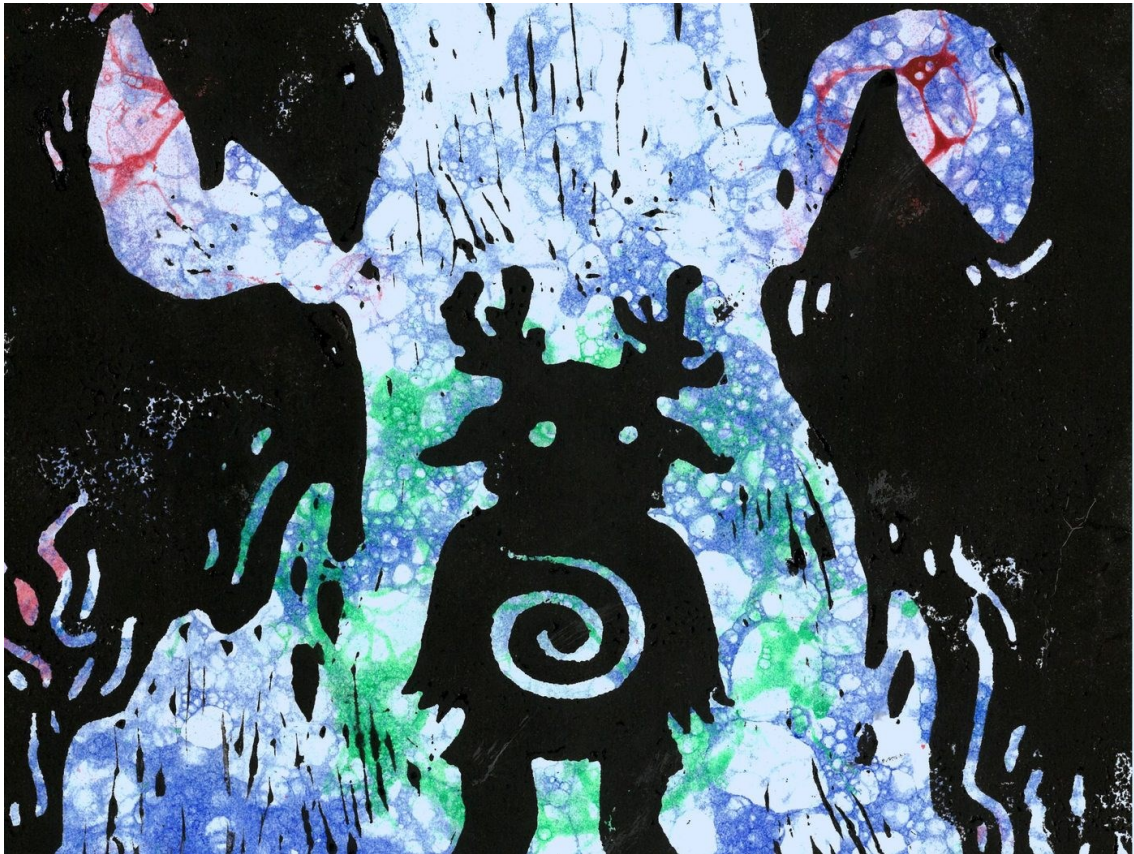


# **LAT** Little Angel Theatre



## **Where the Water Falls Visual Story**

A visual resource for children and adults with Autistic Spectrum Disorder.

This resource is intended to help prepare any visitors for a new experience and to help them to become familiar with the show, surroundings and situation.

## The Show

The show lasts for approx. 45 minutes and does not have an interval.

There are 3 performers in the show on the stage. Two puppeteers and one musician. There is also a narrator (who you do not see). The voice of the narrator comes through speakers. The show has live music and sound effects. Some of the scenes are shadow puppetry.

## Synopsis

A timid monster named Moss embarks on a journey of self discovery after an eerie dream left them feeling restless. Travel with Moss through lush green landscapes at night, as they are guided to a majestic waterfall who invites them behind the cascade. What waits on the other side is unlike anything you've ever seen before... Are you this? Are you that? The waterfall will reveal all. In a vibrant and ethereal exploration of identity, Moss discovers what it means to simply be themselves. Realised through an exciting mix of puppetry styles and techniques with empathy, humour and great imagination at the forefront. Accompanied by enchanting live music and narration, this sensory feast will transport you to a watery wonderland.

