

MOLLY AND THE MAGIC PHONE

a one act musical for children

by James Chalmers

© October 2014 James Chalmers and Off The Wall Play Publishers

<http://offthewallplays.com>

MOLLY AND THE MAGIC PHONE

by **James Chalmers**

This is a one act musical for children. Written with age eleven and under in mind - although it is suitable for children up to around fifteen years old. A serious story with touches of comedy - with scope for being directed in a number of different ways - the emphasis being on participation for the children and entertainment for a young or adult audience. Running time is approximately 20 minutes.

Introduction

Molly is excluded from the Gang who all have phones and other must-have gadgets - a Gang who fawn around the confident Dash. But things change when Molly finds a phone with the power to grant wishes.

Cast

NARRATOR - can be a boy or a girl

MOLLY - A shy girl who simply can't be nasty to anyone.

DASH - (female same age as Molly) A nickname. Confident and arrogant. Has the latest phone and the must-have gadget no one else has - *The Wrist i-Band* (See note below)

THE GANG - boys and girls. Can be any number and age range to suit stage size etc. Several of them have phones as appropriate to their ages. (Consider also having at least one Mountain Bike on stage and/or skate-boards)

Of the gang there are two speaking parts -

SCRUFF and JAZZ (boys or girls) - they try to act tough but they lack confidence and are indecisive.

PRESENTERS - Two or four - boys or girls. Non speaking parts. They carry large cards from one side of the stage to the other - the cards display the text messages on the Magic Phone. Part of the comedy of the piece will come from the actions of this small team as they pick up the cards and carry them across the stage - then at times - have to rapidly swap the cards and move back across the stage. There is scope for directing this action in a number of different ways - almost slapstick for example. (Alternatively there could be two teams of Presenters who remain on either side of the stage and alternate the text message display by holding up the cards from these positions. The directions are only suggestions and can be interpreted to suit the needs and

abilities of the performing company) Obviously the cards and the text they are carrying will have to be large enough for the audience to read. Other means of display may be considered - eg on a large video screen.

SOUND EFFECTS - One or two - boys or girls to provide sound effects. There is scope for inventiveness re the production of the sound effects. A low tech method is suggested - which is more theatrical and importantly more fun.

Stage Layout

No set required although the play might benefit from being performed in front of some plain flats - possibly decorated lightly with graffiti. At the front of the stage on either side - are tables for the cards carrying the text messages. The Presenters pick up cards from one side - walk across the front of the stage holding the words up for the audience to read - then they place the cards on the other table. They wait there until the next text message is to be displayed - and they walk back across the other way with the appropriate cards. The words should be on both sides of the cards because the messages are cues for the actor playing the part of Molly.

Note - The display card cue points in the script have been numbered - eg DC1. It is suggested the cards carry the corresponding numbers (in small script so they can't be read by the audience). This will ensure the cards are placed on the table in the correct order and the Presenters pick up the cards in sequence. Odd numbers will be on one side of the stage - even on the other. If two Presenters are used - then the text message is split and carried on two separate cards. All text messages consist of four words.

The sound effects crew are at a table to one side of the stage. This table could be shared with the text message cards. The prop - The Magic Phone - is on the sound effects table at the start of the play. This should be an old, unfashionable mobile phone.

Music

There are 3 songs, plus two repeats, which give a total of 5 musical pieces. The music scores are appended at the end of the play script. The accompaniment can be piano, guitar or a small children's orchestra. The author has no objection to the music being arranged in whatever way is deemed to suit the company performing the play. The children at the sound effects table could also join in as part of the musical accompaniment with tambourines, etc.

The Singing

Molly sings one short song as a solo and repeats this song later in the play. The Gang plus Dash sing two songs as a group - the opening song and then a repeat of this as the closing song. The Gang sing one song on their own. The on-stage singing could be enhanced with a choir off stage.

Another idea to be considered is to have Molly's song sung by someone at the side of the stage - while Molly dances. The author would like to encourage inventiveness re the musical aspect of this play.

Language

The lines have been kept simple and neutral re locality. The author suggests colloquial elements are introduced to make the play more local to where it is being performed - and thus be more realistic for the performers.

The Must-have Gadget - The Wrist i-Band (WiB - pronounced *wib*)

The suggested prop is a large cheap wrist watch - preferably with a coloured strap. The watch face should be obscured with reflective stickers. The gadget is coveted by girls and boys. It does all manner of clever things bar telling the time - and the things it does are of little practical use.

Costume

The play can be performed in school uniform, non uniform clothes or costumes could be designed by the Company. There should be a degree of uniformity amongst The Gang. Dash should have obvious Street Cred over and above The Gang. Molly should be clearly much less in with The Gang in terms of costume.

