

Manger Mouse

Infant Script

by

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CAST LIST

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

Narrators

Announcer	(6)
Narrator 1	(5)
Narrator 2	(6)
Narrator 3	(6)
Narrator 4	(4)
Narrator 5	(4)
Narrator 6	(4)

Mouse Family

Manger Mouse	(7)
Mum Mouse	(4)
Dad Mouse	(3)
Mabel Mouse	(1)

Market Traders

Bread Seller 1	(1)
Bread Seller 2	(1)
Fig Seller 1	(1)
Fig Seller 2	(1)
Cheese Seller 1	(1)
Cheese Seller 2	(1)

Kitchen & House Mice

Kitchen Mouse 1	(2)
Kitchen Mouse 2	(2)
Kitchen Mouse 3	(2)
House Mouse 1	(1)
House Mouse 2	(1)
House Mouse 3	(1)

Nativity Characters

Mary	(4)
Joseph	(5)
Innkeeper	(9)
Wife	(6)
Shepherd 1	(3)
Shepherd 2	(3)
Shepherd 3	(3)
Shepherd 4	(2)
King 1	(3)
King 2	(3)
King 3	(3)
Camel 1	(0)
Camel 2	(0)
Camel 3	(0)

N.B. In addition to the characters listed a chorus of Stable Animals, Sheep, Angels, Travellers and Romans will be required.

SPEAKING ROLES BY NUMBER OF LINES

N.B. In the following list, the number shows how many spoken lines each role has.

Innkeeper.....	9
Manger Mouse.....	7
Announcer	6
Narrator 2	6
Narrator 3	6
Wife	6
Joseph.....	5
Narrator 1	5
Narrator 4	4
Narrator 5	4
Narrator 6	4
Mum Mouse.....	4
Mary.....	4
Shepherd 1	3
Shepherd 2	3
Shepherd 3	3
Dad Mouse	3
King 1	3
King 2	3
King 3	3
Shepherd 4	2
Kitchen Mouse 1	2
Kitchen Mouse 2	2
Kitchen Mouse 3.....	2
Mabel Mouse	1
Bread Seller 1	1
Bread Seller 2.....	1
Fig Seller 1	1
Fig Seller 2	1
Cheese Seller 1	1
Cheese Seller 2	1
House Mouse 1	1
House Mouse 2	1
House Mouse 3	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.

Announcer	6
Bread Seller 1	1
Bread Seller 2	1
Cheese Seller 1	1
Cheese Seller 2	1
Dad Mouse	3
Fig Seller 1	1
Fig Seller 2	1
House Mouse 1	1
House Mouse 2	1
House Mouse 3	1
Innkeeper.....	9
Joseph	5
King 1	3
King 2	3
King 3	3
Kitchen Mouse 1	2
Kitchen Mouse 2	2
Kitchen Mouse 3	2
Mabel Mouse	1
Manger Mouse.....	7
Mary	4
Mum Mouse.....	4
Narrator 1	5
Narrator 2	6
Narrator 3	6
Narrator 4	4
Narrator 5	4
Narrator 6	4
Shepherd 1	3
Shepherd 2	3
Shepherd 3	3
Shepherd 4	2
Wife	6

Non speaking roles:- Camels 1-3, Stable Animals, Sheep, Angels, Travellers and Romans.

CHARACTERS IN EACH SCENE**Prologue**

Dad Mouse
 Mabel Mouse
 Manger Mouse
 Mum Mouse
 Narrators 1-6
 Stable Animals

Scene One

Announcer
 Dad Mouse
 Mabel Mouse
 Manger Mouse
 Mum Mouse
 Stable Animals

Scene Two

Announcer
 Innkeeper
 Joseph
 Mary
 Narrators 1-6
 Romans
 Travellers
 Wife

Scene Three

Announcer
 Bread Sellers 1-2
 Cheese Sellers 1-2
 Fig Sellers 1-2
 Manger Mouse
 Narrators 1-6
 Romans
 Travellers

Scene Four

Angels
 Announcer
 Sheep
 Shepherds 1-4

Scene Five

Announcer
 Camels 1-3
 Innkeeper
 Kings 1-3
 Wife

Scene Six

Announcer
 Camels 1-3
 House Mice 1-3
 Kitchen Mice 1-3
 Manger Mouse
 Narrators 1-6
 Sheep

Scene Seven

Angels
 Announcer
 Camels 1-3
 Entire Cast for Finale
 House Mice 1-3
 Innkeeper
 Joseph
 Kings 1-3
 Kitchen Mice 1-3
 Manger Mouse
 Mary
 Sheep
 Shepherds 1-4
 Stable Animals
 Wife

LIST OF PROPERTIES**Prologue**

Manger full of hay Scene Prop

Scene One

Manger full of hay Scene Prop

Sack..... Mum Mouse

Scene Two

No props required.

