

# The Emoji Musical

Junior Script

by

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Ideal Cast Size 62

Speaking Roles 42

Minimum Cast Size 29

Duration (minutes) 55

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## PRODUCTION NOTES

### CASTING

A small or large cast can perform this show. It allows for:

- up to 42 speaking roles of varying sizes
- several solo singing roles
- an unlimited number of chorus parts
- an unlimited number of non-speaking parts
- merging roles to reduce the cast size to as few as 29 roles.

We've sorted the cast list in various helpful ways to assist you:

- roles sorted into character groups
- speaking roles by number of lines
- characters in each scene
- suggestions on how to reduce the cast size by merging roles

### STAGING AND ACTING TIPS

#### **Positions**

To save time when blocking scenes (i.e. sorting out where all the performers should stand or move.), the stage directions in the script often refer to traditional stage positions. It will help if your cast and crew know these positions.

Backdrop		
Upstage Right	Upstage Centre	Upstage Left
Centre Right	Centre Stage	Centre Left
Downstage Right	Downstage Centre	Downstage Left
Audience		

Consider using tape to mark out the stage so your performers know where to stand. They should try to avoid standing in rows when acting to avoid a 'school assembly' look! Semi-circles are useful shapes to mark out on the stage as they encourage more natural positioning.

## Delivery and Timing

It is essential that all performers deliver their lines clearly so that the audience can enjoy the story and the comedy. Performers should be encouraged to ‘relax’, ‘breathe’, ‘leave gaps’ and use ‘big voices’ to project their lines to the back of the audience. They should also be reminded to wait for any audience laughter to quieten down before continuing the scene. Every performer should be encouraged to make the audience ‘love’ their character by giving an energetic and memorable performance!

Timing in the delivery of the lines is very important in performance, particularly with regard to humour and comedic episodes. Observing the use of punctuation and stage direction carefully can assist your actors and enhance their performance.

## Movement and Choreography

In the script, we have suggested actions in the songs where they may assist the plot. Where we haven’t made specific references to actions, we still encourage the use of simple choreography to boost the energy of your cast’s performance. For this, feel free to devise your own movement.

The Line Dance for the ‘Okey Dokey Emoji Karaoke’ song can be very simple, yet effective. Below are three basic line dance moves. However please feel free to construct your own. You may find the internet useful to get more ideas. Just Google ‘Line Dance Steps’. There are many instructional videos available.

## Grapevine (or Vine)

Travelling to the right or the left side, this step is performed (to the right), as follows:

1. Right foot steps to the right
2. Left foot crosses behind the right one
3. Right foot steps to the right
4. Left foot closes to the left side of the right foot

## Weave

Combining the grapevine with a cross in front as well as a cross behind, this move will let the dancer travel in zigzag on the floor. One complete cycle looks like this:

1. Step your right foot to the right
2. Cross your left foot *behind* your right foot
3. Step your right foot to the right
4. Cross your left foot *in front of* your right foot

Repeat steps 1- 4 as many times as you want. When you want to end the weave, do step 3 then close your left foot to the side of your right foot.

### **Jazz Square or Jazz Box**

You may know this step from jazz dancing. It can be performed to the right or the left and is often performed twice in a row in the same direction. Essentially you are drawing a square with your feet:

1. Step your right foot across your left foot
2. Step your left foot back behind the right foot
3. Step your right foot sideways parallel to the left foot
4. Step left foot forward in front of the right foot
5. To change direction, close your left foot to the left side of your right foot at step 4 so you can repeat from step 1 using the left foot

### **COSTUME SUGGESTIONS**

Feel free to dress your characters as elaborately as you wish if you have the time and resources. All the characters can be effectively costumed on a small budget.

Here are some suggestions for dressing your cast on a modest budget with a bit of help from parents and assistants!

**NOTE:** See pictures of Emoticon character faces in the ‘**Free Resources**’ section on our website. Face painting is also a good way to add characterisation.

