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Pamela Pipp and the Halloween Pumpkin

Introducing the show...

In this package you have everything you need to stage a production of *PAMELA PIPP AND THE HALLOWEEN PUMPKIN*. Please read these notes through first, as they will help you to get the most out of the show.

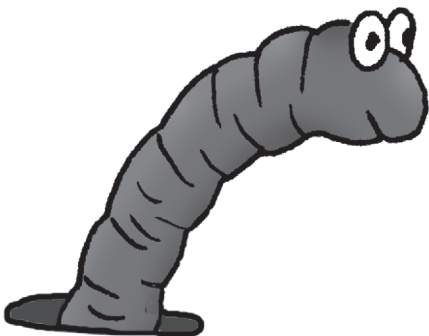
What is the play about?

Pamela Pipp is a schoolgirl fascinated by tricks, games and puzzles. She wins a visit to the Exciting Experiences laboratory, but she has to take the two class bullies along, even though they cheated in the competition. Professor Braincell offers them a ride in his latest invention... a flying pumpkin... and Pamela has some exciting adventures in Mathsville and Languageland, defeating the Number Queen and helping the Word Wizard. After being rescued from the sea by a very incompetent Captain and ship's crew, she arrives home safely with the bullies... and they've certainly learned a thing or two on their travels as well.

There are **CITIZENSHIP THEMES IN THE SHOW** such as, Bullying, Friendship, Helping others and Equal Opportunities.

Who is the play for?

PAMELA PIPP AND THE HALLOWEEN PUMPKIN was written to be performed as a Key Stage 2 or Lower Secondary school musical. The cast of characters is a large one, but the script has been deliberately written so that it could easily be condensed if necessary, with correspondingly fewer characters. There are many different parts... some for children who are very accomplished actors and others for children who want to be in the show but only in a minor role.



How long is the play?

The play runs for approximately seventy five minutes and has five songs and two dances. It is therefore ideal for a major end of term production.

What is on the CD?

You don't have to read music, or know anything about music, to put on this show. The CD has everything you'll need! On all our CDs there is a vocal version, an instrumental version, any sound effects that are needed, and quite often a piano version too. A full musical score has also been provided in the book, for teachers who are musically accomplished.

How many parts are there in the play?

There are speaking parts for up to forty six children in the play, and this can easily be expanded with the children who perform the dances, etc. The main characters are naturally the most challenging roles, though straightforward enough for reasonably able children to cope with. Pamela Pipp is quite a demanding role, as she must quickly gain the empathy of the audience.

What should I do next?

Read through the play first, and get a feel for the story and the setting of each scene. Even after reading it once, you'll probably know which children will be ideal for the main parts.

Then, play through the music on the CD, but as you do this, follow the words to the songs in the script. Remember, we haven't used 'professional singers'. The children you hear are children actually performing the show... that's why we know our plays work so well!

Next, read the section below called 'PEOPLE, PROPS AND SCENERY'. This will tell you about stage arrangements, props, how important pieces of scenery might be made and any characters who need special attention.

Finally... off you go... and don't worry if you want to change, adapt, shorten, or extend the play. It isn't, of course, possible to know all the situations in which *PAMELA PIPP AND THE HALLOWEEN PUMPKIN* is likely to be performed, and you will need to suit it to your own school 'theatre' environment. However, in our experience teachers are very creative people, and easily able to do this.

The performance licence

An application form for a performance licence and details of the fee, are on page 8 of this book. The licence will cover public performances of the play to an invited audience of parents and other guests. For any other kind of public performance, the producers should contact Hopscotch.

People, props and scenery

If the play is going to be a 'whole school' production, there are ample opportunities for both younger or older children. The Dance of the Sailors is best performed as a precision hornpipe by older children, whereas the Dance of the Numberlings could be performed by much younger children.

