetta, Baker, Robber	(44)
Iceberger, *Gilda, Villager, Snatch.....	(44)
Iceberger, *Auntie, Rosanna, Villager.....	(39)
Iceberger, Major Look, Bellarose	(39)
Snow Queen, Night/Freya, Barrow, Robber	(38)
Crow	(38)
Iceberger, Parcel, Scorch	(30)
Iceberger, Gerda 2, Nabber, Villager	(29)
Iceberger, Gerda 5, Lightfingers, *Town Crier, Rosabel	(28)
Iceberger, *Klepto, Aksel, Chop, Villager.....	(26)
Iceberger, Kat, Private Word, Rosalita, Robber	(23)
Iceberger, Major Stare, Bo, Ambrose	(23)
Iceberger, Sausage, Rosemary, Villager	(22)
Iceberger, Gerda 4, Flare, Rosalie, *Mrs Villager	(21)
Iceberger, Anneli, Wee'd, Grab, Queen Yarook	(21)
Iceberger, Princess, Rosina, Grandma.....	(19)
Iceberger, Brön, Arkright, Rosy, Sylvester Fry.....	(17)
Iceberger, Private Property, Mum, Rosalind	(17)
Iceberger, Trixi, Private Function, Robber	(15)
Iceberger, Gerda 3, Burn, Poacher, Rosa	(13)
Iceberger, Jinx, Private Party, Robber	(10)
Iceberger, Snare, Private Keepoff, Robber	(9)
Iceberger, Tinker, Major Lose-Yerunder, Primrose.....	(8)

Any more performers you have can join the Ensemble as Icebergers, Villagers, Robbers.

CHARACTERS IN EACH SCENE**Prologue**

The Icebergers
(Ensemble x 15 +)
Snow Queen

Scene One

Kai
Crow
Liv
Aksel
Anneli
Bo
Brön
Tinker
Kat
Mum
Trixi
Jinx
Snare

Scene Two

Granny
Auntie
Gerda 1
Sausage
Kai
Crow
Night/Freya
Day
Scorch
Burn
Flare
Trixi
Jinx
Snare

Scene Three

Gerda 1
Crow
Gerda 2

Scene Four

Gilda
Trixi
Jinx
Snare
Barrow
Miss T
Chop
Wee'd
Gerda 2
Crow
Parcel
Rosalita
Ambrose
Primrose
Rosy
Rosalind
Rosamund
Rosa
Rosanna
Rosalie
Rosemary
Rosabel
Rosalia
Rosetta
Rosina
Bellarose

Scene Five

Town Crier
Villagers
Queen Yarook
Mrs Villager
Sylvester Fry
Baker
Gerda 3
Crow
Parcel
Major Look
Private Property
Private Word
Private Party
Princess
Major Stare
Major Lose-Yerunder
Private Function
Private Keepoff

Scene Six

Tea Leaf
Gerda 4
Princess
Crow
Parcel
Klepto
Arkrigh
Lifter
Nabber
Poacher
Lightfingers
Snatch
Grab
Grandma
Granny
Auntie
Sausage
Major Look
Major Stare
Major Lose-Yerunder
Private Property

Scene Seven

Kai
Gerda 5
Icebergers
Tea Leaf
Princess
Parcel
Crow
Snow Queen
Trixi
Jinx
Snare
Major Look
Major Stare
Major Lose-Yerunder
Private Property
Kat
Brön
Granny
Auntie
Sausage
Gerda 1
Gerda 2
Gerda 3
Gerda 4

LIST OF PROPERTIES

Prologue

Sunglasses x 15 (A total of 39 pairs required for this production).....The Icebergers
 Snow Queen silhouette.....Snow Queen

Scene One

Mobile phones x 8The Icicles
 Box containing sunglasses x 8Trixi
 Clip boardSnare
 Camera.....Jinx

Scene Two

Window frame.....Stage Prop
 Chairs x 2Stage Props
 Knitting needles and wool x 2Granny and Auntie
 MirrorJinx
 Hammer.....Granny

