

SCRIPT SAMPLES

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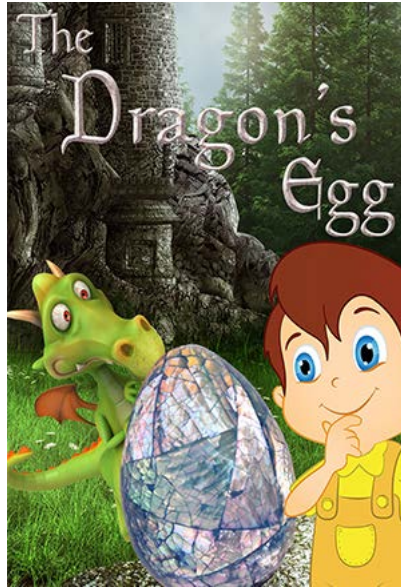
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THE DRAGON'S EGG (SCRIPT SAMPLE)

by

Albert Jamae

SYNOPSIS

Edwin is the woodcutter's son, who wishes his life was more interesting. Chopping wood all day for the kingdom is a chore and a bore. Until one day after rescuing an old traveller from a runaway cart, Edwin is rewarded with the directions on how to find the Dragon's Egg; a legend that Kings, Queens and villagers only believed was a rumour. The Dragon's Egg would supposedly grant three wishes for those who found it; but only if they can conquer witches, trolls, and of course the Dragon!

DURATION: 50 mins

CAST: (12-20) (can easily double up roles)

EDWIN: Clever, quick witted, has a good heart.

OLD TRAVELLER & DRAGON'S VOICE: Wise old man.

KING: Always sleepy.

QUEEN: Always shopping.

STORYTELLER (WILLIAM S.): The court's storyteller who has writer's block.

ANASTASIA: A princess who dreams of a prince.

FANTASIA: A princess who dreams of the same prince.

WITCH 1: Wants to take over the kingdom.

WITCH 2: Wants to bake the best meringues.

WITCH 3: Doesn't know what she wants.

DRAGON'S GUARD 1: Loves to speak in rhyme.

DRAGON'S GUARD 2: Loves to copy Dragon Guard 2.

FOUR RHYMING TREES: Really bad at giving directions.

THREE TROLLS: Mischievous, will gladly lie cheat and steal.

EXTRAS: Villagers, Servants

NARRATOR (VOICE-OVER).

JESTER 1 (JINGLES): Audience warm up and interaction guy/girl.

JESTER 2 (JANGLES) - IF REQUIRED: Audience warm up and interaction guy/girl.

ACT ONE

JESTER(S) appear, intro themselves and coach audience on helping out Edwin's journey with the Dragon's Egg. Practice with signs and calling out etc. Like true panto style.

Scene 1 - Edwin's Farm/Castle

IN TABLEAU (in the dark)...KING & QUEEN, TWO PRINCESSES, STORYTELLER and VILLAGERS. EDWIN the first to be seen.

NARRATOR (V/O)

There once was a young boy named Edwin; the woodcutter's son, who wished for a life much different than his own.

EDWIN breaks from tableau and addresses audience.

EDWIN

Oh I wish my life was more interesting! All I do is chop wood, stack the wood ready for the King's fire, and chop more wood! Everyone else in the kingdom has a much more exciting life than me.

NARRATOR (V/O)

And by everyone, he meant...the King and Queen...

Lights up on KING & QUEEN who break out of tableau. KING asleep. QUEEN holding clothes.

QUEEN

Oh how I wish for some exciting new clothes. These boring old robes are simply...

KING snores loudly.

Do you mind?!

KING

(snaps awake) Huh, what, where's the pickle, I didn't see...oh it's you.

QUEEN

What do you mean 'it's me'?

KING

For a minute I thought I was dreaming...which means I would be asleep...oh how I wish for a good sleep at night so I can stay (*yawn*) awake during the day (*yawn*) but I'm soooo (*starts snoring*).

QUEEN

Argh! You're no help.

Queen tosses one of her clothes over King's head. LIGHTS DOWN on them and they exit.

NARRATOR (V/O)

The King and Queen's twin daughters.

LIGHTS UP on TWO PRINCESSES (who look nothing alike) gazing into the distance.

ANASTASIA

Oh me.

FANTASIA

(stroking a chicken) Oh my.

BOTH

We think we're going to die! We wish to find a prince. To come and take us away.

ANASTASIA

His sword will be so shiny!

FANTASIA

His horse will...go neigh.

ANASTASIA

Fantasia, Fantasia, Fantasia, that's the best you can do?

FANTASIA

Sorry dear sister, I mean princess Anastasia, but wishing for a prince is very hard work.

ANASTASIA

And if we don't keep wishing, he won't come true. Then our lives will be ruined! Ruined I tell you, ruined! (*exits dramatically - but just out of the spotlight*)

FANTASIA

(mocking) Ruined I tell you, ruined!

ANASTASIA steps back into light.

ANASTASIA

I'm still here.

FANTASIA gulps in fear. LIGHT DOWN on them and they exit.

NARRATOR (V/O)

There's William, the court's storyteller.

LIGHT UP on STORYTELLER.

STORYTELLER

Oh I wish I had some great ideas for a new story. I fear I have done them all! I know...maybe you can help me! First we need a hero, so quick, just call out a good hero name....okay great (*e.g. Timmy*), now we need a special thing for him to use, how about a piece of fruit, what's a good piece of fruit?...(*e.g. carrot*)...that'll do, now where can Timmy live? Think of a place and tell me...in space? Great. So there once was a hero called Timmy who lived in space and...peeled a carrot! Oh see what I mean? That story was terrible! Great suggestions by the way; you guys were really good. But where am I going to find a better story?!

LIGHTS DOWN on Storyteller who then exits.

NARRATOR (V/O)

And even the villagers.

LIGHTS UP ON VILLAGERS playing hopscotch.

VILLAGER

If only we had something better to do.

VILLAGERS agree.