All children love humorous situations, whether they are performing in them or just watching and enjoying them. There is plenty of humour in this show, and children should have lots of fun with Professor Braincell, the Word Wizard, the Rock Puzzlers, the Number Queen, and the crew of the S.S. Seaworthy. It is likely that they will want to improvise a few extra comical actions in these scenes too! Meanwhile,

the bullies are people they can cheerfully boo, and they'll be delighted when the bullies finally get their comeuppance and also realise learning can be a lot of fun!

Brief notes about the scenery are given at the start of each scene, just to give the general idea. People creating the scenery can then interpret it as they wish. We have kept everything reasonably simple for those schools that do not have an abundance of resources.

A word or two about the pumpkin may be helpful. It needs to be large enough for the three children to appear to climb into, and it can be constructed as a fixed 'hardboard flat'. It does not actually have to move from its position at the right hand back corner of the stage. To make it look really effective when it is switched on and ready to 'fly', we suggest drilling some small holes all over it and plugging the holes with colourful Christmas tree lights.

Finally, as you'll notice when you read the script, the show has been written to have some strong citizenship themes. With a bit of imagination, a great deal of interesting classwork could also arise from it... apart from the production itself!

We hope you thoroughly enjoy producing and performing *PAMELA PIPP AND THE HALLOWEEN PUMPKIN*.

Mike Kent & Terry O'Brien

Scene 3. The Land of Mathsville

*The backcloth is covered with numbers and symbols. The pumpkin is at back of stage, right. There are small hardboard hills with numbers growing from them, and a number tree. **Dance of the Numberlings.** At the end of the dance Pamela, Smasher and Basher come cautiously out of the pumpkin. Numberlings run off.*

Basher Bones. I don't recognise this place. Where are we? I want to go home!

Smasher Smiff. I don't like this. I want my mum. *(They huddle together)*

Pamela. Now just a minute. You two, I thought you were tough!

Basher Bones. We are tough,

Smasher Smiff. Well, a bit tough, anyway. *(They both begin to whimper)*

Pamela. Don't stand there grumbling!

They look around. A triangle, hexagon and circle enter. As they walk across the stage they mutter mathematically. They jump when they see the travellers.

Basher Bones. Who are you?

Hexagon. Who am I? A hexagon, of course. I have six sides and six angles. And I'm six of him. *(Points to triangle)*

Triangle. And I'm one sixth of him. I have three sides and three angles. I'm an equilateral, of course.

Circle. I don't have any sides. I just stay around.

Pamela. But who are you? And where are we?

Hexagon. We are the shapes. There are plenty more of us here in Mathsville. It would be a nice place to be, if it wasn't for...

Triangle. More to the point, or three points in my case, who are you?

Basher Bones. I'm Basher. And I don't know why I'm here, and I want to go home. Anyway, maths is hard. I hate maths.

Smasher Smiff. So do I. I can't do all those numbers and things.

Basher Bones. You can't even count up to ten.

Smasher Smiff. Yes I can!

Basher Bones. No you can't.

Smasher Smiff. Well I nearly can.

Triangle. What funny shapes these creatures are! They just argue with each other. They won't have much chance against... Her!

Basher Bones. Who's 'Her'?

Hexagon. The Number Queen, of course. She's a very difficult lady.

Triangle. Every day she sets some of us a problem...

Circle. If we can't solve it... Oh dear, it's too awful to think about.

Basher Bones. (*Whimpers*) I want to get back in the pumpkin!

Hexagon. Oh, you won't escape that way. Nobody leaves Mathsville until they've solved a problem.

Enter Miss Plus, Miss Minus and Mr Times frantically.

Miss Plus. Almost twelve o'clock! The Queen will be here any minute. Two plus two is four, four plus four is eight...

Miss Minus. I'm sure I'll be chosen today. Oh dear, what if I get chosen? A hundred minus two is ninety eight, ninety eighty minus two...

Mr Times. I'm sure to get sent to the Number Cruncher... oh dear, two two's are four, four four's are sixteen...

Pamela. Who is this Number Queen? And why are you so afraid of her?

Triangle. The cleverest person at maths rules Mathsville, you see. At the moment she's the cleverest. And the nastiest!

Hexagon. She insists that everybody living in Mathsville always gets their sums right. Otherwise...