Scene Three

Blue cloth (to represent the river)Stage Prop

Scene Four

Leash.....Chop/Barrow
 Rose headdresses x 15Roses
 Package containing large bottle of 'tea'Trixi
 Water spray bottles x 2Miss T

Scene Five

MirrorQueen Yarook
 CakeBaker

Scene Six

Pine cones and twigs.....Stage Props
 Bag of potatoes (with bugs)Lifter
 BaconNabber
 Dead rat.....Poacher
 Frying pan.....Poacher
 UmbrellaGrandma
 CabbageLightfingers
 ClementineLightfingers
 Washing line with washing pegged to it.....Lightfingers
 PheasantSnatch
 Cash machine.....Snatch

Scene Seven

Sunglasses x 10All characters listed in stage direction on page
 Bag containing 5 pairs of sunglassesKai
 Pair of sunglassesTrolls

PRODUCTION NOTES

Hello and welcome to '**Defrosted**', our version of Hans Christian Andersen's classic, '*The Snow Queen*'. We hope you have a fantastic, fun time rehearsing and performing this show and so we wanted to give you some notes that we hope will help you in your production.

THE MESSAGE

The central theme of this show is belonging, asking 'Where do we belong?' and 'Who do we belong to or with?' The show takes our heroine, Gerda, on a journey through five very distinct environments or 'worlds', as our characters try to find where they belong and who they belong to. These worlds are: **Home, The Spring Garden, The Summer Court, The Autumn Forest** and **The Winter Palace**. You will notice that we go through the four seasons to help keep the world distinctive. Each world and their inhabitants should feel coherent within itself but distinct from all the others.

CASTING

There are 66 different speaking parts in Defrosted, giving performers anywhere from 1-50 lines to learn and perform. We also hope you will find lots of different types of characters, suiting all sorts of children. If you have more children, you can add to the Ensemble and if you have less then on page 5 you can double up parts to allow different numbers of children to excellently perform the whole show by using our suggested reduced Cast Lists as a starting point.

The Ensemble

The Ensemble performers have a place in each of our worlds. They are the *Icebergers* in the Prologue and The Winter Palace; they are the *Roses* in The Spring Garden; they are *Villagers* in The Summer Court; and they are a band of *Robbers* in The Autumn Forest. Some have a few lines but mostly they fill the stage and give huge amounts of vocal and physical energy to the songs.

Gerda 1, 2, 3, 4 & 5

Gerda is the central character in Hans Christian Andersen's original story. In our version, Gerda changes with each world she is in. It's a practical way to not overwhelm one child with too many lines and give more children the chance to be a central character. It also reinforces our theme of belonging, as at the end we see a part of Gerda that belongs to each of the worlds. Our suggestion is to have one piece of clothing, like a scarf or coat that signifies who Gerda is in any of the scenes This item of clothing can then be passed from one Gerda to the next either visibly or backstage.

STAGING

Throughout the show, staging can be minimal and setting can be understood through the different characters and their costumes. Props can be real or mimed throughout, with the exception of the song 'Open Sesame', where the Robbers should have the props that suggest or match their lyrics.

Lighting

If stage lighting is available then various full stage washes (outlined below) will be useful, as well as a few focussed spots to isolate smaller areas as defined below.

PROLOGUE: THE ICEBERGER FACTORY

The Prologue is set in World 5 in a frozen, icy, factory-type setting. This is where we first meet the Icebergers and see the silhouette of the Snow Queen. It serves as a hint of what is to come...

Costumes

During both the Prologue and the final scene the Icebergers can wear any other clothes from the show, as they represent the world being taken over by the Snow Queen. The Snow Queen should wear a full length, ball gown-type dress with a full, shimmering, pale blue skirt and sparkling, white and pale blue top with long sleeves. The dress can be decorated with sequins or anything that will shine/shimmer to suggest ice crystals. The Snow Queen should have a tiara-type headdress to match, that looks like icicles. This can be achieved by attaching silver foil cones or silver covered card to a simple, basic headband. Further additions could be a sparkly belt, sparkly necklace and sparkly earrings.