## Age guidance:

*Where the Water Falls* is aimed at **ages 5-11**. The show explores themes of identity, inner conflict and self-discovery through visual storytelling with small moments of narration, and uses abstract puppets to represent the feelings of the main character. Younger children may not understand the narrative, and may find the atmosphere a little eerie.



Visual story written for Little Angel Theatre by Sarah Schofield



## Characters

All of the characters in the show are puppets. Some of the characters are also represented in shadow puppetry form.



**Moss**



**Skneela**



**Pyndig**





**Leau**



**Urchy**



**Mauve**

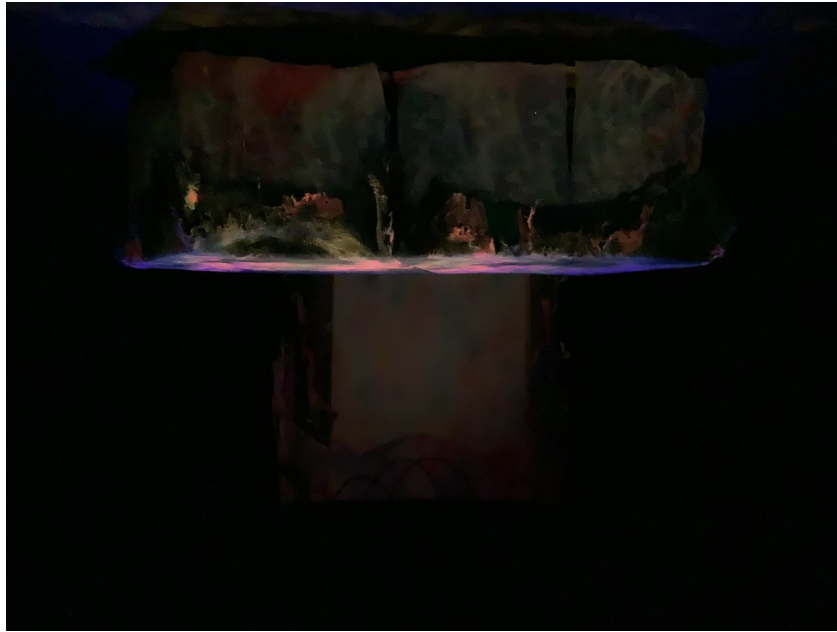


**Pom Pom**

## The Show

In this section special alerts are written in blue ink.

### Play Notes



When you enter the auditorium this is how the stage is set. You can hear the sound of water.

When it's time for the show to start the lights get darker. The musician is on stage throughout the performance playing instruments.

Two guiding lights twinkle on the shadow screen and gentle

flute music plays. The lights come up and the performers begin to setup the stage.

We hear forest sounds as a magical colourful world is created.

The narrator introduces the audience to the little monster who lives there, their name is Moss.

The narrator explains that Moss is unique.





**Music plays and we hear the sounds of the forest.**

Moss's surroundings and the other creatures that live in the forest are fluffy and soft and floaty, and Moss is hard and smooth. Moss's friend Skneela plays with them.

Pyndig enters, stomping in. Moss is excited to see their friend and stomps alongside them.

Pyndig is rough and lumpy and bumpy. But not like Moss.

Moss can't decide if they are a Skneela or a Pyndig?

Moss tries to copy the actions of their friends, but nothing is quite right. They feel sad.

Moss couldn't understand why they had to be different from everyone and everything around them.

Skneela and Pyndig play in their own world, sometimes unintentionally ignoring Moss and not involving them in their play because Moss can't play like them.

Moss is feeling confused, Skneela and Pyndig are trying to comfort them but they can't help feeling isolated even though their friends are trying to help them.



As the sun sets, a tired Moss settles down, their head heavy with questions. After some tossing and turning Moss falls into a deep dreaming sleep. **The lights get darker.**

**Flute music plays throughout the shadow sequence.**

On the shadow screen we see the guiding lights, with shapes and colours swirling in Moss's brain. This is Moss's dream.

Moss dreams about chasing and playing with Skneela and Pyndig.