Scene Three

Basket of bread Bread Seller

Basket of figs Fig Seller

Basket of cheese Cheese Seller

Scene Four

No props required.

Scene Five

No props required.

Scene Six

Sack..... Manger Mouse

Scene Seven

Manger with a baby doll inside Scene Prop

Gold King 1

Frankincense King 2

Myrrh King 3

Lamb..... Shepherd 3

HELPFUL HINTS AND TIPS

Give your children their words to learn first – enlist the help of parents here. Set a date by which they should know them; you cannot hope to rehearse movement or introduce props until words and cues are learnt.

If sending home words to learn, send cues (the preceding line or two) as well, so children not only know what to say but when to say it!

Songs are best learnt separately (it helps to keep the blood pressure down for all concerned). We've suggested that everybody should sing everything, but if seven songs is too much for the little ones, or if you have particularly tuneful Angels, Kings, Mice etc. feel free to feature them.

Once rehearsing begins on stage, introduce any flats (free standing scenery) as soon as possible, so that children have their positions correct from the start. And don't forget to have one or two rehearsals with props, microphones (and lights if using) before the official dress rehearsal to allow time for children to get used to them.

Finally – this may seem obvious but is often forgotten – don't forget to practise your cast bows (arms across tummies or not?) and the order in which they should lead off stage. All too often a super show ends in foot shuffling embarrassment because no one knows quite what to do when the applause ends.

PRODUCTION NOTES

STAGING

Depending on the facilities available this show can be as simple or complex as you want. Just remember, this is not supposed to be a West End production. All most parents want to see is their child on stage. All most teachers want is to survive unscathed. So feel free to add, subtract or completely change the ideas below. And don't forget to send your comments and pictures to dave@musicline-ltd.com

Prologue

The six narrators can be stood at the front of the stage or three either side. As the prologue is set in a stable, a manger full of hay needs to be placed at centre stage so that the Stable Animals and Mice can enter and place themselves around it.

Scene One: Manger Mice

Again, this scene is set in the stable so all that is needed is the manger which should be removed by a cast member at the end of the scene.

Scene Two: No Room At The Inn

Dead easy! Just make sure there is plenty of room on stage for all the Travellers and Romans.

Scene Three: The Market

This scene is set in a market place. The Bread Sellers can enter and deliver their lines at stage left, the Fig Sellers can enter and deliver their lines centre stage and the Cheese Sellers can enter and deliver their lines at stage right. This will allow the Travellers and Romans to visit each trader in turn and pretend to buy their goods during Track 3.

Scene Four: On The Hillside

Another easy one! All that is needed during this scene is the Shepherds sat at centre stage guarding their Sheep and the chorus of Angels who enter and stand behind them during Track 4.

Scene Five: Three Kings

This scene tells of the Three Kings' journey to Bethlehem. During Track 5 the Three Kings lead their Camels around the stage. A spotlight could be used, if available, to represent the light from the star.

Scene Six: The Stable Yard

Once again, just make sure you have plenty of room on stage for all the animals and the mouse dance in Track 6.

Scene Seven: Baby Jesus

Back in the stable. The manger needs to be placed at centre stage with a baby doll inside. Mary, Joseph and the animals surround the manger awaiting the other cast members to enter for the finale.

BACKDROPS

Backdrops can be as simple or elaborate as you wish. However, for a really easy solution and fuss free performance, instant scenery is now available with our **digital** backdrops: **Project It!** provides a different backdrop for EVERY scene change and is supplied in both a PowerPoint presentation and as individual JPG files.

COSTUMES

Animal characters can wear colour appropriate tights and tops and head dresses or masks to show who they are. If budget allows, whole costumes can be purchased on-line.

The Announcer and the Narrators can be dressed in school uniform or everyday smart clothing.

The Market Traders can be dressed in full length smocks tied around the waist with cord, they carry baskets.

Joseph is in a thigh-length smock and calf-length trousers. He probably has some sort of apron over the top to hold the tools of his trade (carpenter).

Mary is generally seen wearing a white smock and headdress with a blue outer garment over the top.

Shepherds could wear long (ankle length) smocks or knee-length tunics and tea-towel head-dresses.

The Innkeeper and his Wife could dress like the Shepherds but also wear aprons to make them look a little different.

The 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).

CHOREOGRAPHY

Track 1: Manger Mouse

During this song all the animals are gathered around the manger. A simple swaying action throughout would be suitable. During the verses the group of animals indicated could stand and point at the audience when the line 'some for you' is sung.

Track 2: Too Late

Not a lot of action is needed for this song. Mary and Joseph are the focus of the song so should be stood at centre stage. A spotlight could be effective here.

Track 3: Buy, Buy, Buy

This song is set in a busy Market place. The Romans and the Travellers pretend to buy goods from the Market Traders. As the verses are sung the indicated sellers could step forward and hold up their goods.

