

# Jack and the Beanstalk

## An Easy Read Story



A Pantomime written by Sonia Jalaly  
Easy Read made by Carla Rudgyard



Lyric



Jack and the Beanstalk is a play.



There are bright lights and music.



Sometimes the characters  
talk to the audience,



It is a Pantomime, which  
means it has songs,  
jokes, and silly fun!

# The Characters



**Jack Trott** – A kind boy with a big imagination who sometimes gets shy.



**Jill Trott** – Jack's sister. She is brave and clever.



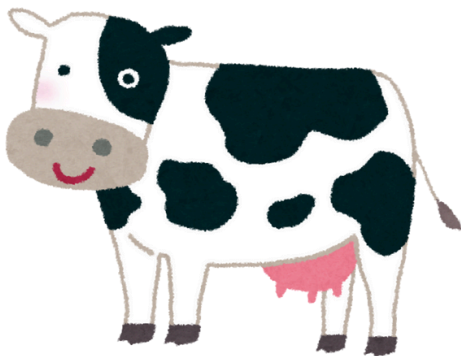
**Momma Trott** – Jack and Jill's mum. She works hard and is very funny.



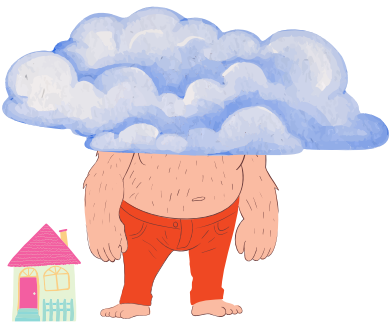
**Sir Fleshcreep** – The villain! He is mean and bossy and hates imagination.



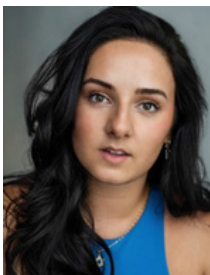
**Fairy Godfather** – A magical fairy from Fairyland. He is kind and loves imagination. He also works at the school as 'Mr Mackey'.



**The Cow** – Jack's pet cow.



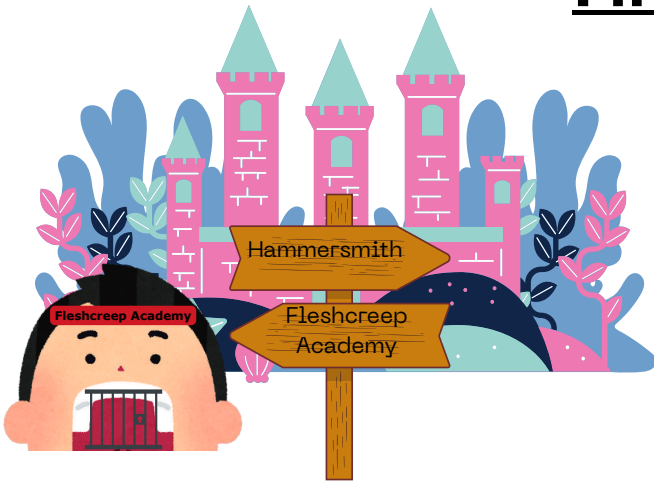
**The Giant** – A big, scary creature who lives in Giant Land.



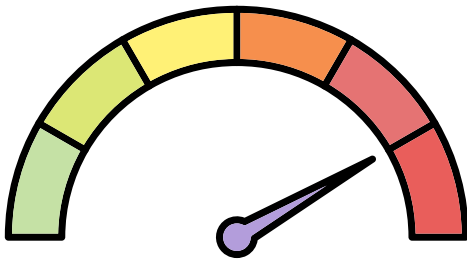
You might also see these people- this is the ensemble and they play lots of different characters like students and animals.



## First half



The story begins in Fairyland,. There are shops from Hammersmith on stage. In the distance there is a school called Fleshcreep Academy.



