

Little Witch



February 6-10, 2019
Monument National – 1182 St Laurent Blvd

Questions? Contact Geordie Theatre: (514) 845-9810 or info@geordie.ca

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WHAT IS A VISUAL STORY?

A visual story is a tool to help audience members familiarize themselves with a venue and/or with a performance. It allows audience members to know in advance what to expect at the theatre, so that they can prepare themselves accordingly. Visual stories were created as an aid for people with autism or learning disabilities, but they can be used to help anyone prepare for their visit to the theatre.

ABOUT THE PERFORMANCE

Performance Time

The performance will be approximately 45 to 50 minutes in length.

Pre-Performance Talk

Theatre Staff will tell you a little bit about the show before it starts, introduce you to the performer, and talk about the specific points in the play to look out for.

Post-Performance Talk-back

There will be a 10 to 15 minute talk-back after the show. This is a time where audience members can ask questions to the actors or special guests, by raising their hands and waiting for their turn. Audience members can leave the theatre before, after or during the talk-back.

Music and Sound

There will be music and sound effects during the show. If audience members are sensitive to loud noises, they are encouraged to bring noise-cancelling headphones.

Changes to the Show

There will be some changes to the lighting and sound to create a less stimulating environment. The lights in the audience will remain on at a low level throughout the performance so audience members can leave the theatre if they need to.

Quiet Space

If any audience member feels overwhelmed and need to leave the theatre, there will be a Quiet Space provided in a room just outside the theatre doors. The door will be clearly marked and audience members can ask a staff member to guide them to the room.

THINGS TO LOOK OUT FOR

- You are welcome to come and go from the performance space as you please.
- If you need quiet, you may go to the quiet area outside the performance space.
- Music will play while you and the rest of the audience are coming in the performance space.
- This show contains electronically amplified music which may be played underneath the voices of the actors.
- Sounds representing the forest will be played when Old Witch and Little Witch enter their new environment. You'll hear birds singing and pecking at trees, drops of water falling, twigs snapping under feet.
- When Old Witch dies, you will hear the sound of an accordion.
- The Ogre catches Hunter Boy and plans to eat him.
- When Little Witch kills the cat, you will hear a crack.

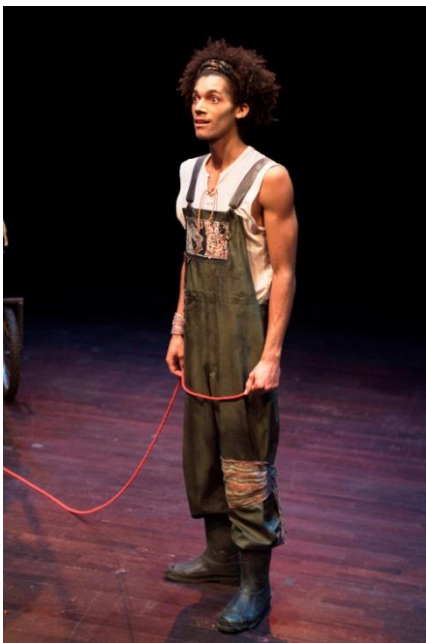
The Characters



Little Witch



Old Witch



Hunter Boy



Ogre

The Locations

There are four locations where the action takes place.

The Witches' apartment in the city

The Witches' shack in the forest

The forest

The Ogre's palace

The Story

This is a detailed description of the events in the play.

The Beginning of the Story

Old Witch and her daughter Little Witch are introduced. Old Witch is old and sick; Little Witch takes care of her. Little Witch is young and has a lot to learn. Old Witch teaches her.

Moving to the Forest

Old Witch and Little Witch move to the forest and live in a shack. Little Witch finds a cat and adopts it. This is where we meet the character of Hunter Boy.

Old Witch Meets Ogre

Looking for a special flower that could heal her in the forest, Old Witch meets Ogre. His foot is caught in a trap. Old Witch promises to help him, but makes Ogre promise to take care of Little Witch after she dies.

Little Witch Goes to Live with Ogre

After Old Witch dies, Ogre brings Little Witch to live with him. Little Witch finds it hard to adapt to her new life. Ogre brings her cat to live with them and it helps her feel better. Little Witch begins to call herself Little Ogre.

Hunter Boy Gets Caught

One night, Ogre catches Hunter Boy and is getting ready to cook and eat him. Little Witch wants to save Hunter Boy so she makes a deal with Ogre. She is going to decide if the Ogre will eat Hunter Boy or herself. Little Witch does not know what to do. She decides to let Hunter Boy go free and let Ogre eat her instead.

She has one last night to think of a plan to save herself from being eaten.

The Ogre's meal

Little Witch has a plan. She breaks the neck of her cat, and serves it cooked in a pie to the Ogre. He is allergic to cats. The pie makes him choke and die. Both Little Witch and Hunter Boy escape Ogre. Little Witch leaves the forest to start new adventures.

The End of the Play

At the end of the show, the actors will come back onstage and take a bow. This is called the "curtain call". Audience members may clap loudly. If you are sensitive to loud noises, you can put on your noise cancelling headphones.