

A BIG GREEN ADVENTURE

Script Sample

Scene 1

(Intro music plays (track 9) as the cast members take their places. On a small stage to one side, newsreaders Trevor and Moira sit at a desk. They wear horns, antlers or animal ears and face-paint to represent their animal characteristics, but formal suits to show their newsreader status. In a semi-circle on the main stage sit animal Elders 1, 2, 3 and 4, Chip, and chief-elder Snowy on a throne or elevated platform. They too are made-up to look like animals, but wear togas. A statue of a goddess stands to one side. The news theme tune plays - track 10)

Trevor This is the Forest News. Our main story today is that the animal elders are meeting to discuss forest policies. Items on the agenda include the need for affordable housing for the growing population of rabbits. Also, there's panic amongst squirrels, as the share price of nuts plummets to an all-time low! How's the weather looking, Moira?

Moira Well, Trevor, it's great news for ducks, with floods on their way! Strangely, though, many other areas are suffering from droughts, as climate patterns continue to baffle experts. But now we'll go straight over to the forest and show you the action at this week's meeting of the elders.

Elder 1 *(standing)* So, that's decided. The bears will be sent a stern letter requesting that they 'do their business' in the woods, and not around the bathing pond. Now, are there any other matters to discuss?

(Elders 5, 6, 7, 8 and Weezil enter with arrogant swaggers.)

Chip Ah Weezil, it's so good you and the other elders managed to make it.

Weezil Thanks, Chip. Sorry we're late, but we were chatting to some humans.

Elder 2 Humans! Are you crazy?

Elder 5 Lovely chaps. They've been telling us all about their marvellous idea to expand their city.....into this forest.

Elder 3 An expansion plan! But that's impossible! They can't!

Elder 6 But you didn't hear what they had to say. They were very persuasive.

Weezil My fellow elders, this is a fantastic opportunity for us to team up with the humans. Just think, we could have central heating, motorized vehicles.....

Elder 7 High-definition TV, computer games, fast food restaurants.....

Elder 4 But at what cost? Humans are greedy, wasteful.....and dangerous!

Weezil Are you sure we can't convince you...?

Song **What Kind Of World?**

*Track 1 - vocal demo
Track 11 - backing track
Lyrics p17*

(Snowy is deep in thought as the song finishes)

Weezil So, should we allow the humans to expand their city into our forest?

(All the elders shout their opinions.)

Snowy Silence! This must be decided in the traditional way – one elder, one vote. Those in favour of allowing the humans to come? *(Weezil and Elders 5-8 raise their hands)* And all those against? *(Chip and Elders 1-4 raise their hands)* It is a tied vote – five in favour, five against.

Weezil Then it rests with you, Snowy. As chief elder you have the casting vote. Only you can decide our future.

Elder 2 Please Snowy, see sense! Don't be swayed by promises made by....

Snowy Silence! I shall let Natura, queen of the forest spirits, decide!

(Snowy approaches the statue and kneels. He whispers some words)

Elder 8 *(sarcastically)* Well, oh wise chief? Did she say anything?

Snowy Natura will need time. I shall stay here and await her decision. Leave me, all of you, and return at sunrise.

(Everyone exits. The lights fade and Snowy falls asleep at the foot of the statue. An owl hoots (track12), then we hear the voice of Natura (track 13 or spoken by an actor). As she speaks Snowy wakes up and listens in awe.)

Natura Snowy, Snowy. This is Natura, queen of the forest spirits. You are troubled, I can tell. You have an important decision to make and you want to be sure you make the right one. But I cannot give you the answer. You must find it for yourself. Travel to the city, learn from what you see, then decide what is best for the forest and all who live here. But be careful! You are not familiar with the ways of humans. Take a loyal friend with you, for comfort and to help bear the burden – you will surely need it. Good luck, Snowy.

(The lights come up and Weezil, Chip and the elders enter.)

Snowy Natura has spoken. I must venture to the city to find answers.

Elder 7 But the council needs to make a decision. The humans are waiting.

Snowy Then they must wait a little longer until I return. I am to take one of you with me and I have decided it will be you, Chip. We leave immediately.

Weezil *(aside)* Ha! With those two out of the way I can set to work 'persuading' the others to see my point of view. Mmm, I can almost taste that.... what did the humans call it....that quarter-pounder with cheese!

*(All exit as **intro music** plays (track 14). The stage is set for the next scene. Fade the music when ready.)*

Scene 2

*(The Trees enter and stand stationary. The **news theme tune** plays - track 15)*

Moira Hello. Here's the breaking news. Elders Snowy and Chip have embarked on a cultural, fact-finding visit to the city! The general feeling amongst the forest population is that, to quote one duck, "They're quackers!"

Trevor Other news now, and figures just out from The United Nations Food and Agriculture Organization show that the annual rate of global deforestation is about 1.3 million square km per decade! *(note 1 – see page 27)*

Moira That's a staggering statistic, Trevor. And with carbon levels rising, the protection of the world's forests has never been more critical.

Trevor Got to stop you there Moira! I think we have some action in *our* forest!

(Snowy and Chip enter carrying Dick Whittington-style bundles on sticks.)

Tree 1 Water! We need water! We're so thirsty! It hasn't rained for days!

Chip *(taking a small flask from bundle)* Oh dear! I'm afraid we can't really help. This is all we have. But don't worry, we hear that flooding is on its way!