The ‘large thumbs up’ hands for Okey and Dokey can be purchased via the internet (E-Bay is a good source, just type into the search box ‘large thumbs up hand’ or you could construct your own using felt or cardboard.

- Dolly:** A bright, charming young girl, dressed in contemporary clothing suitable for an 11-14 year old.
- Father:** A conservative doctor; smart casual.
- Mother:** Traditional contemporary (head of the house) character; casual clothes.
- Wallace:** Bubbly character, about 9-10 years old; school uniform in Scenes One and Eight. NOTE: Wallace becomes Wally in Dolly’s Emoji dream.
- Wally:** A loveable rogue. Four costumes as listed below:
- a) Pop Star (Elvis style) in Scene Three
  - b) Pirate with parrot sitting on his shoulder in Scene Five
  - c) Young Emoji in Scene Seven
  - d) Astronaut in Scene Seven
- Kenny:** Black T-shirt and tights; cat ears & whiskers in Scenes One and Eight; add red boots in Scenes Four–Seven.
- Okey:** Yellow Emoticon Senior with large ‘thumbs up’ right hand.
- Dokey:** Yellow Emoticon Senior with large ‘thumbs up’ left hand.
- Ravin’ Rob:** Confident, ‘over the top’ DJ type character; jeans and leather-look jacket; baseball cap worn backwards.
- Miss Take:** Black skirt with yellow top; yellow mortar board. She also wears glasses.

- Poogle:** Very loveable old wise man; wizard-type costume with pointy hat in Scene Five; white nightshirt with night cap in Scene Seven.
- Soneary:** Poogle's apprentice. Quite a serious character; yellow dressing gown with cord; pointy hat.
- M.C.:** Flamboyant character; dark trousers; yellow shirt with green bow tie.
- Cheerleaders:** Yellow gym skirts, vest tops and ankle socks; hold pom-poms.

### The Emoticon Seniors

The Emoticons are all original Emojis; 'little round yellow things with smiley faces'. In the '**Free Resources**' section of our website there are examples of facial designs for these twelve Emoticons. However, please feel free to create your own designs. There are several ways to construct an Emoji costume. The internet is a good source of ideas from very basic to quite extravagant.

- Sophie:** Smiley face
- Sully:** Sad face
- Andy:** Angry face
- Carly:** Crying face
- Rosie:** Smiling face with heart eyes
- Ruby:** Red heart
- Shades:** Smiley face with sunglasses
- Twink:** Winking face
- Patch:** Thinking face
- Purdy:** Nerd face
- Carol:** Clown face
- Topsy:** Cheeky face

### The Emoji Children

All twelve children should be in black trousers/leggings, with yellow T-shirt (names on the front e.g. Betty, Berty etc.) when they appear in Scene Four. When they enter from the Poogle Pod in Scene Five, they need to have transformed into their new characters. We have given suggestions for their new characters but other than Berty, Betty, Ting and Tang please feel free to choose your own characters for the Emoji children to turn into.

The Costumes below are for Scenes Five and Six:

- Betty:** Bee 1 – face paint, wings and antenna
- Berty:** Bee 2 – face paint, wings and antenna
- Milly:** Mouse – long tail and whiskers
- Ting:** Princess – traditional 'Cinderella at the ball' type costume
- Tang:** Prince – traditional 'Prince Charming' type costume
- Wicky:** Superhero – Superman/Spiderman etc. Or choose your own character

<b>Reggie:</b>	Cowboy – traditional Western style. Or choose your own character
<b>Ping:</b>	Fairy – pretty pink dress and wings. Or choose your own character
<b>Plod:</b>	Policeman – modern uniform. Or choose your own character
<b>Sam:</b>	Fireman – modern uniform. Or choose your own character
<b>Nessie:</b>	Nurse – traditional uniform. Or choose your own character
<b>Ronnie:</b>	Rabbit – Face paint, bunny ears and whiskers. Or choose your own character

## **PERFORMING THE SONGS**

All the music required to stage this production, including sound effects, is on the **Vocal and Backing Track CDs**. The vocal recording is provided as a guide and to enable the swift learning of songs. The backing tracks without vocals are ideal to use in rehearsals and performances, and the **two scores** give vast flexibility if you have the luxury of a live pianist.