IMPORTANT NOTE *The costumes must all have sleeves that will cover the WiBs and not ride up with movement. Sleeves are pulled back to reveal the arrival of the WiBs as a result of magic.*

Stage Directions

The play hasn't been written with dance in mind - but it will benefit from the movements of The Gang being choreographed. The author however has no objection to the introduction of dance. Stage directions have been kept to a minimum to allow the director a free hand to make the play his or her own.

OPENING

Bring up the lights or open the curtains or simply have the cast take up position on an open stage.

OPENING POSITIONS

Molly is downstage left or right. The Gang and Dash are upstage on the opposite side of the stage to Molly. The presenters are at the table that has the first set of cards. The Sound Effects team are at their table. The Narrator is off stage.

WiBs - are on the wrists of Dash, Molly and each member of the Gang. It is important the WiBs are hidden by their sleeves (excepting Dash)

SONG 1

INTRO BARS *Gang chat (silently) amongst themselves. Send each other text messages. Use their phones to take each other's pictures. Laugh and have fun. They fawn over Dash. Dash shows off her WiB. Molly tries to ignore them. She is unhappy.*

PRESENTERS During the intro - carry display cards across the front of the stage

DC1. "Company Name PRESENTS - MOLLY AND THE MAGIC PHONE"

GANG & DASH *(Singing)*
 We are happy so very happy
 To have so many friends
 Like shining stars up in the sky
 Our friendship never ends
 Like super glue we'll always stick together
 And friends we'll stay no matter what the weather
 Rain or shine or windy day
 That won't blow our friends away
 We are friends and staying friends forever
 We are friends and staying friends forever
 We are friends and staying friends forever
 We are friends and staying friends forever

EXIT THE GANG

Suggest Gang exit a few at a time - on each repeat of the last line. One Gang member could be left on stage to sing the final repeat then he/she exits during the play out bars.

DASH *Speaking to Molly across the empty stage*
The singing audition is this afternoon.

MOLLY Oh is it?

DASH Not interested?

MOLLY No. I won't bother.

ENTER NARRATOR

Narrator goes to Molly. Speaks to audience.

NARRATOR Molly's got the best singing voice in the school. She'd get the main part in the end of term show no problem.

MOLLY But everyone says my voice sounds like a cat being strangled.

NARRATOR They would say that wouldn't they. They're jealous.

Narrator goes to Dash

NARRATOR This is Dash. Dash is a nickname. Her real name is

DASH (*Interrupting*)
Don't tell them.

NARRATOR Dash can have anything she wants. The most up to date mobile phone. The most expensive clothes. Holidays in the sun. And she's just been given the latest thing to hit the streets.

Narrator takes hold of Dash's wrist to show the audience the WiB.

NARRATOR The Wrist i-Band. Or WiB for short. It does everything but tell the time. Waterproof to a hundred metres. Has a wireless connection to mobile phones so you can hack pictures from your friends' face book. Oh and I mustn't forget the lazer light beacon just in case you need to find the WiB in the dark.

DASH It's really cool. My Dad went all the way to China to get it for me.

NARRATOR But there's one thing that Dash's pushy parents can't buy her - a singing voice that's better than Molly's. Dash wants the leading part in the end of term show - but she won't get it if Molly goes to the audition.

DASH Mum and Dad will go ballistic if I don't get that part.

EXIT DASH

Off stage Dash takes off her WiB

NARRATOR (*Moving to the sound effects table where she picks up The Magic Phone*)

Molly doesn't have a phone. But she'd like one. But not this phone - it's so un-cool.

Narrator puts the Magic Phone down on opposite side of the stage to Molly.

EXIT NARRATOR

SONG 2

MOLLY (verse 1) *How can anyone but me
Know how it feels to be - alone
Because it's me who's on my own
Me who's on my own
It's not you and you're not me
You're not me*

MOLLY (verse 2) *How can anyone but me
Know how it feels to be - so sad
Because it's me who's feeling bad
Me who's feeling bad
It's not you and you're not me
You're not me*

Molly spots the phone. She cautiously approaches it. Looks at it then turns away.

MOLLY (Walking away from the phone)
My mum says I mustn't take things that don't belong to me.

SOUND EFF *Ring or tone - a text has arrived*

Molly moves nearer to the phone - then resists the temptation to go right up to it. She walks away from it.

SOUND EFF *Ring or tone - a text has arrived*

Molly can't resist going back to the phone. She picks it up.

