



## 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. 35 minutes and does not have an interval.

### Synopsis

**As the city settles under the glow of streetlights, Krafty sets out on a night-time adventure.**

Scavenging for snacks with Whiskers the cat, singing and grooving with Hoot the Owl; darting through the air with Bertie the Bat and sharing a quiet moment with Spike the hedgehog, each character teaches us about friendship and finding beauty in unexpected places.

Discover the wild side of the city, where every corner holds a story waiting to be told!



Production photos by Ellie Kurttz

## Characters

Frank the Milkman is played by a performer. All of the other animal characters, are puppets.

Note: There are different performers who play the part of Frank, so the person you see in this visual story might not be the same person when you see the show, but the character and story is the same.



**Frank the Milkman**



**Krafty the Fox**





**Whiskers the Cat**



**Hoot the Owl**



**Spike the Hedgehog**



**Bertie the Bat**

## The Show

In this section special alerts are written in blue ink.



When you enter the auditorium you will see the set. There are three big tower block buildings and a large screen. The light is quite dark because this play takes place very early in the morning when it is still quite dark. **There is music playing in the background.**

Frank the Milkman comes in. He introduces himself and explains that even at night the city is alive with life.

He looks through his telescope. He can see all across London.

His view through the telescope is on the screen at the back of the stage.

**There are city sounds like dogs barking, traffic and sirens.**

Frank tells us about Krafty the Fox. Krafty lives on one of the estates that Frank delivers milk to.

Frank goes to hide to see if Krafty will appear.

Music plays.



Krafty appears. Music plays.

**He sniffs around and knocks the lid off the bin which crashes to the ground.** This frightens Krafty so he hides.

Krafty rummages around in the bin.

He pulls out lots of different things and plays around with them.

He gets wrapped up in toilet paper and boxes get stuck on his nose!

Krafty leaves.

Frank comes back. He has to tidy up all the mess that Krafty has made!

**As he tidies up he asks the audience to help him to count the rubbish back into the bin.**

**You can help him by counting along if you want to.**

**There is a loud meow!**

Frank tells us that it's Whiskers the cat.

He gets a ball of wool from his trolley to try and tempt Whiskers to come and play.





Whiskers the Cat appears. She licks herself clean.

She notices the ball of wool that Frank has left.

Music plays and Whiskers meows as she plays with the ball of wool. Sometimes she stops to clean herself.

Frank comes back.

Whiskers has unwound the ball of wool and it is all over the place.

**As Frank winds up the wool he starts singing 'wind the bobbin up'. If you know the song you can join in singing it with him while he winds up the wool.**

We hear a hoot!

Frank tells us that it's Hoot the Owl.

Frank leaves and Hoot flies in.

Hoot perches in her nest, blinks her eyes then flies over to the lamp post, some of her feathers drop off as she flies.

She hoots and blinks.

After she has stopped on Frank's milk cart she flies off.



Frank comes back. He notices one of Hoot's feathers on the floor. He tickles himself with it.

He continues delivering the milk until he hears a rustle in the leaves.

Frank tells us that it must be Spike the Hedgehog.

He leaves a saucer of water out for Spike to drink then hides to see if he will come out.

Spike pops his head out of the bush!

Music plays and Spike drinks some water and explores.

**Every so often there is a rattle and clatter of milk bottles which makes him jump and roll up into a ball!**

**Spike jumps on Franks milk cart. He zooms around on it and lights flash and the music gets faster as he has a little ride. He rushes off.**

Frank comes back in. He's ready to continue delivering his milk, but suddenly **there is a quick flash of light and a crackle of sound.**

Frank ducks!

He realises that it is Bertie the Bat out for a night flight.





Bertie the Bat flies through the air. He is very fast. He swoops and flaps around. Music plays.

He lands on the lamp post and hangs upside down.

**Bertie goes to sleep and starts snoring. The lights get darker and the snoring gets louder.**

**There is a buzz as a firefly buzzes in. It glows in the dark.** It flies around as Bertie continues to snore and music plays.

Bertie wakes up and flies away.

Frank comes back. It is nearly morning.

He reminds us of all the animals we have met, and with each one we hear the sound they make.

Krafty comes out one more time. He is eating a packet of crisps!

Frank comes back to say goodbye.

**You can wave goodbye if you want.**

**The lights get darker and Frank leaves.**

This is the end of the show.

You can clap if you want to.

The performer takes a bow and the lights come back on.

We hope you enjoyed the show!