VILLAGER

This kingdom is so boring!

VILLAGERS agree. EDWIN starts to chop wood.

NARRATOR (V/O)

And although Edwin didn't realise that everyone else in the kingdom also wished for something better, it wasn't long before his life was about to change.

OLD TRAVELLER runs on being chased by a runaway cart-(operated by two actors) - ends up in slow motion.

OLD TRAVELLER

Help! Look out! Runaway cart! And it's coming straight for us!

NARRATOR (V/O)

Now Edwin wasn't sure what to do. He never had something this exciting happen before.

EDWIN

(to audience) What should I do? This old traveller is being chased by a runaway cart! Should I help him?...

JESTER SIGN

Yeeees!

EDWIN

Should I stop him from being hurt?...

JESTER SIGN

Yeeees!

EDWIN

Yes of course I should!

OLD TRAVELLER

Stop talking to yourself and hurry up! It's getting closer!

EDWIN

Don't worry old traveller man, I'll save you!

OLD TRAVELLER

Well it's about time!

EDWIN runs in slow motion and drags OLD TRAVELLER out of the way.

NARRATOR (V/O)

So Edwin quickly pulled the old traveller out of the way of the runaway cart...just in the nick of time.

The cart speeds off at normal speed into the wings - CRASH!

JESTER SIGN

Hooray!

OLD TRAVELLER

Thankyou dear boy, you saved my life!

EDWIN

You're welcome. See ya.

EDWIN starts to walk away sadly.

OLD TRAVELLER

Excuse me, but what is your name?

EDWIN

Edwin.

OLD TRAVELLER

Ah the woodcutters son?

EDWIN

Yes, and I better get back to chopping wood, (*bored*) stacking wood, and chopping more wood. (*sigh*) Oh how I wish my life was more interesting.

JESTER SIGN

Ohhhh!

OLD TRAVELLER

(to audience) Oh dear, he looks very sad. Do you think I should cheer him up?...I have something very interesting that is sure to make him happy, you think he'd like that?...but I'm not sure, it could be scary if he agrees, but it could be fun.

JESTER walks on stage; slightly annoyed.

JESTER

Excuse me traveller man, I think they've already agreed they'd like you to cheer him up. *(retreats)*

OLD TRAVELLER

Oh yes, sorry about that. *(approaches Edwin)*. My dear Edwin, because you have rescued me from that runaway cart.

RUNAWAY CART runs back the other way across and off stage.

OLD TRAVELLER

Because you've saved me from that runaway cart, twice, I'm going to reward you with something really interesting!

EDWIN excited.

JESTER SIGN

Ooooh!

OLD TRAVELLER

That's right. But not with boring old gold or jewels or treasures.

JESTER SIGN

Ohhhh!

OLD TRAVELLER

(to Jester) Let me finish. *(to Edwin)* My gift to you is the secret to finding...the Dragon's Egg.

JESTER SIGN

Ooooh!

OLD TRAVELLER

See, I told you it was good.

EDWIN

Do you mean the mythical Dragon's Egg that only exists in fairytales...

OLD TRAVELLER

Aha.

EDWIN

Storybooks...

OLD TRAVELLER

Yep.

EDWIN

And can grant you a wish?!

OLD TRAVELLER

Oh no, it's not that one.

JESTER SIGN

Ohhhh!

OLD TRAVELLER

It grants you three wishes!

JESTER SIGN

Hooray!

EDWIN

This is incredible! Well how do I get it?

LIGHTS DIM, SFX EERIE.

OLD TRAVELLER

To go on the journey to find the Dragon's Egg, requires great skill, utmost bravery...and a pinch of luck. (*pinches Edwin*)

EDWIN

Ow!

OLD TRAVELLER

Well you've got the last one, but can you provide the other two?

EDWIN

Oh, I don't know. I'm pretty good with an axe so maybe I have skill, and I guess I did save you from that runaway cart...

RUNAWAY CART roars across stage again.

EDWIN

Er, three times. (*to audience*) I'm not sure guys, do you think I'm good enough to go on this journey?

JESTER SIGN

Noooo!

EDWIN

Really?

JESTERS

Sorry. (*turns sign around*)

JESTER SIGN

Yeeees!

EDWIN

Phew. Okay mister traveller man, I'll do it!

They shake hands. OLD TRAVELLER escorts EDWIN away.

NARRATOR (V/O)

So as the Old Traveller began to prepare Edwin for his journey...

OLD TRAVELLER

Now to find the Dragon's Egg you must follow the directions on this map...and did I mention about the possible witches, trolls and a dragon you'll come across? *(exits)*

EDWIN: What?! *(exits scared)*

Scene 2 - Castle

NARRATOR (V/O)

The King and Queen were busy with preparations for their daughters' party. A celebration they hoped would attract a prince.

MAIDS and SERVANTS run around with balloons and streamers etc. SERVANT 1 offering a tray of food to the KING to try. SERVANT 2&3 offering different garments for QUEEN to look at (she strokes a cat). STORYTELLER hovering around Queen with scroll and quill.

STORYTELLER

How about this for a story?

QUEEN

I'm busy William now go away.

STORYTELLER

But this is the best one yet! I know how much you love animals, so imagine people dressed as animals, no wait! As cats! And we follow their simple lives, meow, meow,

QUEEN

(looking at garments) No, no, no, who's going to like that?!

STORYTELLER

(screws up scroll) You're right. It's awful, just awful! *(exits dramatically)*

KING

(admiring food) Actually they're quite tasty.

KING falls asleep holding food. SERVANT grabs food from King and runs off.

QUEEN

I'm talking about what I'm going to wear! The Party is just hours away and I have nothing to wear!

KING

I thought the most important thing was helping our daughters find a prince to marry.
(yawns) You know they're terrible at trying to get themselves ready for anything.
(falls asleep again)

ANASTASIA&FANTASIA skip on stage - dressed awfully with bad makeup to match.

ANASTASIA

Look mummy we dressed ourselves!

