

Be Creative!

A skit for three or four players and some audience volunteers

By Anne Lemay (c.2009)

Characters

Thing A, who can be anything

Thing B, who can also be anything

Thing C, who can be anything else

Fairy Godmother, who is surprised to be taken out of her story

Genie, who would prefer not being put back in a bottle

Beast, who just wants to pick a rose for his Beauty

Time: *An Ordinary Day*

Setting: *Nowhere in particular*

At Rise: *There is a box at center stage and a bag upstage.*

A enters, stops and looks at the box, and moves on to exit.

B enters and stops center, looks at box – touches it – pushes it – peers inside.

C enters and stops center.

C: What's that?

B: Looks like a box.

C: Not a box.

B: Yes – a box!

C: Not a box – look! (*C steps inside box*) See? A boat!

B: Let me try. (*C steps out of box and B steps in*) No, not a boat – a train! Choo choo!

A: (*enters*) What are you doing?

C: Being creative.

A: Why do you have a box?

B and C: (*in unison*) Not a box!

A: Let me see ... (*B steps out and A examines box*) Aha! You're right – not a box!
It's a hat! (*A puts box on head*)

C: My turn!

A: No fair! I'm not done yet.

B: I want another turn too!

(They all tug on box, which rips)

A: Uh-oh.

B: All gone!

C: Now what?

A: *(Discovers bag)* Wait – what's this?
(Pulls out a camera, a maracas, and a paintbrush)

B: Cool!

C: I call the camera!

B: No fair! I want the camera.

A: Here, you can have this. *(Hands B the maracas)*

B: *(Shaking it)* Cool! *(Shakes it again)*

Fairy Godmother: *(enters)* You rang?

B: No, I shook – listen! *(Shakes it again)*

Genie: *(enters)* You rang?

A: Uh-oh – you'd better be careful with that.

B: Why? This is fun! *(Shakes it again)*

Beast: *(enters)* You rang?

C: What is going on here? Who are you?

Fairy Godmother: I am a fairy godmother – obviously.

Genie: I am the genie of the lamp. Your wish is my command.

Beast: I am the Beast. I just want to find a rose for my Beauty.

A: How did you get *here*?

Fairy Godmother: What were you doing?

B: Playing with a box.

C: And then we found this bag of things.

Fairy Godmother: What things?

A: A paintbrush!

B: A maracas!

C: A camera!

Fairy Godmother: Ah! You were being creative!

Genie: You never know what will happen when you get creative.

Beast: I just want to find a rose for my Beauty!

A: Do you want to play with us?

C: I can take your picture! (*Looks through camera*)

B: Let's see what happens when we all create music together! (*Raises maracas*)

ALL: NO! (*They stop him*)

B: Why not?

Fairy Godmother: Because I prefer to get creative in my own story.
I was about to transform a pumpkin into a coach.

B: Really?

Fairy Godmother: Really.

Genie: I was about to follow Aladdin's command.

Beast: I was about to pluck a rose for my Beauty!

C: That sounds like fun. Can we play with you, too?

Fairy Godmother: Not unless you'd like to be the mice that I turn into coachmen!

A: I could help – I could paint the coach pretty colors with my paintbrush.
(Demonstrates)
I could even paint a rose for the Beast! Or a bottle for the genie!

Genie: Absolutely not! I am a genie of the lamp, not a mere bottle.
Besides, I've spent hundreds of years in there and have no desire to be trapped inside again.

A: Oh. Never mind, then. You can go back without us.

Fairy Godmother: How?

B: How?

C: How? You mean you don't know?

Genie: You summoned us.

Fairy Godmother: You never know what will happen when you get creative.

B: Maybe if I shake things up a little bit ...

ALL: NO!

A: Don't risk it!

B: Sometimes you have to take risks in being creative.

Fairy Godmother: Well! It is apparent that you three have no clue about how to undo your creativity.

Beast: I just want to get back to my Beauty.

Fairy Godmother: I know you do. Don't worry – we'll find a way.

A: *(Peering into bag)* Hmmmm – there is something else in here.

C: I think that must be a magic bag.

A: *(Pulls out library flyer)* Look!

Genie: What good will that do? It's just a piece of paper.

