

Panto Pandemonium



by Roger Parsley & Ruth Kenward

Junior
Version

Director's Notes

Main Speaking Parts *(in order of appearance)*

John *	Reluctant to get sucked into the fantasy situation, but once he has been, he wants to fight for good.
Alison *	Good, sensible child, but sensitive and a little wary.
Martin *	Sensible and strong, a leader within the group.
Sara *	Brave, adventurous, outgoing.
Wicked Witch	Thoroughly nasty, but she gets converted to good in the end!
Good Fairy	A good fairy! Represents good in the play.
Spotty	Nasty assistant to Wicked Witch
Grotty	“ “ “ “
'Boo' & 'Hiss'	Two children to hold up 'Boo' and 'Hiss' signs, who also have a fair amount of acting and dialogue. These two act as a 'conscience' running through the show and have a singing role leading the song 'Panto Pandemonium'.

* Or use the children's own names.

Other Parts *(in order of appearance)*

'Audience' (Chorus)	As many children as available to be a stage audience. At various points during the play, there are scripted audience responses, and more can be added ad lib.
Moo	Front half of the pantomime cow. Very small speaking part.
Jack	'Dippy' character, of beanstalk fame but minus the beanstalk! Moderate amount of dialogue.
Seven Dwarfs	Small speaking parts, a few one-liners each.
Giant	No taller than the four children, preferably shorter, for comic effect. Moderate amount of dialogue.
Child	Member of the audience, with one line only (page 26).
Cinderella	Moderate amount of dialogue.
Magnolia & Apple White	Cinderella's wicked step-sisters. Fairly large amount of dialogue. Argumentative, self-centred characters. Outrageously dressed, e.g. big hair, rouge on cheeks, pantomime 'dame' style.
Tail	Back half of the pantomime cow. Moderate amount of dialogue.
Aladdin	Moderate amount of dialogue.
Extra Baddies	These appear in the final scene. Simple movement and dance required, and ad-lib support for the main baddies.

Props

Magic wand for Good Fairy	Very large hankies for Good Fairy and Tail
'Boo' and 'Hiss' signs	7 plastic spades for dwarfs
Lamp for Aladdin	Goose to fit under small giant's arm
Shoe for Cinderella scene	

Staging Suggestions

The setting for this musical play should be simple. The 'audience' (Chorus) should be seated at an angle at each side of the stage. Across the back of the acting area there should be a run of flats, or curtains, in the middle of which there should be a door or archway bearing the words: "WELCOME TO PANTOLAND". It must be possible to go through this entrance and out of sight. A foil curtain to cover the door is a useful addition. The rest of the stage is bare. It would be good to have an entrance/exit point at Downstage Left and Downstage Right.

[You might wish to have an "apron" on the hall floor, on which some of the action and dances can take place. In this case, the stage audience/chorus could be seated on the three sides of the "apron".]

Director's Overview

Scene 1 - At School

Song – WELCOME!

Track 1 / 13

John, Alison, Martin & Sara are waiting to set off for a special treat – to see a pantomime. Strangely, their teacher has been replaced by Miss Deeds (the Wicked Witch in disguise). Boo and Hiss (the 'conscience' of the show) make their first appearance.

Song – HEAR IT FOR THE BADDIES

Track 2 / 14

Scene 2 - At The Theatre

Moo (half a pantomime cow) looks for Tail (the other half!). The children arrive to find a miserable Good Fairy, as the Witch has stolen the magic from three special panto objects.

Song – SPREAD A LITTLE MAGIC

Track 3 / 15

The Good Fairy needs to get the three objects back so that she can return the good magic to them. The children decide to help her, and they go through the magic door into Pantoland.

Song – WE'RE OFF!

Track 4 / 16

Boo and Hiss warn the audience (i.e. children in the chorus, as well as the real audience) against the Baddies. The Witch, Spotty and Grotty are trying to find the children.

Scene 3 - In Pantoland, Jack And The Beanstalk

John and Martin find themselves in the Jack and the Beanstalk story. Seven Dwarfs pass through.