FANTASIA

(finishing her lipstick) And did our own makeup!

QUEEN

Perfect. Now someone find me the prettiest dress in the kingdom!

QUEEN storms off with SERVANT 2&3 behind her. KING asleep as ANASTASIA&2 stand either side of him. (ALL SERVANTS and MAIDS gone)

ANASTASIA& FANTASIA

Aren't we pretty daddy?

KING wakes up scared.

KING

Argh! (runs off)

PRINCESSES look towards audience and smile.

FANTASIA

Would you like me to do your makeup? I'll give you some lovely lipstick.

ANASTASIA

Fantasia, I think you were talking to a boy.

FANTASIA

Boys wear makeup too don't they?

They start walking off.

ANASTASIA

Well, some do. But I don't think they'll want to be our princes. (exit)

FANTASIA

Ohhhh. (exit)

Scene 3 - Forest

EDWIN enters with backpack on reading a map.

NARRATOR

Edwin was very nervous indeed.

EDWIN

I am very nervous indeed.

NARRATOR

He'd never been on a journey like this before.

EDWIN

I mean, I've never been on a journey like this before.

NARRATOR

He only hoped...

EDWIN

(interrupting) I only hoped...

NARRATOR

Do you mind?

EDWIN

Sorry.

NARRATOR

Thank you. So the first part of the map took Edwin to a dark...

LIGHTS GO OUT.

Not that dark.

LIGHTS UP AGAIN - MORE EERIE.

That's better. A dark and scary forest.

EDWIN

It says here on the map that my first task is to cross over an old crumbling bridge.
(looks around) But I don't see any bridges around here...

NARRATOR

Ah yes, hang on a minute. *(whistles)*

Scene 4 - River Bed

Bridge gets wheeled on with TROLLS hiding underneath.

EDWIN

Oh look, an old crumbling bridge. How convenient. *(rolls up map and shoves in pocket)* Well this should be easy enough.

NARRATOR

Are you forgetting something?

EDWIN shrugs.

JESTER

Ahem! *(pointing to audience)*

EDWIN

Oh yes! Of course, do you think it's a good idea to cross over this crumbling old dangerous and scary looking bridge?

Let audience decide but Jester leans towards making Edwin go. (improvise)

EDWIN

Okay I'll do it! I mean it's not a very long bridge. *(starts walking towards it)* I should be over the other side in just a...

THREE TROLLS pounce out from underneath the bridge.

TROLL 1

Well, well, well if it isn't the woodcutter's son, Odwin!

TROLL 2&3

The woodcutter's son, the woodcutter's son! *(laugh)*

EDWIN

Actually it's Edwin...

TROLL 1

Silence!

TROLL 2

Silence!

TROLL 3

Silence!

TROLL 2&3

Sileeeennnncccce!

Troll 1 glares at the other two.

TROLL 1

So where do you think you're going?

TROLL 2&3

Going, going, where are you going?

TROLL 1

Are you going to repeat everything I say?!

TROLL 2

Everything!

TROLL 3

Everything!

TROLL 2&3

Everything!

TROLL 1 sighs.

EDWIN

I'm following this map see? It tells me I have to cross this bridge.

TROLL 1

Like I said, why do you have to cross this bridge?!

TROLL 2

Why?!

TROLL 3

Why?!

TROLL 2&3

Why?!!!

EDWIN

Um, to get to the other side?

TROLL 1

Funny boy are you?

TROLL 2&3 giggle.

TROLL 1

Yes, once we had a chicken that tried to cross for the same reason.

TROLL 2&3

Only once!

TROLLS laugh and rub their stomachs, licking their lips.

TROLL 1

I tell you what little Odwin.

EDWIN

It's Edwin.

TROLL 1

Shhh!

TROLL 2

Shhh!

TROLL 3

Shhh!

TROLL 1

You may cross our bridge, IF...you perform a little task.

TROLLS chuckle then freeze. EDWIN faces audience.

EDWIN

Uh-oh, my father always said to never trust a troll. I'd love to ask you if I should listen to them but I have no choice, this bridge is the only way to find the Dragon's Egg so...I must.

TROLLS unfreeze.

EDWIN

Okay stinky trolls.

TROLLS offended.

TROLL 1

Well that was a bit uncalled for.

EDWIN

Although I don't trust you, I will perform your little task!

TROLL 1

Excellent. Task number one thanks Fluffy.

EDWIN

Seriously? A troll named Fluffy.

TROLL 2

Yeah, Fluffy, you have a problem with that?!

EDWIN

No of course not, go ahead.

TROLL 2

Right...task number one you have to stand on one foot.

EDWIN

That should be easy enough.

EDWIN stands on Fluffy's foot.

TROLL 2

Not my foot! Your foot!

EDWIN

Oh, okay.

EDWIN balances on one foot.

TROLL 1

Your turn Twinkles.

EDWIN

Twinkles?!

TROLLS glare at him.

I mean, what a great name Twinkles. What's next?

TROLL 3

Now put both your hands on top of YOUR head.

EDWIN

Wow this is really easy. *(aside to audience)* I'm going to be over that bridge in no time! *(to Troll 1)* So what's the last little task?

TROLL 1

The last task is to close your eyes.

EDWIN

Really? That's it?

ALL TROLLS

Aha.

EDWIN

(eyes closed) Okay. But I have to say I was expecting something a little more difficult from Trolls. How's this?

TROLLS sneak around Edwin and steal his map.

NARRATOR

But what Edwin wasn't expecting was that the Trolls had something else in mind. They were going to steal his map.

EDWIN

So how long do I have to do this for?

TROLL 1

Oh you can stop now.

EDWIN stops and sees they have the map.

EDWIN

My map! You stole my map!

TROLL 2

Uh uh, OUR map.

TROLL 3

Technically he's right, we can't exactly steal OUR map can we?

TROLL 2

Fair enough. *(to Edwin)* We stole YOUR map, which is now...