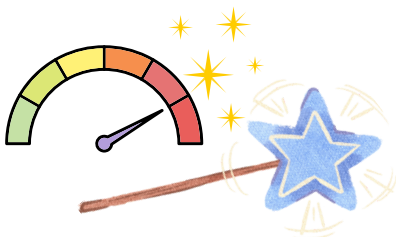
Around the stage is a big Imagine-o-meter that shows how much imagination there is in Hammersmith.



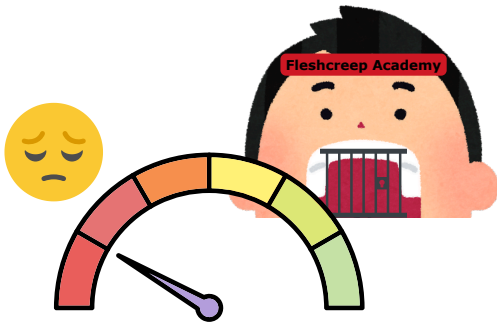
The **Fairy Godfather** asks if Hammersmith is ready for the show. There is a loud bang and the lights go out. When the lights come up the **Fairy Godfather** is asleep!



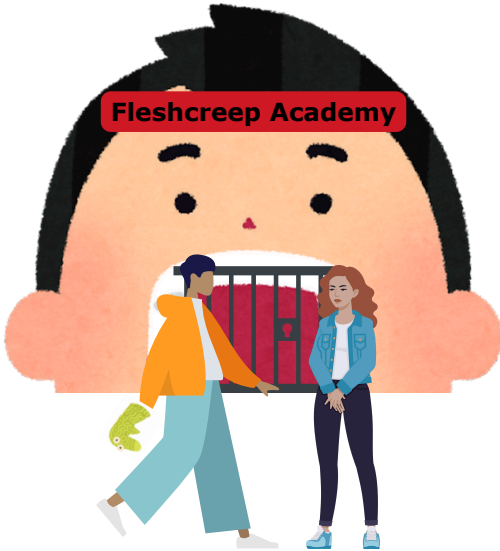
Some animal puppets: a Bluebird, Mouse, Squirrel and Bunny appear and sing to wake the fairy up.



The **Fairy** asks if everyone has brought their imaginations. When the audience shouts "YES!" the Imagine-o-meter goes up to Super Duper High! The **Fairy** is happy because his magic comes from imagination.



But suddenly his wand stops working and an alarm goes off! The Imagine-o-meter flashes red. A voice says that Hammersmith is losing its imagination, and the problem is coming from Fleshcreep Academy.



**Jack** and **Jill** start at Fleshcreep academy.

**Jack** is shy and his best friend is a talking sock puppet called **Sockface**.



The school is very strict — no singing, No dancing, and no smiling!



Jack's mother: '**Momma Trott**,' surprises **Jack** by joining the school as the dinner lady. Everyone dances when she sings a funny song.



The evil **Sir Fleshcreep** storms in. He shouts the rules and gives **Jack** and **Jill** their first two strikes. He says if they get three strikes, he will send them to the **Giant** which is scary.



The **Fairy Godmother** appears in disguise as a teacher called '**Mr Mackey**'. **Mr Mackey** tries to get his class to sing and join his choir, but **Sir Fleshcreep** bans it. He bans imagination too.



In the canteen, things get messy with **Momma Trott**! She is covered in food, and there's no more to eat.



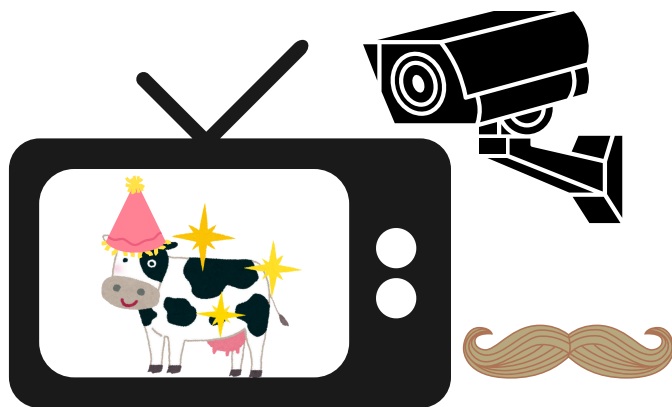
**Sir Fleshcreep** sings a song about being strict. The audience will 'Boo!' and 'Hiss!' **Momma Trott** asks Sir **Fleshcreep** for more food. Sir **Fleshcreep** says no.