Staging

If you are painting flats, then the Prologue could be a stylised factory interior: conveyor belts and cog wheel silhouettes, icy blue walls with pipes and cogs, icicles hanging down. The factory windows are frosted and impenetrable.

If stage lighting is available then a bright but cold, bluey wash would be the way to go for both the Prologue and The Snow Queen's Palace. If there is use of a mirror ball, then that would also make the world feel even more magical.

Songs In The Prologue

Music - Icebergers' Overture - The Overture sets the scene for the start of the show and leads us into the world of 'Defrosted'...

We Are The Icebergers - We are in a production line of people becoming Icebergers. In terms of choreography, this is one of the most demanding songs.

WORLD 1: HOME (SCENES 1, 2 & 3)

This is the closest we get to our real world, but not quite the same. It could be set in the future, in the past or in a parallel, slightly dystopian world. It should feel familiar to now, but not exactly the same. We can see that in the style of sunglasses or phones they use.

Costumes

The Icicles should wear a mix of school uniforms and casual clothes. Ties could be worn around heads, shirts untucked, trainers instead of school shoes etc.

The adults in this scene are quite comedic. They avoid the outside world so their costumes can be very cliched and traditional. They are knitting a lot in the opening scene so big bits of knitwear would be useful. Sausage is a postman so any nod to a local postman's uniform would be good, such as a cap or satchel.

Scene One: If you are painting flats, create an urban park/backstreet: rough brick wall with silly graffiti, a bench, a lamppost. Add some weeds, an overflowing waste bin and a hint of playground (e.g. a basketball hoop) or trees to make it feel like kids' territory. No adults would go here so it's perfect for a secret meeting.

The rest of the stage can be left empty.

If stage lighting is available, then the lighting can be quite low, as if dusk, to help reinforce this as a secret meeting.

Scene Two: If you are painting flats, create a cosy, old-fashioned sitting room/kitchen. There may be a window with curtains, but the window is boarded up and nailed securely and neatly, not in a haphazard way. Perhaps a picture frame saying, 'Home Safe Home' and a family portrait of three but with one figure blacked out. There may be a kettle or knitting basket. This backdrop should feel homely but overtly contrast with the outside world.

On stage, set two chairs/stools turned slightly toward each other as if a fireplace sits in between them. When it is time for Gerda to sleep, she can use those two chairs to make a bed. Things like windows can be physically produced by the Ensemble performers using their arms and each other. Audiences will embrace and 'go with' whatever is done, with conviction and integrity.

If stage lighting is available, then areas can be focussed and highlighted when in use, such as Gerda's bedroom, the kitchen or the stage as a whole if and when any song breaks the fourth wall convention. We are evoking a cosy scene, so soft lighting with some orangey colours to represent the stove. Scene Two ends in a dramatic blackout when Granny realises Gerda has fled, timed to the crescendo of the music.

Scene Three: If you are painting flats, create a bleak riverbank with dark reeds, tangled grasses, and a few jagged rocks at the base. Sparse bushes and a leaning tree frame the scene, while in the far distance faint, grey-blue rooftops and a church spire suggest a distant town. Above, streaks of cloud drift across a fading sky, giving the place an uneasy, dangerous atmosphere.

On stage we want the audience to be clear in Scene Three that this is where the role of Gerda is going to be played by a different performer as she crosses the river. The river is represented by the audience itself who will soon realise that this is the case. A central aisle in the audience will work to have Gerda 1 wade into the river and through the audience and reappear as Gerda 2. A strip of blue cloth can also be utilised as the river, with stage hands hold it either end in a rippling, wave motion.

If stage lighting is available, then the lighting can start quite low, with perhaps a hint of green wash. As Gerda crosses the river, the lighting should brighten as if crossing to a sunnier day.