TROLL 2&3

...OUR map! *(laugh)*

TROLL 1

So I suggest you go back to where you came from little Odwin.

EDWIN

It's Edwin! And you said I could cross your bridge.

TROLL 1

Oh yes I did didn't I? But without a map I guess it's a bit pointless isn't it?

TROLLS laugh again.

TROLL 1

Now what do we have here?

TROLLS all hover around the map and look at it as they freeze. EDWIN turns to audience.

EDWIN

What am I going to do? I need the map to find the Dragon's Egg. I certainly can't let the Trolls get hold of the egg, can you imagine what they would wish for?

JESTER

A better name?

EDWIN

I would too if I was called Fluffy or Twinkles.

TROLL 2&3 break out of freeze and look to Edwin. Edwin looks to them then back to audience. TROLL 2&3 look back to map and return to freeze.

Alright I must come up with a plan. Now I remember hearing once that Trolls are only scared of one thing. What was it? Something my Grandmother once told me...

JESTER whispers to audience 'Dragons'.

EDWIN

Something that was big, and had wings...*(keep going until audience yell it out)* Yes you're right! Trolls are scared of Dragons! Thanks.

EDWIN returns to TROLLS who unfreeze - still puzzled by the map.

TROLL 2

(pointing to map) What's that bit there?

TROLL 1

That's my finger you idiot!

EDWIN

Ahem, excuse me Trolls but do you know what you have in your hands?

TROLL 3

Palms?

TROLL 1 whacks Troll 3.

TROLL 1

Yes we know what we have in our hands, it's a map.

TROLL 2&3

A map.

EDWIN

Yes but do you know how to read it?

The TROLLS look worried.

EDWIN

Because as far as I knew Trolls can't read anything let alone a Dragon's map.

TROLLS

A what?

EDWIN

A Dragon's map.

TROLLS start trembling. Troll 2&3 let go of the map.

EDWIN

You see, what you have in your hands is the map that belongs to the biggest and scariest dragon of all time.

TROLL 1 approaches Edwin as TROLL 2&3 try to sneak away but TROLL 1 clicks his fingers and they stop.

TROLL 1

You wouldn't be trying to trick us would you?

EDWIN

Oh no, it even says on the bottom that if the Dragon finds any Trolls holding the map he...or she...is going to be very angry; and will probably eat them.

TROLL 2&3 gasp in terror.

TROLL 1

(nervous) Oh really? Well I don't see or hear any Dragons so I think you might be telling stories just to scare us...etc

JESTER gets audience to 'ROAR' - TROLLS freaked out and TROLL 1 tosses map and they all hide under the bridge.

EDWIN

(to audience) Great work guys!

NARRATOR

And so Edwin safely crossed the bridge to...well to get to the other side of course.

As EDWIN crosses the bridge he 'ROARS' and the TROLLS tremble in fear again. EDWIN exits. Bridge disappears. LIGHTS FADE. TREES gather on stage in dark.

END OF SCRIPT SAMPLE

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THE HAPPY WITCH (SCRIPT SAMPLE)

by

Albert Jamae

STORY

Mindy is a happy witch caught up in a nasty world. She tries to be bad just can't help but be nice. Although this means she may end up alone in her mean world, she finds a way to be a happy witch.

DURATION: 10 mins

CAST (5 - 10)

NARRATOR

MINDY

PRINCESS PENELOPE

WITCH 1, 2 & 3

TROLL 1 & 2

GIANT

KING, QUEEN, PRINCE

Scene 1 – Witch's Lair

NARRATOR enters with story book.

NARRATOR

Once upon a time, there was a family of witch sisters that lived in a cottage in the middle of the woods.

WITCHES enter, adding things to their cauldron.

NARRATOR

They loved being witches, especially scary witches!

WITCH 1

(turns to face audience) Boo!!!

ALL WITCHES laugh.

NARRATOR

They also loved making potions and spells to trick people, and make their lives miserable.

WITCH 2

Now what is this potion you're making my dear sister?

WITCH 3

It's a spell to make people fall asleep without even knowing it. Here, have a try.

WITCH 2 tastes some, quickly falls asleep, snores and wakes up again.

WITCH 2

Nope, didn't work, maybe it's not strong enough.

WITCH 2 & 3 laugh.

NARRATOR

Although these delightful witches...

WITCHES Hiss at Narrator.

Sorry, NASTY witches, loved to be bad, there was one sister who didn't quite fit in.

MINDY enters, skipping, humming a happy tune. WITCHES all groan.

NARRATOR

Mindy was the youngest of the witch sisters, and had a little trouble trying to be bad.

MINDY

Hello my lovely sisters! Whatch'ya doin'?

WITCH 1

If you must know we're making a sleeping potion, to play a trick on any dwarves that pass through here.

MINDY

That sounds like a wonderful trick to play!

WITCH 2

Will you stop using words like 'lovely', and 'wonderful', blah! It makes our skin itch.

WITCH 3

Yeah! Stop being so nice! You're giving us a good name.

ALL WITCHES

And we don't like good! Hissssss!

MINDY

Oh, I'm sorry I didn't mean to hurt your feelings.

ALL WITCHES groan.

WITCH 1

And stop apologising!

MINDY

Sorry.

ALL WITCHES look at her.

Perhaps you can teach me how to be better? I mean, worse.

NARRATOR

And then the witches had a great idea.

WITCHES glare at Narrator.

NARRATOR

I mean, terrible idea.

WITCH 2

What you can do is go for a walk in the woods, and ask some of the horrible creatures that live there to give you a lesson.

MINDY

Are you sure? I mean, I don't want to inconvenience them.

WITCH 3

There she goes again! Way too nice!

WITCH 2

Just go!

MINDY

Okay. (leaves sadly)

WITCH 1

And don't come back until you can wipe that smile off your face! It makes me feel sicker than her cooking!

WITCH 3

Hey what's wrong with my cooking?!