Track 4: Angels

No actions needed during this song. The Angels freeze in a tableau throughout the song.

Track 5: Three Kings, Three Camels

During this song the Three Kings lead their Camels up and down the aisles, maybe mopping their brows occasionally. A spotlight would be effective here to represent the light from the star.

Track 6: Nibblers

Here there is an opportunity for a Mouse dance routine. You can make it as simple or as complex as you like but quick, tip toe movements and mouse like nibbling actions are effective.

Track 7: Wonderful

As this is the finale the whole cast should be involved. This won't give a lot of room on the stage for much movement so lots of smiles and enthusiastic singing is needed!

PROLOGUE

(The stage is set with a manger, full of hay, placed centre stage. The Stable Animals enter and pretend to eat from behind the manger. Manger Mouse and his family enter and sit in front of the manger.)

NARRATOR 1: Ladies and gentlemen,

NARRATOR 2: Boys and girls...

NARRATOR 3: Welcome to our Christmas play...

ALL NARRATORS: Manger Mouse.

NARRATOR 4: Sit back and relax.

NARRATOR 5: We are ready to start.

NARRATOR 6: Manger Mouse lived with his family under a manger, in a stable at Bethlehem.

TRACK 1:**MANGER MOUSE**

ALL: MANGER MOUSE, MANGER MOUSE,
LIVES WITH THE COWS, DONKEY AND GOATS;
MANGER MOUSE, MANGER MOUSE,
EATING THEIR HAY AND OATS.

MOO, MOO, SOME FOR YOU,
HERE IN BETHLEHEM.
MOO, MOO, SOME FOR YOU,
UNDER THE MANGER, HERE IN BETHLEHEM TOWN.

MANGER MOUSE, MANGER MOUSE,
LIVES WITH THE COWS, DONKEY AND GOATS;
MANGER MOUSE, MANGER MOUSE,
EATING THEIR HAY AND OATS.

EEE AWW, HAVE SOME MORE,
HERE IN BETHLEHEM.
EEE AWW, HAVE SOME MORE,
UNDER THE MANGER, HERE IN BETHLEHEM TOWN.

MANGER MOUSE, MANGER MOUSE,
LIVES WITH THE COWS, DONKEY AND GOATS;
MANGER MOUSE, MANGER MOUSE,
EATING THEIR HAY AND OATS.

MAIR, MAIR, LOTS TO SHARE,
HERE IN BETHLEHEM.
MAIR, MAIR, LOTS TO SHARE,
UNDER THE MANGER, HERE IN BETHLEHEM TOWN.



SCENE ONE:**MANGER MICE**

ANNOUNCER: Scene One.
CAST: *(Loudly.)* Manger Mice.
MUM MOUSE: *(Wiping her mouth.)* Have you all had enough to eat?
DAD MOUSE: Yes thank you Mummy Mouse.
MABEL MOUSE: I like oats. They're yummy scrummy.
MANGER MOUSE: Yes, but today is market day, and that means lots of goodies to eat.
MUM MOUSE: There might be some pieces of bread thrown down.
ALL MICE: Mmmm!
DAD MOUSE: Or the odd fig or two.
ALL: Mmmm!
MANGER MOUSE: Or perhaps even a lump of...
ALL: ... cheese! Mmmmm!
MUM MOUSE: All right then Manger Mouse, your turn to go hunting.

(She gives him a sack.)

DAD MOUSE: Off you go and see what you can bring back to eat.
MUM MOUSE: No talking to strangers and mind that market cat.

(All exit and manger is removed.)

SCENE TWO:**NO ROOM AT THE INN**

ANNOUNCER: Scene Two.
CAST: *(Loudly.)* No Room At The Inn.
NARRATOR 1: At this time lots and lots of people were in Bethlehem.

(Enter Travellers to stage right.)

NARRATOR 2: They had come from miles around to be counted by the Romans...

(Enter Romans who mingle with the Travellers stage right.)

NARRATOR 3: ... so the inns at Bethlehem were very busy.

(Enter Innkeeper and his Wife to stage left.)

NARRATOR 4: All the rooms were full.

NARRATOR 5: Two travellers, Joseph, and his wife Mary, arrived in town.

(Enter Mary and Joseph to centre stage.)

NARRATOR 6: But they were too late. There wasn't a single room left.

TRACK 2: **TOO LATE**

(Opportunity for Mary to sing solo or if preferred all Cast.)

ALL:

TOO LATE, WE'RE TOO LATE,
WON'T YOU TELL ME JOSEPH, WHERE CAN WE GO?
WE'RE TOO LATE, JUST TOO LATE,
WON'T YOU TELL ME JOSEPH,
WHERE CAN WE SLEEP TONIGHT?