**The lights go red.**

Moss dreams about two new faces. These faces combine and blend with Moss's own face.

Moss dreams about playing in a waterfall.

**The lights go out.**

Moss wakes up. Skneela and Pyndig are still asleep. After the dream they are confused but feel that they need to leave and find out more. Moss decides to go and lets the guiding light lead the way.





**It is still night time but Moss keeps going as the landscape and sounds changes around them, mist rises as they enter new and unknown territory.**

As they travel they come across various obstacles.

Vines that make Moss Sneeze.

Mud that slows Moss down.

Crunchy snow that makes Moss shiver.

The guiding lights appear to help Moss on their way.

**As they travel on the atmosphere and setting becomes darker and spookier and Moss begins to feel worried. In a gloomy cave we hear the sound of water dripping.** They see the guiding lights, but then they lose them as they can't get over to the other side. They realise they are all alone. Moss listens to their voice echo and steps in something yukky!

**Moss meets the Pom Pom creature and tries to make friends but it barks at them like a little dog. Moss blows a raspberry at it and it runs away.**

We hear a strange shaking sound and see a shadow silhouette flash up in the background. Moss thinks they must be imagining it.

**Suddenly there is a screech and out pops Urchy, one of the faces from Moss's dream! Moss is scared, trembling and cowering away. Moss hides behind a Rock.**

**Urchy looks out into the audience, exploring and making screeching noises with their kazoo voice.**





Moss is terrified but every time Moss tries to leave Urchy blocks them.

**We hear a scraping sound.** The other character from Moss's dream appears. Leau is wondering what all the noise is about,

Urchy and Leau seem to be similar, but they are also different and not very friendly to each other or Moss! **They argue with their kazoo voices a lot, so much so that the musician has to tell them to shush!**

A determined Moss tries to prove themselves to these new creatures but fails and this makes them laugh. **They continue arguing between themselves over the top of Moss with their trumpeting kazoo voices. Moss begins to get overwhelmed.**

**A single isolated spotlight falls on Moss** as they begin to gently hum a calming tune. Urchy and Leau gradually stop bickering and fall into a trance and for the first time move in sync. Moss stops humming and the arguing starts again. Moss hums again, Urchy and Leau stop bickering again but Moss is unsure so the bickering continues.



**As they realise what is happening Moss and the musician sing and play together**

and Leau and Urchy are completely entranced dancing together until they disappear behind the shadow screen.

Behind the shadow screen the two mask faces of Urchy and Leau blend together. Moss is confused thinking that Urchy and Leau have vanished.

A new character, Mauve, is revealed. But they are actually a combination of Urchy and Leau. They have resolved their arguments and have now become one.

Mauve, flies gracefully towards Moss. Moss isn't immediately trusting of this new character and backs away. Moss thinks they will be like Urchy and Leau.

Mauve explains that over the years they grew bitter and twisted and divided into two. It all began to make sense to Moss. There's no soft without tough, no spiky without smooth, there's no Urchy without Leau. The two were part of the same, but needed help to accept each other again.

Mauve understands this and offers to help Moss cross the gap to show they are friendly after all.





**They fly out into the aisle amongst the audience. They fly up the aisle and then back on to the stage.**

Moss appears on the shadow screen on the back of Mauve.



**We hear Waterfall sounds that get louder and louder.**

**Fabric falls to create a beautiful waterfall.**

Mauve and Moss have a moment together at the top of the waterfall and then Mauve leaves. Moss looks terrified to take the final leap down the waterfall and into the unknown, the guiding lights are trying to encourage them.



Moss has to decide once again whether they are brave enough to jump in or not.



**Music plays as the waterfall sounds splash and haze rises and Moss jumps into the waterfall.**



Moss enjoys the calm and beauty of the waterfall, but they wish their friends *Skneela* and *Pyndig* were with them to enjoy the moment.



Skneela, carrying Pyndig, floats down and cuddles up to Moss. Moss is so excited! They are happy that Moss has found where they needed to be.



**A guiding light appears and flies around them, gently landing on Moss's hand. As they look at it in wonder the lights slowly fade until all we can see is the guiding light, which finally goes out.**

**The lights come back on.**

**The performers take a bow. You can clap them if you want to.**



We hope you enjoyed the show!