

A TERRIFYING THEATRICAL
COMEDY FOR ELEMENTARY
STUDENTS AND YOUNG TEENS

Zombies in the Staff Room



Junk food, video games and
music. Detention has never been
so awesome.
Or deadly.

By Sarah Mayo Tighe

ZOMBIES IN THE STAFFROOM

BY SARAH MAYO TIGHE

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ZOMBIES IN THE STAFF ROOM IS A COMEDY PLAY FOR STUDENTS BETWEEN THE AGES OF 9 AND 14. IT IS A FUN SCRIPT, AND STUDENTS SHOULD FIND IT ENJOYABLE TO PERFORM — AND AUDIENCES WILL FIND IT FUN TO WATCH. IT REQUIRES AT LEAST 7 CHARACTERS, AND AT LEAST 2 OF THEM MUST BE ZOMBIES — BUT THERE CAN BE PLENTY MORE THAN THAT — THE MORE ZOMBIES, THE BETTER! THE LANGUAGE IS AT SENIOR ELEMENTARY LEVEL. THERE ARE TWO 'ADULT' ROLES, BUT OLDER STUDENTS COULD PLAY THESE. RUNNING TIME IS ABOUT 40 MINS, WITH A SHORT INTERMISSION IN BETWEEN THE TWO ACTS.

List of characters

Sue	A student who loves candy
Joe	A student who loves making paper planes
Pete	A student and avid gamer
Mr Zorbie	A zombie disguised as the 'substitute' detention supervisor. He wears a suit and tie, and is pale and slow. Loves brains – especially rotted brains of bad students.
Miss Flynn	A teacher – sensible and clever.
Zombies	There should be at least two. They are fairly typical zombies – pale, slow and in torn clothing.

Setting

A history classroom that is used for Saturday detention.

Time

The present day

Act I

Scene: A typical middle school classroom. Saturday morning. The only necessary props needed are on the teachers' desk: a red apple, a pen and a book.

Narrator: This is a true story, only the brains – I mean *names* – have been changed.

Room 301. By day, it's Mrs Beasley's class. She's the history teacher, which is fitting because she's totally ancient.

But once a week, this ordinary classroom transforms into Harrymore High's deluxe, invitation-only detention *suite*. If you get in trouble for anything, you have to come here for the ultimate punishment – Saturday morning in this dump.

(Joe, Sue and Pete enter – dragging their feet a little - and take places at three of the desks. They sit there for a few moments. Then Joe pulls a sheet of paper from his pocket and makes a paper plane, which he throws at Pete. It hits the back of his head)

Pete Ouch!

Joe What are you here for?

Pete Playing video games in class. (He pulls out game from his pocket and starts playing) You?

Joe Making paper planes from my homework. (He makes and throws another paper plane.

Sue I'm here cause I ate candy in gym. It's not fair. It was strawberry flavoured. It's fruit. I got detention for eating fruit. That's got to be unconstitutional. (From where she is sitting, sue pulls out a candy bar from under her sweater and starts eating.)

Joe What about me? If I wasn't supposed to make paper planes, why'd they put homework on paper?

Pete (Playing) Shhh! I'm trying to kill some zombies here. I lost twenty thousand points cause stupid Mr Towers took away my player. It's going to take me days to catch up.

(There is a noise outside. The three quickly put away the plane, candy and video game. Mr Zorbie enters carrying an enormous box. He is so odd looking that the students watch him with their mouths wide open).

Mr Zorbie Greetings. My name is Mr Zorbie. The usual Saturday morning detention supervisor Miss Flynn is (a long, suspicious pause) *detained*, so I will be supervising detention today.

Narrator There was no denying – there was something weird about Mr Zorbie. He was pale – like, *deathly* pale. He was slow too – everything he did seemed like was doing it under water. But the weirdest thing was the way he seemed to be staring intently at everyone's skulls...

Mr Zorbie Which of you is Pete?

Pete (Reluctantly) I am.

Mr Zorbie The kid who plays the video games?

Pete We're called gamers.

(Mr Zorbie reaches into the box and pulls out the latest portable video game player, as well as a bunch of games. To Pete's surprise, he dumps them on his desk).