Song – WE'RE THE SEVEN DWARFS

Track 5 / 17

The Seven Dwarfs rush off when they hear the Giant coming.

Song – FEE, FIE, FO, FUM (18/33 with/without giant voice)

Track 6 / 18 / 33

Jack befriends the Giant; and the children recover a goose that lays golden eggs (magic object no. 1). Moo enters and exits, still looking for Tail.

Scene 4 - Working The Audience!

Boo and Hiss 'warm up' the audience with a song. The Witch, Spotty and Grotty pass through, still looking for the children, and the 'audience' get to practice their booing and hissing.

Song – PANTO PANDEMONIUM

Track 7 / 19

The baddies chase Boo and Hiss off the stage. Moo puts in another appearance. The baddies return, and there is more booing and hissing.

Scene 5 - Cinderella

Sara and Alison find themselves in the Cinderella story. It seems that the shoe fits neither the stepsisters NOR Cinderella! The girls take the shoe (magic object no. 2) to be mended by the Good Fairy.

Song – IT'S GOTTA BE ME!

Track 8 / 20

The Witch, Spotty and Grotty return, still looking for the children. Martin and John reappear.

Scene 6 - Aladdin

The boys meet Tail, the back half of the pantomime cow, who has lost his front half (Moo). Sara and Alison join them, and Aladdin appears, with a lamp (magic object no. 3) which has stopped producing a genie.

Song – WHAT WOULD YOU WISH?

Track 9 / 21

The children go back through the magic door to return the three magic objects to the Good Fairy.

Scene 7 - The Final Confrontation

Witch, Spotty and Grotty enter. Boo and Hiss reappear, as do lots of extra baddies. The Witch reveals her master plan.

Song – MASTER PLAN

Track 10 / 22

The Good Fairy appears, with the children and the magic objects. She returns the good magic to the objects. Gently, Spotty and Grotty are persuaded to move into the circle of magic light which will remove their badness, making people like them better! The Witch is more reluctant, but eventually even she is persuaded to change.

Song – STEP INTO LIGHT

Track 11 / 23

The Witch is delighted at how much better she feels; Moo and Tail are reunited. A happy ending!

Song – GOODBYE!

Track 12 / 24

These audio tracks (incidental music and sound effects) are also in the Download Pack for use as required:

25 – Witch’s entry	26 – Good Fairy Twinkle	27 – Magic Doorway (long)
28 – Chase	29 – Giant	30 – Magic Doorway (short)
31 – Fanfare	32 – Three Magic Sounds	33 – Fee, Fie, Fo, Fum (no giant)

The Download Pack also includes files for you to print:

Pupil Script, Pupil Lyrics, Programme Template and more.

Panto Pandemonium

By Roger Parsley & Ruth Kenward

SCENE 1 At School

[The opening section could be sung by a soloist 'compère'. During this opening music, children who will form part of the stage 'audience' later in the show enter, through the actual audience if possible, and move into the performing area to reach their places, preferably having everyone in position by the time the 'Welcome' section begins.]

WELCOME!

(Track 1 / 13)

All (or soloist) LADIES, GENTLEMEN; LADIES AND GENTLEMEN:
(spoken) THE SHOW'S ABOUT TO BEGIN!

PLEASE TAKE YOUR SEATS,
UNWRAP YOUR SWEETS.
TURN OFF YOUR MOBILE PHONES... (PLEASE!)
TAKE YOUR COATS OFF,
TRY NOT TO COUGH:
THIS IS A SMOKE-FREE ZONE... (cough)
(spoken) Here we go!

All WELCOME, WELCOME, WELCOME TO OUR PRODUCTION.
THIS IS, THIS IS, THIS IS OUR INTRODUCTION!

EVERYONE'S BEEN BUSY,
GETTING IN A TIZZY.
MAKES YOU FEEL QUITE DIZZY –
EXCITEMENT BUZZING EVERYWHERE!