WITCHES leave arguing adlib "You always add too many flies in the soup" etc

NARRATOR

And so, although Mindy was a little sad, she didn't want to disappoint her sisters again, so she left the cottage in search of someone to help her be meaner and nastier so she could fit in with her family.

Scene 2 – Woods

MINDY

Surely I'll find someone who can help me.

NARRATOR

And sure enough, she ran into...

MRS GNOME enters sweeping.

MINDY

Oh hello Mrs Gnome.

MRS GNOME

Hello Mindy, how can I help you today?

MINDY

Well, I'm trying to more like my sisters so I need some advice on how to be mean and nasty. Is Mr Gnome here?

MRS GNOME

Let's see. It's a bright sunny day so where do you think he'd be?

MINDY

Of course, sitting inside complaining about the weather.

MRS GNOME gestures for her to go inside.

MRS GNOME

Good luck! (*exits sweeping*)

NARRATOR

So Mindy skipped inside to see if Mr Gnome could help her.

Scene 3 – Gnome Hut

MR GNOME sits reading the paper. MINDY enters.

MINDY

Hello Mr Gnome.

Mr Gnome grunts.

I need your help to teach me how to be mean and nasty...just like you.

He grunts again.

I'm not sure what that means. Is that some special gnome language?

MR GNOME

It means I don't have time to listen to you, nor do I have any interest. Now go away, you're interrupting my reading. (*grunts*)

NARRATOR

Suddenly, Mindy had a great idea on how to be more nasty.

MINDY

That's perfect! I can use that when my sisters speak to me.

MR GNOME

What are you going on about?

MINDY

(grunts)

MR GNOME

Huh?

MINDY

(grunts)

MR GNOME

I don't know what you're saying. Just get out of here.

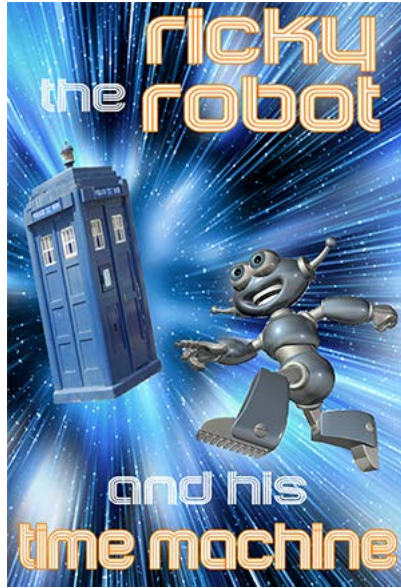
NARRATOR

So Mindy left the Gnomes with something new to try.

MINDY exits, trying to look grumpy.

END OF SCRIPT SAMPLE

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RICKY THE ROBOT AND HIS TIME MACHINE (SCRIPT SAMPLE)

by

Albert Jamae

STORY

Ricky is from the future where humans don't exist. He has read books about humans and wishes to be one. His parents send him in his time machine to find out more.

DURATION: 15 mins

CAST (10-15)

NARRATOR

RICKY

RICKY'S DAD & MUM

DRAGON ACTORS & STONE ACTORS

ARTHUR

CAVE PEOPLE

PIRATE 1, 2, 3 & PIRATE CREW

PUPPY

Scene 1 – Ricky's House

RICKY busy reading lots of books; walking back and forward to the book shelf.

NARRATOR

Little Ricky was a robot who lived on a planet far away from earth and loved to read books about these strange creatures called human beings.

RICKY

Wow! These human creatures are amazing! They do all sorts of wonderful things.

NARRATOR

And Ricky would always dream about meeting a human one day.

RICKY

Oh man I wish I could see a human being, and maybe even have one for a friend!

RICKY'S MUM and DAD enter.

NARRATOR

Watching Ricky were his parents, who knew how much Ricky wanted to see a human for himself, so they gave him a chance.

RICKY'S DAD

Your mother and I would like to send you on a trip.

RICKY

Really?

RICKY'S MUM

Of course! You have read so many books about humans that we think you should go and see some.

RICKY

Really really?!

RICKY'S DAD

Yes, really really! And we are going to let you use the family time machine to get you there.

RICKY

Cool!

Ricky's parents drag on the time machine - made from actors (approx. 4-8).

NARRATOR

And so Ricky's mum and dad pulled out the time machine and switched it on.

TIME MACHINE ACTORS buzz and whir (improvise)

NARRATOR

And as soon as the machine was warmed up it was time for Ricky to go.

RICKY enters time machine.

RICKY'S DAD

And when you need the time machine to come to you, just press the red button on your hand.

RICKY'S MUM

Good luck sweetie!

TIME MACHINE beeps and buzzes and RICKY'S PARENTS exit.

NARRATOR

Ricky felt strange. He'd never got to travel in the time machine by himself before, so he was very excited. The first place he landed was something he remembered from one of his books.

Scene 2 – Forest

RICKY exits the time machine which exits. He then walks around.

RICKY

Mmm, I think they call this a forest.

NARRATOR

And Ricky was right. But this was a dangerous forest for there lived a huge and scary dragon!

DRAGON enters (3 actors) and roars at Ricky who doesn't flinch.

DRAGON

ROAAARRRR!!!!

RICKY

That was interesting.

NARRATOR

The Dragon was very angry he couldn't scare Ricky so he tried to breathe fire!

DRAGON

Prepare to be burned alive!

DRAGON breathes fire (e.g. actors carry streamers over Ricky)

NARRATOR

But the fire also did nothing to hurt the little robot.

RICKY

Hey this is fun! Do it again!

DRAGON

That is impossible! You can't be human!

RICKY

You are right. But I hope to see one soon. Do you know any?

DRAGON

(laughing) I sure do! (rubbing his stomach)

ARTHUR enters with ROCK (actors curled up, holding a sword)

NARRATOR

And it wasn't long before Ricky got his chance to meet one.

ARTHUR

Stand back! I will slay this dragon! (struggles with sword) As soon as I...argh!...get this...argh!...sword out from this stone!

NARRATOR

Ricky was very excited to finally meet a human.