**Mr Mackey** and **Momma Trott** fancy eachother!



**Mr Mackey** gets **Jack** to imagine things. When the imagometer gets high enough, he magics up a cow. **Jack** wants to sell the cow to buy food.



**Sir Fleshcreep** uses his cameras to see that **Jack** is selling the cow. **Fleshcreep** wants to stop this, so he puts on a moustache as a disguise.



**Fleshcreep** appears in disguise to buy the cow. He convinces **Jack** to sell it for magic beans. When **Jack** agrees, he takes his moustache off to reveal his trick.

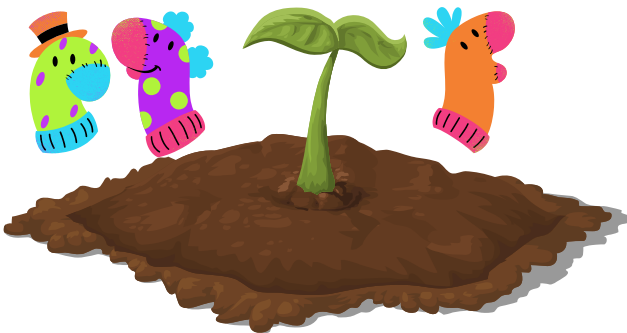




**Sir Fleshcreep** bans lunch for the rest of time.



**Sir Fleshcreep** tries to send **Jack** to the **Giant** using a massive pipe. **Jill** saves **Jack** by pushing him out the way. **Jill** gets sucked up to Giant land.

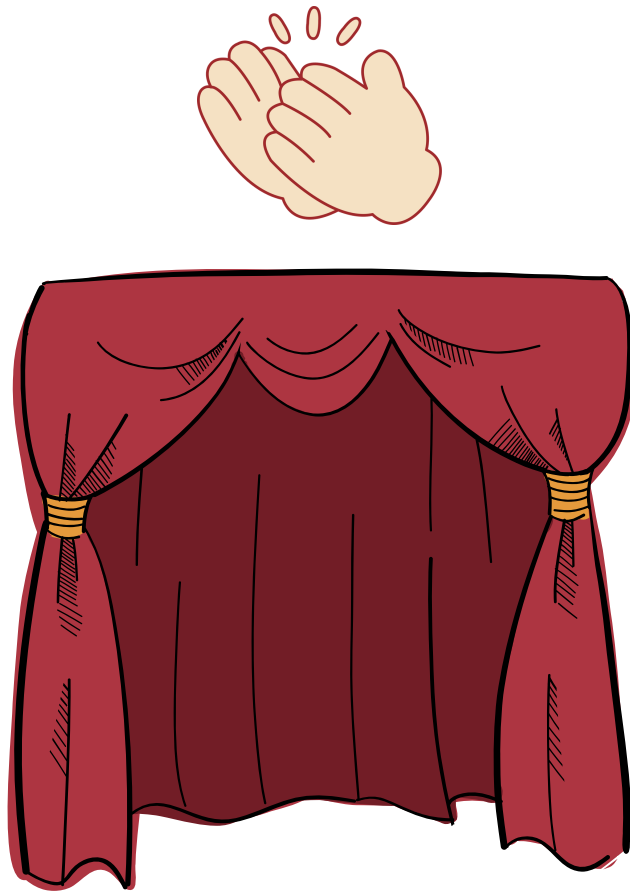


**Jack** wants to rescue **Jill**. He plants his magic beans and wishes for a tall beanstalk and an army of sockfaces. They sing a song about saving **Jill**.