Songs In World 1

Somewhere Beyond the River, a ballad. In the context of the scene, this begins and ends as a lullaby for Gerda from Auntie. For story telling purposes, it goes to show the depth of emotions each of our characters feel. Auntie is haunted by regret of rejecting her sister; Granny wants to keep Gerda safe, so she doesn't run away like her own daughter did; Gerda wants to find the place that she belongs. So, although Gerda and Auntie may start in the bedroom at night, as the song progresses, we can break the fourth wall and have all three performers sing their hearts desires directly to the audience. By the end of the song, Gerda should be back in bed ready to sleep and Auntie ready to turn the lights off.

WORLD 2 - THE SPRING GARDEN (SCENE 4)

We want to evoke a beautiful spring day, with bright skies and the feeling of the whole world waking up. We are into a world of magic. Gerda has changed; animals, flowers and objects can talk and move. The witch, Gilda, has animated several of her gardening items (her wheelbarrow, her spray bottle, her shears and, by accident, a weed) to help her get her flowers ready so they can be fattened up and then chopped down to be sold at the market.

Costumes

Vibrant colours would be good here. *The Ensemble* become the *Roses*, with headdresses that need to be removed quickly and thrown a foot or so into the air. *The Roses* don't all need to be the same colour. Gilda is a witch, but also a gardener, so although a typical witch's costume would work, adding gardening elements could be fun too. Barrow was once a wheelbarrow and has been animated to perform the task of a butler. Barrow could be on roller skates (if there was a performer comfortable and skilled with them) and have a large bucket in front of them for carrying things. Miss T needs to be armed with two spray bottles to spray the flowers, but can also have a costume that looks like a spray bottle itself. Chop is a pair of garden shears and so needs to have metallic arms to appear like blades. Wee'd is a weed and can therefore still be vibrant colours with a headdress of her own. Parcel is a cat, disguised as a cat! So, a baseball cap with some cat ears stuck on would work, and also, a pair of cat ears under the baseball cap attached to the performer's head via a discreet head band.

Staging

If painting flats, create a bright, magical garden bursting with colour: tall, green hedges and grass fill the background, whilst oversized roses and flowers bloom vividly along the bottom in bold reds, pinks, yellows, and purples. Amid the beauty there's something unsettling - the flowers seem a little too large, their shapes a little twisted, and the hedges loom slightly, giving the garden a magical, but faintly eerie atmosphere.

The Ensemble (15 human size roses) will make our garden look full.

If stage lighting is available, then a yellowy, warm, sunny wash would work well here, with perhaps some coloured, highlighted areas as well. The scene ends in a blackout before Gilda, the witch, has her head chopped off!

Songs in World 2

Witch's Workout 1 is an increasingly up-tempo workout song, designed to get Gilda's flowers fit and awake. The Roses should exaggeratedly try to keep up with all the instructions in the song. It would be great to try and get the audience to join in on the chorus.

Witch's Workout 2 is similar, although at the end of the song, Gilda meets her fate on the final word 'CHOP!'

WORLD 3 - THE SUMMER COURT (SCENE 5)

The Court of Summer is set in a walled city, set in Victorian England in perpetual Summer. Everyone is relaxed, happy, secure and loving life. All except for the Princess, who is thoroughly bored and wants adventure.

Costumes

The Ensemble play our *Villagers* and can be made up of a variety of Victorian style characters in period costumes. We suggest the following for this scene: - top hats and bonnets for most characters; a long twirly moustache and perhaps a stripey onesie for the strong man; a few lazy and relaxed soldiers; people with parasols; people selling flowers or other 'market-type' goods; children eating oversized lollipops; children holding hoops.

Staging

If you are painting flats, you could paint the suggestion of the houses and walls of the city to create a cheerful town scene with bright, blue skies and soft, billowing clouds. The cobbled street runs through the centre, lined with colourful timber-framed houses and shopfronts. Many of the buildings have red-tiled roofs, flower boxes brimming with blooms and striped market canopies adding vibrancy. At the centre stands a large stone archway, covered in ivy, leading to more streets beyond. Above the arch rise towers and turrets, giving the town a castle-like charm.

If you are not painting flats, ensure the stage will be full of villagers, soldiers and our heroes to create the busy ambience of a typical Victorian street.

If stage lighting is available, then a bright sunny wash would work well here.