RICKY

Hello there, my name is Ricky and I'm looking for a human who might be my new friend, who might you be?

ARTHUR

I'm King Arthur, well I hope to be one day. Y'see I have to slay this dragon to prove to everybody I can be king, but I can't get this sword out from this stupid stone! It must be stuck!

RICKY

Would you like me to help? I heard that's what friends do.

ARTHUR

That would be marvellous!

NARRATOR

So Ricky helped Arthur remove the sword from the stone, which wasn't very hard at all for a robot.

RICKY pulls out the sword from the stone and hands it to Arthur.

RICKY

There you go!

ARTHUR holds the sword high. DRAGON looks scared.

ARTHUR

By Excalibur, I pledge to slay this scary dragon!

DRAGON

Uh-oh!

DRAGON exits.

RICKY

So does that mean we can be friends?

ARTHUR

I'm sorry strange tin man, I haven't got time for new friends, I have to slay a dragon! ARGH!!!!!! (runs off after Dragon)

NARRATOR

So little Ricky was a little sad but he kept hoping.

RICKY

That's okay, he did look very busy. Perhaps I'll find another human to be my friend.

TIME MACHINE enters and RICKY gets in.

NARRATOR

So Ricky hopped back into his time machine and tried a new place to find a human friend.

TIME MACHINE whirs and beeps.

Scene 3 – Cave

NARRATOR

The next place found Ricky in a dark cave...a very long time ago.

CAVE PEOPLE sit around some sticks shivering cold. They 'ooh' and 'ahhh' their own language until Ricky enters.

RICKY

Hello there. I'm Ricky and I'm looking for a human friend.

CAVE PEOPLE surround him, very curious.

NARRATOR

But the cave people didn't understand a word he said.

CAVE PEOPLE make more noises.

RICKY

I'm sorry, that does not make sense to my program. And why are you so cold? Perhaps you need a light.

RICKY lights up their pile of sticks with fire. Cave people go crazy over it.

NARRATOR

And what Ricky didn't know was that these early humans had never seen fire before.

RICKY

Excuse me? I'm trying to find a friend. Do you know of any?

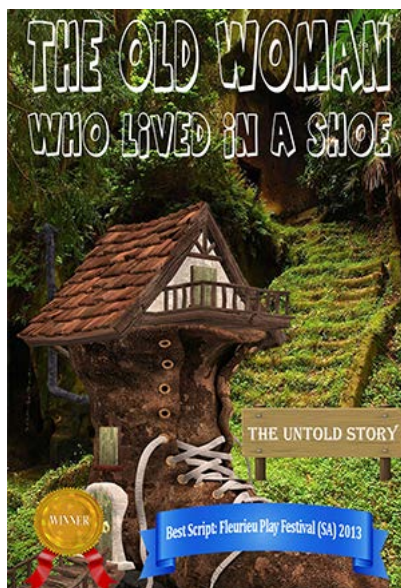
NARRATOR

They were so distracted they didn't care anymore for Ricky so he decided to move on.

Ricky enters time machine.

END OF SCRIPT SAMPLE

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THE OLD WOMAN WHO LIVED IN A SHOE (SCRIPT SAMPLE)
(the untold story)

by

Albert Jamae

STORY

Ever wondered what really happened to the Old Woman in the Shoe? We are often told the story through the nursery rhyme about how she had so many kids, questionable living conditions and who was basically a miserable old bat! But how did she get there? What happened to the father of the children? Whose shoe was it and how does the story find a happy ending? All will be revealed in this untold tale.

DURATION: 25-30 mins

CAST (10 - 18)

NB: some roles double up (noted with "/" below) or could be separated for larger cast. E.g. in this script the cardboard cut-out children for Jenny's teaching class and Simone's cardboard cut-out sheep could be replaced with real actors.

Music (incidental) to be done live on a keyboard or piano

NARRATOR 1 / CINDERELLA

NARRATOR 2 / WITCH 1

OLD WOMAN

FATHER

JENNY (with children, cardboard/real)

SIMONE (with a small flock of sheep, cardboard/actors)

STRONG ARM

PETER

CHILD 1

CHILD 2 / GIANT (we always used the smallest cast member!)

CHILD 3 / DOROTHY

CHILD 4 / WITCH 2

WITCH 3

GUARD

SERVANT

ACT ONE

Scene 1 - Forest

A BIG SHOE (3 dimensional or just painted on a backdrop) stands in the middle of the forest.

NARRATOR 1 & 2 come out with large story book.

NARRATOR 1

Ahem! There once was an...

OLD WOMAN enters stage from Shoe Door with walking stick.

OLD WOMAN

Oh I am such an old woman!

NARRATOR 2

Who lived in a ...

OLD WOMAN

Shoe sweet shoe.

NARRATOR 1

She had so many...

CHILDREN enter from all parts of the shoe. STRONG ARM and PETER dispute over the bow and arrow; they arm wrestle. SIMONE herds ONE CARDBOARD SHEEP, but frustrated because it's lame. JENNY unfolds her CARDBOARD CLASS and tells them off for complaining. CHILD 1-4 argue over tying giant shoe lace. Old woman shakes her head in grief.

NARRATOR 2

She didn't know...

OLD WOMAN

What to do! Oh what to do!

ALL CHILDREN line up as Old woman serves dinner.

NARRATOR 1

She gave them some...

CHILD 3

Oh not broth again!?

OLD WOMAN clips Child 3 over the ear.

NARRATOR 2

Without any...

PETER

Hey Ma! Where's the bread?!

STRONG ARM stomps on Peter's foot as others SHOOSH him. OLD WOMAN glares at him and picks up her walking stick.

NARRATOR 1

She whipped them all...

SLOW MOTION – OLD WOMAN strikes them with her cane and they all fall back "Nooooooooo".

NARRATOR 2

And sent them all...

OLD WOMAN

To bed!!!!

OLD WOMAN taps her cane on the ground and they immediately fall asleep snoring; then everyone freezes. CHILD 2 breaks from freeze and steps to the front.