Pete (Delighted) War Bandit! Ace of Kings! And a Speedbox player!

Mr Zorbie (As an order) Play.

(Mr Zorbie turns to Joe.)

Mr Zorbie Are you the boy who makes the paper planes from homework?

Joe I like to think it's an exercise in *aerodynamics* – (He stops talking as he realises that Zorbie has dumped a pile of papers on his desk)

Mr Zorbie This is your homework for the next month. Make planes.

Joe (pleased) Whatever you say!

Mr Zorbie Sue. The girl who likes candy?

Sue It's actually healthier than you might think –

(Zorbie pulls out a small mountain of candy. He dumps it on Sue's desk).

Zorbie Eat.

(Mr Zorbie takes the box and leaves the room. Sue and Joe and Pete erupt into cheers)

Sue (Eating candy) These are all my favourites! Every single one!

Pete This player is amazing!

Joe (Making planes) He got all of my homework! Even algebra!

Sue Detention is delicious!

Pete It's exciting!

Joe (Sending paper plane) It's fun!

Mr Zorbie returns with another box. He goes to Pete and dumps more video games on his desk. He gives Joe more paper/homework, and Sue more candy.)

Zorbie. Eat. Play. Make.

(He leaves. The three erupt into more cheers.)

Sue If I knew detention was going to be this great, I'd have come here ages ago.

Joe I know! Everyone always says it sucks.

Pete How it's a punishment!

Sue I love detention!

(Mr Zorbie returns with the box. He puts it on the teacher's desk. Then he takes out a tape measure and goes to each of the students, measuring the circumference of their heads and noting down the sizes on a clipboard)

Mr Zorbie Sue. What is two plus two?

Sue Four

Mr Zorbie (Notes this down, then orders her to...) You need to eat more candy.

Sue Really? My mom always says eating candy is bad for you.

Mr Zorbie This is detention. You must do what I say.

Sue (delighted) Well – you're the teacher! (Saluting him and cramming candy into her mouth)

Zorbie (He turns to Joe) What animal is Dumbo?

Joe Er – he's an elephant.

Mr Zorbie (Again, he notes down the response in his clipboard) You are required to make more planes.

Joe (Surprised) More planes?

Mr Zorbie As many as you possibly can.

Joe Like, a personal record?

Mr Zorbie Yes.

Joe Awesome!

Mr Zorbie (To Pete) What year did Columbus discover America?

Pete 1452.

Mr Zorbie. (Delighted) Really? Excellent!

Pete Oops! I meant 1492.

Mr Zorbie (disappointed) I want you to play two games at once.

Pete Okey dokey!

(Mr Zorbie pulls out a sound system and puts on music. The three begin to dance as they play video games, eat candy and make paper planes. They throw stuff into the air and generally run a little riot)

Sue Wow! Detention is like a party!

Pete I never thought I'd say this – but I love detention!

Joe Me too!

Sue Me three!

(They high-five and cheer as they celebrate their good fortune.)

Narrator Pretty awesome right? Detention where you can do the stuff you want – play video games, eat candy, throw stuff. Except detention that is fun – well that's just plain suspicious. And little did Sue, Joe

and Pete know, but as their minds rotted from junk food, video games and no study, they were falling brains first, into one of the oldest traps in the book...

(As the narrator speaks, Mr Zorbie, now especially pale and zombie-like, has appeared at the window. Soon, other faces appear next to his – other zombies.)

Zombie #1 Are they ready yet?

Mr Zorbie Lets give them another half an hour - their brains should be nice and mushy by then.

Zombie #2 They look pretty mushy now...

Mr Zorbie Patience – just give them a little more time to rot. These three are going to be particularly delicious. (Points to Joe) that one hasn't done a word of homework in months. (Points to Pete) that ones' a "gamer" –

(The other Zombies snicker and laugh)

Mr Zorbie And the girl thinks fairy floss is a kind of fruit.

Zombie #3 It's not?

Zombie #4 (Smacking him on the arm) what are you an idiot? It's a vegetable!

Zombie #3 You're a vegetable! (He smacks him back and his zombie arm falls off)

Hey my arm!

(Zombie 4 picks it up)

Zombie #4 It's my arm now!

Zombie #3 Over my undead body!