The songs (except for a few solos) are designed to be performed with simple actions by the entire cast. The help of a separate choir is highly recommended. A good technique is to use any cast members who are not in the current scene to boost the number of singers in the choir. The choir should also be part of the show in performing the ‘actions’ and any spoken dialogue marked ‘ALL:’. The choir could also perform the solo lines if suitable soloists aren’t available.

A great product called **Sing it!** is also available. This CD-ROM or download can help to teach all the songs to the children without any teacher input. Children can use it at school or at home - think of the time it will save you! Most schools use it in class on an interactive white board or in the school hall on the overhead projector to allow full cast practice.

If Radio mics are available it is best to use them on characters that sing solo parts in songs. Also, if you are using microphones at all, always position them behind the line of main speakers to avoid unnecessary feedback.

## **SOUND**

The show can be performed with nothing more than a CD player. However, a good sound system along with confident performances will really help make an engaging atmosphere. Ideally, performers should be trained to speak and sing loud enough for the audience to hear them without microphones. This way, if you have the luxury of microphones, they will simply enhance the show rather than prop it up.

If solo microphones are available, they should be used by the solo singers. If you have a limited number of headset or lapel microphones, these should be allocated to the main speaking characters first.

A powerful set of speakers with a good bass response will allow the performers and audience to get into the show. The volume of the backing tracks and music should be as loud as possible without overpowering the voices of the performers.

For playing back the tracks, it is best to use reliable media player software which automatically pauses playback between tracks. We recommend iTunes, which works on PC and Mac. It can be downloaded for free from <https://www.apple.com/itunes/>.

If possible, enlist the help of an experienced sound engineer.

## **SCENERY AND LIGHTING**

Suggestions for basic scenery are given at the beginning of some of the scenes. 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.

## **NOTES ON SCENERY**

1. Dolly's Home/Lounge – present day but traditional-style home
2. The Outlands – barren landscape with the very colourful Emojiland in the distance
3. Emoji Central – very colourful (poster colours but predominantly yellow); round houses and fantasy buildings
4. Schoolhouse/classroom – backdrop is a wall in the classroom with posters on it depicting hieroglyphs, cave paintings and a picture of Shigetaka Kurita
5. Poogle Palace – should be colourful (especially yellow) and have the appearance of a fantasy-land great hall of fame. E.g. pictures of popular Emojis on the walls, coats of armour etc. The Poogle Pod can be a simple cardboard archway. Within the archway there should be a curtain that Soneary can pull back (slowly, with great dramatic effect) to enable the Emoji juniors to emerge as their new identities. There should also be a sign above the archway saying 'The Poogle Pod'. Alternatively, please feel free to be as creative as you wish if time and resources allow.
6. Okey Dokey Club – modern fantasy disco



**NOTES ON LIGHTING**

The show can be performed in daylight with no lighting if necessary! If you have access to some lighting, here are a few hints:

For non-technical people!

- Blackouts (switching off the lights) are very effective where denoted in the script. However, arm your crew with torches so that they can see what they are doing and can assist cast members safely around the stage area!
- Try and ensure that the whole of the stage area is lit, including the choir section.
- If possible, switch off any lighting in the auditorium during the performance to keep the audience's attention focused on the stage.
- If possible, enlist the help of an experienced lighting engineer.

For lighting engineers: below is a list of the different lighting 'scenes' which appear in the script.

- BLACKOUT
- LIGHTS UP – STAGE LIGHTS ON
- HOUSE LIGHTS
- FLASHES AND COLOUR