CHILD 2

Hey wait a minute! It wasn't always like that!

NARRATOR 1

Excuse me! But that's how the story has always been told!

NARRATOR 2

Now if you don't mind we're late for our story about the elves and the shoemaker...

NARRATOR 1

And after that, the Wizard of OZ,

NARRATOR 2

Puss in boots...

NARRATOR 1

Cinderella, you know she hates to be kept waiting.

CHILD 2

No,no,no! It's not good enough!

NARRATORS are highly offended.

I don't mind if you work them into the story as well but everyone here needs to know the truth!

NARRATOR 2

But they can't handle the truth!

CHILD 2

(to audience) Would you all like to hear the rest of our story? About how we all came to live in this wretched shoe? (build audience reaction to convince Narrators)

NARRATOR 1

Oh all right then!

NARRATOR 2

If we must!

NARRATORS turn back the pages of the large book and ALL CAST on stage whirls backwards in time. (starting to exit)

NARRATOR 2

(referring to book) Aha.

ALL CAST freeze.

(referring to book) No wait, a bit further.

NARRATOR continues to turn back the pages of the large book as ALL CAST resume twirling until they exit.

(referring to book) Oh yes here we go. It all started back when life was good for the Old Woman and her children.

A large sheet with a painted 'big farm house by the lake' rolls down from the top of the shoe. STRONGARM chops wood and CHILD 1-4 carry sticks to the OLD WOMAN stirring a large pot of stew, to keep the fire burning.

NARRATOR 1

The children would help collect the wood and tend the vegetable garden to make a hearty meal.

CHILD 3 & 4 carries a large basket of vegies.

CHILD 3

Look mum, we've got carrots, potatoes.

CHILD 4

Broccoli, beans...

OLD WOMAN

Well done my dears.

JENNY unfolds her cardboard children (or real ones) and calmly begins class.

NARRATOR 2

The young ones had a good education.

JENNY

And today we'll learn to count.

*The cardboard kids jump up and down (with assistance of Jenny of course)
Narrator's do the voices.*

NARRATORS

(in children voices) Thankyou Jenny!!! Hooray!!!!

SIMONE has a whole heard of sheep happily following her.

NARRATOR 1

And while Simone's flock produced the best fleece in the land.

SIMONE

With all this lovely wool we'll certainly be warm for winter.

FATHER shows PETER how to use a bow and arrow.

NARRATOR 2

Father was showing his second eldest Peter how to hunt.

PETER lets the (pretend) arrow fly but it goes about two metres.

NARRATOR 1

Yes life was good back then, until on this fateful night when everything would change.

CHILDREN go to sleep as OLD WOMAN tucking them in while FATHER inspects his bow and arrow.

THE REST OF THE SCENE IS TOLD IN RHYME TO HELP BUILD TENSION

NARRATOR 2

While all the children slept so sound, a strange earthly rumble was felt through the ground.

OLD WOMAN

Oh dear my good husband whatever could that be?

FATHER

(lying)Never mind my dear wife... it's just a fallen tree.

NARRATOR 2

So he sent her to bed, without fuss or care

OLD WOMAN shuffles toward house. Father addresses audience.

FATHER

I fear that there's much more to it out there

I've heard of a giant that roams in the wood

NARRATOR 1

So he packed up his bag as best as he could.

NARRATOR 2

He set off in the night his brave heart so strong

FATHER

(calls out to wife) I'm going for a walk dear! I shan't be too long! (exits)

RHYME ENDS

Scene 2 - Woods

Backdrop with painted dark woods thrown over the farmhouse. FATHER creeps around.

NARRATOR 1

Now the woods were a very dark place indeed. In fact no-one dared to go wandering by themselves for fear of the grumpy old giant.

FATHER starts to turn back.

NARRATOR 2

But it was too late to turn back now!

FATHER sighs and keeps walking.

NARRATOR 2

Father knew his family would not be safe if the giant was heading in their direction. And before he had time to reconsider...

NARRATORS / GIANT

ROOOARRRRR!

FATHER

Show yourself Giant! I am Father, of many, many...many children, and I demand you speak of your trespassing and why you're making such a racket!

NARRATOR 2

And just then, the earth shook once more.

MUSIC RUMBLE.

NARRATOR 1

And who should appear but the biggest, the ugliest, the smelliest Giant that would ever walk these lands.

GIANT enters (limping). Wearing one giant shoe, and one (giant) bare foot.

GIANT

Fee fi fo fain. I can't rhyme when I'm in such pain!

GIANT tries to rest.

FATHER

Stand back Giant! I am armed!

GIANT

Where the blessed is that squeaky voice coming from? (notices father) Oh look at that. One of those little people. Go away pest before I use you to pick my teeth. Ohhh the pain!

FATHER

Oh for goodness sake what's the matter?

GIANT

Well, I was on one of my usual stampedes, eating a few cows and sheep for a midnight snack, when one of the cow's horns got stuck in my shoe. When I went to take it off, I tripped and fell down the ravine, and I can't find the shoe anywhere! And the horn's still stuck somewhere in my foot. Ohhh the agony!!!

NARRATOR 2

Now father thought of a plan. If he could help the giant, perhaps he could bargain with him to stay clear from the family.

FATHER

Sit still giant and I'll remove the horn.

FATHER struggles to pull it out.

NARRATOR 1

And so Father pulled with all his might until he finally removed the horn from the giant's smelly foot.

FATHER

There you go. Now what I'd like in return...

GIANT

Oh you clever little man.

FATHER

If you would so kindly listen to my request...

GIANT

(picking his teeth with the horn and sniffing it) Yes yes, what is it now?

FATHER

I would like you to stay clear of my family and our home so we may live in peace.

GIANT building up a sneeze.

GIANT

Ahh –ahh –ahh-chooooo!!!!

FATHER looks off into the distance, distraught.

You mean that one?