YES THE TIME IS RIGHT!
ENJOY THE FUN TONIGHT
SO EVERYBODY PLEASE RELAX
AND WATCH THE SHOW!
IT'S TIME TO HAVE SOME...

FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
WE'RE SO GLAD YOU CAME TO SEE TONIGHT'S SHOW.
COME ON, LET'S GO!

EVERYBODY'S HERE (x4)
LET THE SHOW BEGIN (x4)

WAKE UP, WAKE UP, WAKE UP! IT'S TIME FOR SHOWING!
ACTION, ACTION, ACTION! LET'S GET IT GOING!

EVERYTHING IS READY,
EVERYTHING IS STEADY!

EVERYONE IS WAITING
FOR THE MAGIC WORDS: 'GO, GO, GO!'

YES THE TIME IS RIGHT.
ENJOY THE FUN TONIGHT!
SO EVERYBODY PLEASE RELAX
AND WATCH THE SHOW.

IT'S TIME TO HAVE SOME
FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
WE'RE SO GLAD YOU CAME TO SEE TONIGHT'S SHOW.
COME ON, LET'S GO!

HAVE A GOOD TIME (x4)
AT THE PANTOMIME!

*[A school bell may be rung, indicating start of lessons.
J/A/M/S enter and walk to the front of the stage.]*

SARA *(as they walk in)* Are you sure Miss Trumble said we had to meet her here in the hall?

ALISON Yeah! She said she'd be waiting for us.

MARTIN I'm really looking forward to going to the theatre, aren't you?

ALISON Yeah, I love pantomimes!

JOHN *(looking over the audience)* So where's Miss Trumble?

ALISON I hope she'll get here soon – the mini-bus is waiting.

*[Enter WITCH from the side of the stage.
She has a green face, but is dressed in 'teacher' clothes.]*

WITCH Are you the children going to see the pantomime?

ALISON Yes... we're waiting for Miss Trumble.

WITCH Right... Well, I've got bad news and good news. The bad news is that Miss Trumble is ill, so she won't be taking you to the theatre.

[J/A/M/S look at each other, and then her, in disbelief.]

SARA ...and the good news?

WITCH I'm taking you!

ALISON But... we don't know you.

WITCH My name is Miss Deeds. I'm your supply teacher!

MARTIN Are you sure Miss Trumble is ill? She was OK at registration.

WITCH Ah, yes, she was all right then, but... she... suddenly didn't feel well.

SARA Excuse me for asking, Miss Deeds, but you don't look too well yourself... What's wrong with your face?

*[SPOTTY & GROTTY snigger.
HISS holds up sign. AUDIENCE hiss.]*

WITCH

Those horrible children will help me get into the theatre, and then –
heh, heh, heh! – I'll carry out my Master Plan!

[BOO holds up sign. AUDIENCE boo.]

You are about to witness my greatest triumph!
(triumphantly) I – shall – rule – Pantoland!

[BOO & HISS hold up signs. AUDIENCE hiss & boo.]

This year, in every pantomime, the baddies will win! Yes! The baddies
will win! After all, that's what everyone wants to see, isn't it?

[BOO & HISS lead the AUDIENCE.]

AUD./BOO/HISS Oh no it isn't!

WITCH/SPOT/GROT *(smug)* Oh yes it is!!

AUD./BOO/HISS Oh no it isn't!

WITCH/SPOT/GROT *(cross)* Oh yes it is!!

AUD./BOO/HISS Oh no it isn't!

WITCH

(exasperated) Oh for goodness' sake!
Spotty? *(points at BOO & HISS)* Get rid of those two!
Come on Grotty, let's tell 'em!

*[WITCH & GROTTY move to the centre.
SPOTTY chases BOO & HISS off, then rejoins WITCH.
All three move about during the chorus sections.]*

HEAR IT FOR THE BADDIES!

(Track 2 / 14)

Witch I AM JUST A LITTLE SICK OF BEING MET WITH SNEERS.
EVERY PANTO I'VE BEEN IN FOR YEARS AND YEARS AND YEARS.
ALL I GET IS BOO AND HISS ATTACKING MY POOR EARS.