Songs In World 3

Yaroooh Hooray is a really, lively, fun chorus number. A Town Crier (or several) tell a story of a situation starting bad and being turned around for good. The Villagers take turns in playing out the characters who are mentioned in the story, while the rest listen to the story with interest and then all join in enthusiastically with the chorus and the 'Hoorays'. The choreography for this song can be much more organic, particularly for the verses as we act out the story.

WORLD 4 - THE AUTUMN FOREST (SCENE 6)

Here is our version of Sherwood Forest, where our *Ensemble* take the roles of *The Robbers*.

Costumes

For *Klepto* you can think, Robin Hood (if Robin Hood was a bonkers cult leader). The thieves could be dressed in typical Robin Hood attire with bows and arrows etc. All except Arkwright, who is the fortune teller for the group. He needs to be as eclectically dressed as possible - think witch doctor but in middle England, so instead of feathers and beads... cups, kettles and spoons.

Staging

If you are using a painted backdrop, create a dark forest: tall, twisted trees, shadows between trunks, hints of piles of stolen loot (boxes, bags, shiny trinkets) painted at the edges. There should be enough gloom to suggest a hideout, but playful rather than frightening.

The only thing needed on stage is a cave (the 'Sesame Bun') that is big enough for lots of characters to climb into. This could be positioned in front of some curtain, with a cardboard cutout of the bun in front of it. When our characters are inside, we hear their conversation. This could be done in the wings into a microphone or pre-recorded. These Voice Over lines are marked in the text as, e.g. KLEPTO VO

If stage lighting is available, then a more subdued wash would work well here. If possible, gobos can be used to create the shadows of branches and trees.

Songs In World 4

Open Sesame - The choreography for the verses is given in the story of the song. The chorus includes the 'treasure' being put inside the bun/cave.

WORLD 5 - THE WINTER PALACE & THE PROLOGUE

The frozen palace of the Snow Queen. The Ensemble are the Icebergers, those who have become ensnared by the Snow Queen. They all wear sunglasses, which signifies that they are under her power. During both the Prologue and the final scene they can wear any other clothes from the show, as they represent the world being taken over by the Snow Queen.

Costumes

See costume description in Prologue.

Staging

If you are painting flats, then the Prologue could be a stylised factory interior: conveyor belts and cog wheel silhouettes, icy blue walls with pipes and cogs, icicles hanging down. The factory windows are frosted and impenetrable.

The Snow Queen's Palace could be an icy castle interior: jagged ice cliffs, frosted floor, shards of mirror embedded in the background, and a looming silhouette of an icy fortress. Everything should feel cold, sharp, and magical with straight lines!

If stage lighting is available then a bright but cold, bluey wash would be the way to go for both the Prologue and The Snow Queen's Palace. If there is use of a mirror ball, then that would also make the world feel even more magical. When the Snow Queen releases her prisoners at the end, the blue wash can turn to the bright sunny wash, for the happy end to the show and the final song and curtain call.

Songs In World 5

We're the Icebergers - We are in a production line of people becoming Icebergers. Choreography, this is one of the most demanding songs.

World of Ice - This is a song where the Snow Queen prowls around Gerda. On the one hand she is offering her the world but she has Trixi, Snare and Jinx with her plus all her Icebergers so there is a menace.

We Belong Together - This is an epilogue really so is just bright lights and full of joy.

FURTHER HELPFUL TIME SAVERS; SONGS, CHOREOGRAPHY AND SCENERY

In addition to the script, there are three other key products that can be used to not only enhance the children's learning for the show, but also, reduce teacher time in preparing the production. They are: -

- **Sing it!** – a 'Karaoke-style' program with all the songs from the show
- **Dance it!** – a video showing all the dance moves and actions that can be used throughout the songs within the show
- **Project it!** – a digital program for backdrops to be used as scenery for the show

These three invaluable products allow teachers to teach the entire show to the children through the aid of digital, auditory and visual cues, thus cutting down time on performance preparation and rehearsals.

To find out more about these great time-savers, go to our website at:

www.musiclinedirect.com