**Jack** climbs the magic beanstalk to Giant Land to go and rescue **Jill**.

There will now be an interval.



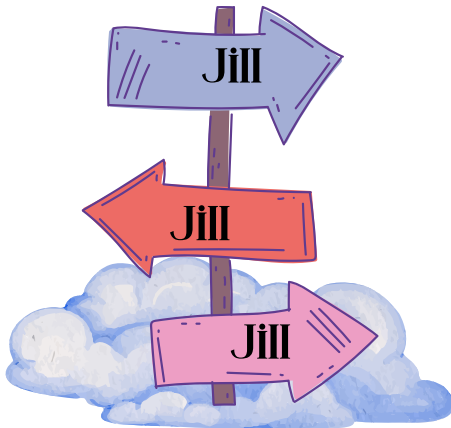
This is when the show stops  
and you have time to go to the  
toilet or get some food or a  
drink.

As the curtains close you can  
clap.

## Second half



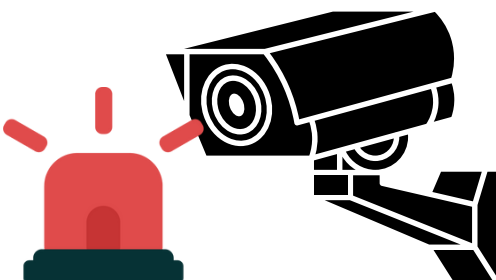
Up in Giant Land, **Jack**, **Momma Trott** and **Fairy Godfather** find fun items that have been stolen by **Fleshcreep**. They sing a song about it.



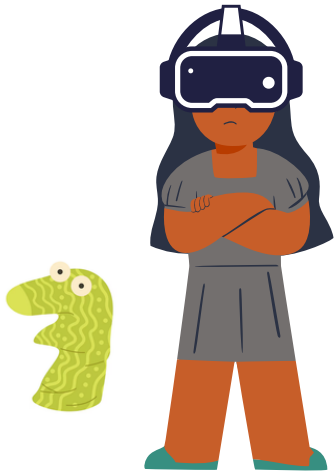
They split up to try and find **Jill**. They don't know which way is the right way to go. The audience shouts to try and help.



**Momma Trott** and **Fairy Godfather** get engaged!



**Fleshcreep** realises **Jack** and the gang have made it to Giant land to save **Jill**. **Fleshcreep** goes to stop them.



**Jack** and his team find **Jill** and save her from a headset that is distracting **Jill**.

**Jack** takes **Sockface** off his hand because he is feeling brave.



**Jill** goes to fight the giant. The rest of the team hide. Jack feels shy. **Momma Trott** and **Jack** go to help **Jill** after they sing a song of encouragement.



**Momma Trott** calls out peoples birthdays and there is a sock and spoon race with two people from the audience!

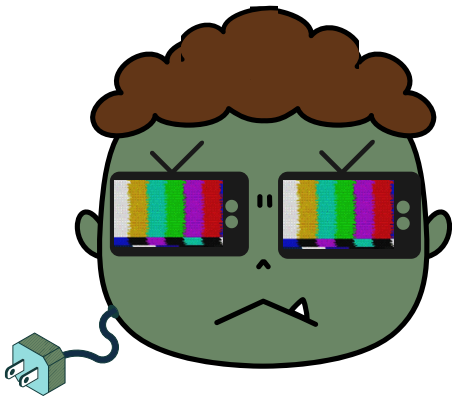


**Jill** catches **Fleshcreep** removing a school kid's imagination. She tries to stop it, but she's too late.





Under a trance, the school kid puts **Jill** in the chair. Next time we see **Jill**, her imagination is gone.



The **Giant** appears. He is made of wires and screens and he wants to eat **Jack's** imagination.



**Jack** is very brave and uses the imagination of a rap song to defeat the giant!



Imagination is restored. Flesh Creep is banned from school. Everyone sings and celebrates!



The audience is asked to sing along to a song called 'Glory Glory Hammersmith'.



It's the end! Everyone bows.



Time to clap.