Witch, Spotty & Grotty WE ARE JUST A LITTLE SICK OF BEING MET WITH SNEERS. SO... LET'S

All HEAR IT FOR THE BADDIES, HEAR IT FOR THE BADDIES
CHEER ALL THE BADDIES FOR A CHANGE!
HISS AT THE GOODIES! HISSSSSSS THE GOODIES!
BOO ALL THE GOODIES FOR A CHANGE!
HERE'S WHAT YOU MUST DO:
GIVE A GREAT BIG BOOOOOOOOOO!
BOO THE GOODIES! BOO! BOO! BOO THE GOODIES!

Witch, Spotty & Grotty WE DON'T EVER GET TO WIN,
WE NEVER SAVE THE DAY.
ALWAYS SEEMS WE'RE BOUND TO LOSE
IN EVERY SINGLE WAY.
ALL WE WANT IS JUST ONE TIME
TO WIN A LITTLE 'YAY!
JUST ONE TIME WE'D LIKE TO WIN,
JUST ONCE TO SAVE THE DAY. SO... LET'S

Welcome!

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

Majestically ♩=132

N.C. G 3 3 G⁷ 3

ALL (OR SOLOIST): La-dies! Gen-tle-men! La-dies and gen-tle-men!

p

con ped

Detailed description: This system contains the first four measures of the piece. The vocal line starts with a whole rest on a high note, followed by a quarter note G, then a triplet of eighth notes (G-A-B), and finally a triplet of eighth notes (G-A-B) with a G7 chord above. The piano accompaniment features a bass line with a whole note chord (N.C.), followed by a quarter note G, and then chords for the triplets. The right hand has a whole note chord (N.C.), followed by a quarter note G, and then chords for the triplets. Dynamics include piano (*p*) and *con ped*.

C D/C C D/C C D/C C D/C

The show's about to begin!

5

Detailed description: This system contains measures 5 through 8. The vocal line has whole rests for all four measures. The piano accompaniment features a bass line with a quarter note C, followed by a quarter note D, and then a quarter note C. The right hand has a quarter note C, followed by a quarter note D, and then a quarter note C. Dynamics include *mf*.

C B^b C

ALL:
Please take your seats, un-wrap your sweets, turn off your mo - bile phones. (Please!)

mf

9

Detailed description: This system contains measures 9 through 12. The vocal line starts with a quarter note C, followed by a quarter note Bb, and then a quarter note C. The piano accompaniment features a bass line with a quarter note C, followed by a quarter note Bb, and then a quarter note C. The right hand has a quarter note C, followed by a quarter note Bb, and then a quarter note C. Dynamics include *mf*.

N.C. C B \flat

Take your coats off, try not to cough. This is a smoke free

13

C N.C.

zone! (coughing ad lib!) Here we go!

17

With a Lively Beat $\text{♩} = 120$

C B \flat C B \flat C B \flat C B \flat C B \flat

Wel-come, wel-come, wel-come
This is, this is, this is

20 *f* x2 *opt. 8vb*

C B \flat C B \flat C B \flat N.C.

to our pro - duc - tion!
our in - tro - duc - tion!

25

C E^b F

Ev - 'ry - one's been bu - sy, get - ting in a tiz - zy! Makes you feel quite

mf

29

A^b A^b/B^b B^b C

diz - zy, ex - cite - ment buz - zing ev - 'ry - where! Yes, the time_ is right!

34

E^b F A^b

En - joy the fun_ to - night! So ev - 'ry - bo - dy please re - lax, and

39

G N.C. C B^b C B^b

watch the show! It's time to have some fun and laugh - ter now you're at the

44

C B^b C B^b C B^b C B^b C B^b

pan - to, fun and laugh-ter now you're at the pan - to!

49

C B^b C B^b C B^b C B^b C B^b

We're so glad you came to see to - night's show.

54

C B^b C B^b C B^b N.C.

Come on, let's go!

59

G G⁷

Ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here!

mp *cresc.*

63