Tree 2 Well that won't help. The river banks and top-soils will be eroded, and then our roots will be exposed. We'll become unstable and probably fall down!

Tree 3 Talking of which, I hear there have been humans in these parts recently, nosing around. That usually means a few more of us are for the chop!

Tree 4 A few?! We're disappearing at a rate of three of those humans' football pitches every minute! *(note 2)* And those pitches aren't small!

Tree 3 You'd think they would be doing everything in their power to make sure we were happy. You know, given the enormously important jobs we do.

Tree 2 Yes! We provide homes and food for countless creatures. And, of course, we absorb that poisonous carbon-dioxide humans make so much of.

Tree 1 And then produce oxygen for them to breathe. Did you know, eight of us produce the amount of oxygen that one human breathes in a year *(note 3)* I think it's high time we were given a little respect, don't you?

Song **It Doesn't Pay To Be A Tree**

*Track 2 - vocal demo
Track 16 - backing track
Lyrics p18*

- Chip** So what should humans be doing to help?
- Tree 4** They could get involved with planting trees and support organisations that campaign against deforestation.
- Tree 3** Avoid using paper unnecessarily, like printing off emails, and make an effort to recycle their old newspapers and junk-mail.
- Snowy** Well that's given us a lot to think about. But we really must be going. Perhaps you could tell us how to get to the city?
- Tree 1** That way. Go to the edge of the forest....then just follow your nose!

(To intro music (track 17) all exit. The stage is made ready for the next scene.)

Scene 3

(The stage is strewn with all types of rubbish. A sign reading 'Landfill' stands centre stage. The news theme tune plays - track 18)

- Moira** In today's news, annual global waste stands at 2 billion metric tons and is set to increase to 3.4 billion tons by 2050. Only 13.5% of this waste is recycled, with the rest being burned or dumped in landfill! *(note 4)*
- Trevor** Thanks Moira, and more news just in of Snowy and Chip's cultural visit to the city, where today they are, in fact, visiting one of these landfill sites and talking to the inhabitants about living conditions.....

(Two rats enter and sit on a tatty deck chair each, scratching themselves. Their conversation is littered with belching and phlegm-clearing coughs.)

- Scabs** You know, Itchy, as long as humans keep dumping their rubbish, this place will just get bigger and we can live here in luxury!

- Itchy** That's right, Scabs. Mmmm, filth and squalor – just the way I like it!

(Snowy and Chip enter, holding their noses! The rats spot them.)

- Scabs** Itchy, check these guys! They're not from round here. Hey! You lost?

- Snowy** I think we must be. We're trying to get to the city.

- Chip** We were told to follow our noses.....and we ended up here! Phew!

- Itchy** I know! Isn't it great! A huge, pongy paradise, full of treats! Somewhere to relax in this rat-eat-rat world! C'mon guys, let's welcome our visitors.

(As the intro to the next song plays, they are joined by a chorus of rats.)

Song **Welcome To Our Paradise**

*Track 3 - vocal demo
Track 19 - backing track
Lyrics p19*

- Scabs** We've got it so good here. We've every food imaginable, and most of it really...how can I put it...*(slurping and licking lips)* really well-matured!
- Itchy** That's right, Scabs. And there's the 'toys' – y'know, the old TV sets, fridges, bikes, tins, plastic bottles...so much to play with!
- Scabs** And we're never short of things to read, not with the thousands of newspapers and magazines that are delivered every day. Each of us is a very well-read rat! Not one of us is illiterate. Ha! Get it...*'illiter-raf'!*
- Snowy** Yes, very funny. But where does all this....this mess come from?
- Itchy** Humans! They buy much more than they need, in particular food. They throw out what they don't use and it gets sent here. Then they buy more!
- Scabs** And the containers the food comes in, plus loads of unwanted junk, all add to our growing 'pile of pleasure!' Which reminds me - our mate, Fleabite, has taken delivery of some freshly-soiled nappies! Let's check them out?
- Chip** Errr...I think we'll pass, thanks! We need to get to the city.
- Itchy** Well, nice meeting you guys. Right, come on ratties, it's Pampers time!

(To intro music (track 20) all exit. The stage is made ready for the next scene.)

Scene 4

(In the forest, Elders 1-4 stand nervously. Weezil and Elders 5-8 enter, wearing baseball caps!)

- Elder 1** What's with the snazzy hats?
- Elder 5** Just a present....from the humans.
- Elder 2** They're trying to buy you with cheap gifts!
- Weezil** Whatever! We can't wait any longer to give them a decision. It looks like Snowy and Chip have done a runner, so I think we should vote again.
- Elder 3** We know your game, Weezil. You may have got the less-honourable elders on your side, but you won't get away with this.
- Weezil** I don't know what you're talking about. Anyway, all those in favour of letting the humans come? *(Weezil and Elders 5-8 raise hands.)* And all those against? *(Elders 1-4 raise hands.)* That's five to four in favour. Excellent! I'll get the contracts signed, and tell the humans the good news. They should be able to start the flattening...I mean developing...in a few days.

(To dramatic music (track 21) all exit. The stage is set for the next scene.)

END OF SCRIPT SAMPLE

Please note, an editable version of the script (MS WORD doc.) is included in the download and CD-ROM formats of this musical. If you buy the book format, the editable version can be emailed to you on request, free-of-charge.