Circle. She'll throw us in the number cruncher!

Basher Bones. What a lot of scaredy-cats! Well she doesn't scare me. If she comes near me I shall bash her.

Smasher Smiff. Yeah! And if she comes near me I shall crash her!

There is a clap of thunder and a terrifying voice off-stage.

Number Queen. Who dares to say they're not afraid of the Number Queen?

Smasher jumps in Basher's arms. They hide behind a number rock on the left. Pamela hides behind a number rock on the right. Shapes and signs huddle in fear. The Number Queen enters. The shapes and signs bow low.

Number Queen. So! Which of you dares to defy me?

Shapes and signs. Not us, your numberness.

Number Queen. Bring on the Number Cruncher! (*Child dressed as a large Rectangular calculator enters. It has a mean looking mouth and teeth on the front.*) Now then, let me just remind you what this little toy does. (*She takes a large cardboard number from the number tree and feeds it into the cruncher. There are weird noises and tiny pieces fall from the bottom of it.*)

Number Queen. Do you want to be crunched into a heap of decimal dots?

Shapes and signs. (*Shaking*) oh no, your numberness!

Number Queen. Then make sure you get your answers right! Listen carefully. I shall explain everything to you...

Song 3. They call me Queen of Number

Queen

They call me Queen of Number and with that I would agree.
I'm quick at calculating sums as you will shortly see.
I'm faster than a lightning flash, and if you're not convinced.
You'll meet the Number Cruncher and he'll turn you into mince!

Chorus (Shapes. Numbers etc)

Oh Number Queen, we love you, you're so charming, you're a brick.
(*Aside to the audience*) and you're ugly and you're nasty...
And you really make us sick!

Queen

They call me Queen of Number, I know all there is to know,
Compared with me a calculator's really very slow.
I'll work out half of forty four and half of that again.
The answer is eleven. And one less than that is ten!

Chorus

Oh Number Queen, we love you, that's why we sing this short refrain...
(*Aside to the audience*) You remind us of a window
'Cos you give us all a 'pane'.

Queen

They call me Queen of Number and I'm good at algebra.
I concentrate my brain cells, and that's how I got so far.
Money is no problem, nor is measurement or length.
Your brain cells aren't a match for mine...
They haven't got the strength!

Chorus

Oh Number Queen, we love you, we look up to you and smile
(*Aside to audience*) but secretly we must admit...
We think you're pretty vile!
Yes secretly we all agree we think you're pretty vile!

The bullies song

Music by Terry O'Brien

Lyrics by Mike Kent

Fast and snappy

Verse

C

G⁷

f = 130

SMASHER — I'm called Smash er Smiff I like
BOTH- When the bet you er would n't pine for a
 teach er turns his back We go

C

G⁷

C

sca rin' peo ple stiff I've got fists made of gran ite and they'll
 face right on the like mine tack The ex We pres sions I can make prob lems would we've
 right on the at tack We sort out lit tle

C^{dim7}

F

C^{dim7}

give you quite a biff — **BASHER** Bash er Bones that's me
 frigh ten a Frank spe stein I So creep up with out a
 got a spe cial knack I So what ev er else you sound do It won't
 And I'd watch

F

C^{dim7}

F

take you long to see I should n't think your mum would want to
 put you on the ground you We're re lean ar range and your teeth mean And I
 out if I were you We're

F^{dim7}

G^m G C^m
Chorus

ask me round for tea round Oh Dear oh dear what a grue some pair
 mix your ribs for a round through
 nas ty through and through

Hey! What a super adventure

Music by Terry O'Brien

Lyrics by Mike Kent

Joyous C G G⁷ CHORUS C E^m

Hey what a su per ad ven ture Was n't it

A^m G C F G

rea lly in cre di bly fine A maz ing stu pen dous A

C A^m F D D⁷ G
Last time D.S.

stound ing tre men dous We've had such a won der ful time.

VERSE D^m G

We've been to some real ly great pla ces And
The pump kin's a cle ver in ven tion And
Now who would have thought it would hap pen It's