SOUND EFF *Ring or tone - a text has arrived*

PRESENTERS Carry cards across the stage - the text message -
DC2. "Please look after me"

MOLLY I'll reply. They might know whose phone it is.

Molly keys in a text message

SOUND EFF *Ring or tone - a text has arrived*

PRESENTERS Carry cards across the stage - the text message -
DC3. "I'm your phone Molly"

MOLLY You can't be my phone. And look at you. You're horrible. I wouldn't be seen dead with a phone like you. Anyway - how do you know my name?

Goes to put the phone back where she found it

SOUND EFF *Ring or tone - a text has arrived*

PRESENTERS Carry cards across the stage - the text message -
DC4. "I'm a magic phone"

MOLLY A Magic Phone! Just as if!

SOUND EFF *Ring or tone - a text has arrived*

PRESENTERS Carry cards across the stage - the text message -
DC5. "Any wish you want"

MOLLY Ok if you want to play games. I'd like the latest I-phone
with internet access and a 3D camera.

SOUND EFF *Ring or tone - a text has arrived*

PRESENTERS Carry cards across the stage - the text message -
DC6. "Sorry try something else"

MOLLY *(Moving to downstage)*
I'm going to drop you down this drain.

ENTER - SCRUFF and JAZZ

SCRUFF What's Molly got?

JAZZ I don't know. Is it a phone?

SCRUFF *(Takes the phone from Molly)*
Did you find this in a skip?
(Hands the phone to Jazz)

JAZZ I'll drop it down the drain?

SCRUFF *(Taking the phone from Jazz and handing it to Molly)*
No. Let Dash and the others see it. It'll give them a good laugh.

MOLLY You need to be careful. It's a Magic Phone.
Scruff and Jazz laugh

JAZZ *(Arm around Scruff's shoulders - move to exit)*
 A Magic Phone! Come on let's go.

Scruff and Jazz are almost at the exit point

SCRUFF *(Speaking as about to exit)*
 If it's a Magic Phone - why hasn't it done some magic?

SOUND EFF *Weird Space Gong sound or equivalent.*

Scruff and Jazz stop dead

SCRUFF What was that?

JAZZ My arm feels funny

*Scruff and Jazz pull back their sleeves to reveal they each
 have a Wrist i-Band (WiB)
 Scruff and Jazz gasp in amazement*

SCRUFF I've got a WiB

JAZZ So have I.

MOLLY *(To phone)*
 What did you do that for?

SOUND EFF *Ring or tone - a text has arrived*

PRESENTERS Carry cards across the stage - the text message -
DC7. "Would you like one"

MOLLY Of course I No. I don't want one.

ENTER - THE REST OF THE GANG

The gang congregate around Scruff and Jazz. Scruff and Jazz proudly show off their newly acquired WiBs. There is laughter and screams of joy - but no dialogue. Through acting - convey Jazz and Scruff explaining they came by the WiBs through Molly's doing. The gang then turn towards Molly - they all want a WiB. Molly covers at one side of the stage uncertain as to what to do.

FREEZE THE ACTION AT THIS POINT

ENTER - THE NARRATOR

- MOLLY What am I going to do?
- NARRATOR Why not give each of them a WiB? You can ask the phone to do that.
- MOLLY I'm not sure if that's a good idea. Oh I don't know what to do.
- NARRATOR Sorry - I'm just the Narrator. You'll have to decide.
- SOUND EFF *Finger Snap sound - co-ordinated with - Narrator snapping his/her fingers.*

The Gang come to life at the finger snap and advance on Molly

EXIT NARRATOR

- MOLLY *(To phone)*
Quick - give them all a WiB
- SOUND EFF *Weird Space Gong sound or equivalent*
- The Gang stop dead in their tracks. They roll back their sleeves to reveal now each has a WiB on their wrist.*
- THE GANG (ALL) *Shrieks of joy*

SONG 3

THE GANG *(Interact with Molly so that she becomes closer to the Gang - by verse 3 they are inviting her in)*

1. *Kids like us are happy when dreams like this come true
And Molly's Magic Phone has made things right
All we need for happiness is to have the latest things
Like lap tops, trainers, phones and mountain bikes*

2. *Kids like us are happy when dreams like this come true
And Molly's Magic Phone has made our day
We've got the latest gadget right here upon our wrists
And Molly is our friend and she's OK*

3. *Don't feel out of it and different to the rest
When you want to join the gang the answer will be yes*

4. *Kids like us are happy when dreams like this come true
And Molly's Magic Phone has made things right
All we need for happiness is to have the latest things
Like lap tops, trainers, phones and mountain bikes
Like lap tops, trainers, phones and mountain bikes
 Like lap tops, trainers, phones and mountain bikes*