WE'VE BEEN WALKING A LONG TIME,
COMING SO FAR, COMING SO FAR;
WE'VE BEEN WALKING A LONG TIME,
MUST WE NOW SLEEP UNDER THE COLD NIGHT STARS?

TOO LATE, WE'RE TOO LATE,
WON'T YOU TELL ME JOSEPH, WHERE CAN WE GO?
WE'RE TOO LATE, JUST TOO LATE,
WON'T YOU TELL ME JOSEPH,
WHERE CAN WE SLEEP TONIGHT?

I'M EXPECTING OUR BABY,
COMING SO FAR, COMING SO FAR;
I'M EXPECTING OUR BABY,
MUST WE NOW SLEEP UNDER THE COLD NIGHT STARS?

TOO LATE, WE'RE TOO LATE,
WON'T YOU TELL ME JOSEPH, WHERE CAN WE GO?
WE'RE TOO LATE, JUST TOO LATE,
WON'T YOU TELL ME JOSEPH,
WHERE CAN WE SLEEP TONIGHT?

JOSEPH: *(Addressing the Innkeeper.)* Do you have room where we could sleep, please?

MARY: We have travelled a long way.

INNKEEPER: Well, I'm very sorry, but there isn't a single room left.

JOSEPH: Not even a little one?

WIFE: Not even a cupboard.



MARY: I'm going to have a baby soon and I'm very tired.
WIFE: A baby! Oh dear, we must find you somewhere.
INNKEEPER: Well, the only place is the stable. I could give it a really good clean.
WIFE: I will clean out the manger, it will make a warm crib for the baby.
MARY: That would be wonderful.
JOSEPH: Thank you so much.

(Exit Mary, Joseph, Innkeeper and Wife. Romans and Travellers remain for the next scene.)

NARRATOR 1: What a relief.
NARRATOR 2: That was really good news for Mary and Joseph.
NARRATOR 3: It was really good news for Manger Mouse too, because the market was very busy.

SCENE THREE:

THE MARKET

ANNOUNCER: Scene Three.
CAST: *(Loudly.)* The Market.

(Enter Bread Sellers with baskets.)

BREAD SELLER 1: *(Holds up a loaf and calls.)* Buy my bread, it's good and cheap.
BREAD SELLER 2: Buy my bread. It's better and cheaper.

(Enter Fig Sellers with baskets.)

FIG SELLER 1: *(Holds up figs and calls.)* Buy my juicy, ripe figs.
FIG SELLER 2: Buy my figs. They are bigger and riper.

(Enter Cheese Sellers with baskets.)

CHEESE SELLER 1: *(Holds up cheese and calls.)* Come and buy my creamy goats' cheese.
CHEESE SELLER 2: Buy my cheese. It's stronger with garlic.



TRACK 3:**BUY, BUY, BUY**

(During the song the Travellers pretend to buy from the Market Traders. Manger Mouse creeps around grabbing things to put in his sack. At the end of the song all exit.)

ALL: BUY, BUY, BUY, COME AND BUY,
COME ALONG AND BUY MY BREAD TODAY.
BUY, BUY, BUY, COME AND BUY,
COME ALONG AND BUY MY BREAD TODAY.
BUY MY BREAD.

I'M BUSY IN THE MARKET, BUSY AS A BEE,
CAN'T YOU HEAR ME YELLING?
I'M BUSY IN THE MARKET, BUSY AS A BEE,
PLEASE BUY WHAT I'M SELLING.

BUY, BUY, BUY, COME AND BUY,
COME ALONG AND BUY MY FIGS TODAY.
BUY, BUY, BUY, COME AND BUY,
COME ALONG AND BUY MY FIGS TODAY.
BUY MY FIGS.

I'M BUSY IN THE MARKET, BUSY AS A BEE,
CAN'T YOU HEAR ME YELLING?
I'M BUSY IN THE MARKET, BUSY AS A BEE,
PLEASE BUY WHAT I'M SELLING.

BUY, BUY, BUY, COME AND BUY,
COME ALONG AND BUY MY CHEESE TODAY.
BUY, BUY, BUY, COME AND BUY,
COME ALONG AND BUY MY CHEESE TODAY.
BUY MY CHEESE.

I'M BUSY IN THE MARKET, BUSY AS A BEE,
CAN'T YOU HEAR ME YELLING?
I'M BUSY IN THE MARKET, BUSY AS A BEE,
PLEASE BUY WHAT I'M SELLING.

NARRATOR 1: Manger Mouse scurried home feeling very pleased with himself.

NARRATOR 2: The market sellers went home feeling happy too because they had sold all their produce.

NARRATOR 3: As night fell, the market became empty and silent.

NARRATOR 4: The dark hills around Bethlehem were also empty and silent.

NARRATOR 5: But if you listen and look very carefully...

NARRATOR 6: ...you might hear bleating sheep and see the shepherds guarding them.