NARRATOR 2

And so the Giant's sneeze flattened their lovely farm house.

GIANT

Not much of a home is it?

FATHER

What have you done?!

GIANT

Found a new slave I feel.

FATHER

But I helped you. What about your shoe? I can help you find it!

GIANT

No no no; you're a clever little fellow. You can make me new one. C'mon.

NARRATOR 1

And so Father became prisoner of the giant, all the while worrying for his family's safety.

NARRATOR 2

Which we better get back to so no-one here worries too much.

NARRATOR 1

(skips pages) Ah yes lets skip to that bit.

Scene 3: Farm House

Backdrop painted of destroyed home. The CHILDREN and OLD WOMAN all wander on stage, bruised and battered as if from the wreckage.

NARRATOR 1

Back at the farmhouse, the wind from the Giant's sneeze did blow the house down.

NARRATOR 2

Enough to make any wolf jealous.

NARRATOR 1

Indeed. But of course everyone clambered out of the rubble, safe from harm, apart from a few scratches and bruises.

SIMONE

Mother what happened? All my poor sheep have run away in the storm.

OLD WOMAN

My dear Simone, I feel we are just victim to a terrible storm. Now help your brothers and sisters out, we must find new shelter.

SIMONE exits as OLD WOMAN looks off into the distance.

NARRATOR 2

But of course Mother knew very well, that it was no storm that flattened their beautiful home.

PETER runs up to OLD WOMAN.

PETER

Mother? Where's father?

OLD WOMAN

I'm afraid I do not know. But we must hurry. He will find us.

They pack up and walk off. (heading back towards Narrator's side of stage)

NARRATOR 1

And so the dear Old Woman and her many children, battled through fierce weather of pounding rain...

NARRATOR squirts them with water spray bottle.

NARRATOR 2

Merciless winds.

NARRATOR 1 holds up a small fan towards them as NARRATOR 2 does vocal WIND FX. OLD WOMAN and CHILDREN react as if it's a hurricane.

NARRATOR 1

And general lack of direction.

They all start arguing.

CHILD 1

Aren't we going in a circle?

CHILD 4

Hey you stepped on my foot!

STRONG ARM

You're in my way!

JENNY

Look out for the little ones!

OLD WOMAN

Shhhh! We must be very quiet.

NARRATOR 2

And just when they were about to give up hope, they ran into...

NARRATOR 1

A little girl called Dorothy. Who had these lovely little red shoes.

NARRATOR 2

Dorothy?

DOROTHY appears.

NARRATOR 1

Well she (/he) did say we could work them into the story as well.

NARRATOR 1 tosses stuffed Toto to Dorothy.

NARRATOR 2

Very well. So they ran into...Dorothy.

STRONG ARM

Hark! Who goes there?

DOROTHY

Hello, my name's Dorothy. I believe you are looking for a home?

OLD WOMAN

Yes we are my dear. Our home has been destroyed and we have nowhere to live.

DOROTHY

Then I shall share a little secret with you that I learned from my friend the Good Witch. Now everyone repeat after me. Click your heels three times and say '*there's no place like home*'. Here we go.

ALL repeat with audience participation.

DOROTHY disappears.

NARRATOR 1

And what should happen next? Suddenly it appeared before them. A giant shoe, big enough for all of them to take shelter.

The 3D shoe / painted backdrop revealed – the exact replica of the giant's shoe. CHILDREN and OLD WOMAN kneel in awe of the discovery.

NARRATOR 2

Nice segue.

NARRATOR 1

Thank you.

NARRATOR 2

And so the Old Woman and her many children, helped each other make a bed in the somewhat cosy dwelling.

PETER

Oh yuk it stinks in there!

CHILDREN all react the same.

NARRATOR 1

Oh well, can't have it all. And as the children drifted off to sleep, the Old Woman grieved for her lost husband.

OLD WOMAN

Dear husband, whence shall you return to our family? I will stay here and look after our lovely children until you appear.

NARRATOR 2

And with these moving words, the Old Woman joined her children and went to sleep.

NARRATOR 1

Time had passed, in fact many days, weeks, months! Which brings us back to where we started.

NARRATORS repeat rhyme with audience as the actors do the exact same blocking as the opening scene - but in supersonic speed.

NARRATOR 1&2

(in rhyme) There was an old woman, who lived in a shoe
she had so many children she didn't know what to do
she gave them some broth without any bread
then whipped them all soundly and sent them to bed!

Ends with the CHILDREN snoring asleep.

NARRATOR 2

And so on that fateful night, while the old woman slept, unaware of what was going on, her children were still awake.

CHILDREN snap awake.

NARRATOR 1

About to hatch a cunning plan.

Strong Arm pacing around.

STRONG ARM

I'm fed up with living in this shoe!

CHILDREN

Yeah!

STRONG ARM

It's about time we put things right!

CHILDREN

Yeah!

PETER

Strong arm's right. Our father is out there somewhere and it's our duty to find him!

STRONG ARM

Are you all with me?

CHILDREN

Yeah!

CHILD 1

And how do we know where to start looking?

ALL puzzled.

SIMONE

Y'know, the other day when I led, what's left of my flock, to a distant meadow, I noticed this castle on the top of the mountain.

STRONG ARM

Aha! I knew it. I overheard mother talking in her sleep one night about a giant that lived nearby. He must have our father prisoner.

ALL aghast.

PETER

We'll need to arm ourselves. I'll get the bow and arrows.

STRONG ARM

Excellent; the rest of you light sticks in the fire so we can see our way.

JENNY

And put your best shoes on.

ALL look at her strangely.

CHILD 4

But we don't have any shoes.

JENNY

Er..yes...well watch where you're walking then.

CHILDREN exit quietly, PETER and STRONGARM last.

NARRATOR 1

And so the brave little children...

PETER/STRONG ARM

Hey! Not so little!

NARRATOR 2

Alright then, Strong Arm, Peter and company, bravely set off for the giant's castle to rescue their father.

END OF SCRIPT SAMPLE

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