A: No, it isn't. It's a message: Paper Bag Dramatics @ the Library.
Can you create a show with the stuff in this bag?

B: That sounds like fun!

Fairy Godmother: A paintbrush, a maracas, and a camera.
What kind of show can we create with that?

A: A paintbrush could be a sword! I can paint a dragon and slay it with my sword!

Genie: Poor dragon!

B: A maracas can make music – or sound effects!

C: I'm not sure what to do with the camera ...

Fairy Godmother: You can take artistic photos of the rehearsals!

A: Wait – there's more here. "Be Creative @ Your Library – NJ Statewide Summer Reading Program for 2009."

B: Be creative? Maybe the library will have another box for us!

C: How will that help?

Fairy Godmother: Another box won't help, but this flyer gives me an idea ... Think about it:
What do you do at a library?

A: Read books.

B: Play computer games. (*B takes the flyer*)

C: Borrow videos.

Fairy Godmother: (*slowly*) Yeeees ... but there is something else. Got questions?

A: Oh, I get it – you get your questions answered at the library.

Fairy Godmother: Exactly.

Genie: If we go to the library, we can find out how to get back into our stories?

A: It all makes sense! There are so many stories at the library,
and there are librarians who are expert at answering questions.

B: Wait – there's more: Express Yourself @ Your Library.
It's a reading program for teens.

C: Cool! There are two reading programs – one for kids and one for teens.

B: Wait – there’s even more! This year there is a reading program for adults, too.
The library is for everyone!
They don’t leave anyone out.

Fairy Godmother: Then surely they won’t leave us out of our stories. Shall we go to the library?

A: Absolutely!

B: There are creative events happening all summer long!

C: I love being creative.

B: Me, too! *(Raises maracas to shake)*

ALL: NO! *(A and C each take one of B’s arms)*

A: We’re off to the library!

(Fairy Godmother waves her wand and ALL EXIT)

The End

Production Notes

Stage

The action may take place on a proscenium stage or in a makeshift stage area on the same level as the audience. All characters may enter from the same place, but a different place should be used when they all exit at the end. If the entrance is from stage right (which is audience left), the characters will be subtly reinforcing the left to right progression that is an early reading skill. If a stage is not used, the characters may enter from behind a curtain or screen. A makeshift screen may be made by hanging a full-sized sheet over a coat rack or standing chalkboard. The characters may then exit through the audience to a convenient door.

Props

A large cardboard box (rigged to rip apart on cue – unglue and tape lightly)
A paper bag containing a long paintbrush, a maracas, and a camera
A rose for the Beast
A wand for the Fairy Godmother

Costumes

Things A, B, and C may wear anything at all – be creative in your interpretation! A might wear all red, B wear all yellow, and C wear all blue, or all could wear black and wear funny hats. Dr. Seuss-type hats would work well.

Fairy Godmother is an audience volunteer, and may add a tiara, wings, and a wand to her street clothing.

Genie is also an audience volunteer, and may add a turban or other headgear and perhaps a ‘floaty’ scarf to street clothing.

Beast, another audience volunteer, may add a furry hat to street clothing.

Recruiting Volunteer Actors

Make the volunteer actors a part of the show! Volunteers may be recruited ahead of time by contacting the performance site (see below), or may be chosen on the spot from the audience. Introduce the volunteer actors to the audience before the show starts, saying something like,

“We wanted to do this show for you, but we didn’t have enough people to act in it, but here are ____ and ____ who are willing to step in.”

Transform them into the characters right then and there, by bringing out costumes and prop items from a special box or bag or trunk, appropriately decorated for the show. This will give the audience a chance to get their initial giggles out ahead of time so that the action moves more smoothly during the actual performance.

Kids love to see their teachers and especially the school principal take on a role, so if possible ask for your volunteers when you book the appointment. Send a copy of the script ahead of time, but let them know that they will be able to carry the script with them onstage and that the role will be easy and lots of fun.

Some tips to help your volunteer actors:

Highlight the part in the script to make it easy for them to find their lines.

Assign the smaller parts to volunteers.

Be ready to cue any missed lines or entrances – keeping in character, of course!

Invite someone in authority to play an unexpected part for surefire laughs

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