

# Director's Notes

## CAST (in order of appearance)

### Main Characters

\*Narrator(s) (*any number*) Deliver(s) rhyming couplets at key points throughout the script, to provide flow and continuity.

Mother	Jack's mother, gloomy about life, impatient with Jack.	<b>(solo singer)</b>
Jack	Central character, with a lot of lines. Has a fear of heights, which he overcomes by the end of the play.	<b>(solo singer)</b>
Daisy	Comic character, Jack's cow. (Could be played by two children in one costume, panto style.)	
Brewster	Comic/tragic character, the farmyard rooster.	<b>(solo singer)</b>
Mrs Giant	Friendly, tries to help Jack.	
Giant	Fearsome, bad-tempered and cruel.	<b>(solo singer)</b>
Hen	Comic/tragic character, sad and sickly, mistreated by the giant. Rescued by Jack and falls for Brewster. Final 4 scenes only.	
Harp	Sad character, mistreated by the giant. Rescued by Jack. Final 3 scenes only.	

### Minor Characters

Horace	Comic character, horse. (Could be played by two children in one costume, panto style.)	
Barbara	Comic character. Sheep.	
Delia	" " Duck.	
Percy	" " Pig.	
Stage Hand ( <i>optional</i> )	Very small part. 'Takes delivery of' a song, end of Scene 3.	
Delivery Man ( <i>optional</i> )	Offstage voice, has one line. 'Delivers' a song, end of scene 3.	
Doughlores	( <i>pron. dough-law-rez</i> ) Baker.	
Farmer (1 or 2)	Broad country accent. (Could be played by one or two children.)	
Nick	Market trader, sells knick-knacks.	
Aloha	Market trader, sells clothing.	
Wick ( <i>optional</i> )	Market trader, sells candles - has one line.	
Specs ( <i>optional</i> )	Market trader, optician - has one line.	
Butch	Market trader, butcher.	
Old Man	Mysterious character who persuades Jack to exchange Daisy for magic beans.	
Stork	Guardian of the beanstalk.	

### Non-speaking Parts / Chorus

Pigs, Sheep and Ducks (*group singing/speaking*), other Farmyard Animals.  
Extra Shoppers and Market Traders.

**N.B. Sound effects** are provided on the CD, but these could be performed by children, including:  
Bad Joke Drummer - provides 'stings' every time there's a corny joke: p. 9, 11, 12, 15, 19

\* **NARRATORS / CHORUS** rhyming couplets - the **bold type** indicates stressed syllables.

# Director's Notes

## COSTUME SUGGESTIONS

Most of the costuming will be fairly obvious, but some suggestions are made below. There are plenty of helpful ideas on how to make costumes online, including how to make 'big heads' for giants.

JACK	Farm-style dungarees, checked shirt.
MOTHER	Traditional farmer's wife style, dress with white apron, mop cap.
ANIMALS	May be costumed using appropriately coloured t-shirts and leggings or trousers, with animal headgear.
DAISY & HORACE	Either costumed singly (as for the other animals) or panto-style, with front and back ends played by separate children.
DOUGHLORES	White coat and hat.
FARMERS	Rustic attire! Green wellington boots and flat caps.
BUTCH	Blue and white striped apron.
MARKET TRADERS	Brown coats or aprons.
GIANT & MRS. GIANT	The only important element is to make an oversize head, with a large mouth through which the actor can see. You might also want to pad out the body with pillow wadding and use oversize boots to help make feet look bigger.
HARP	Long-sleeved golden dress. Strings (or rods) attached to one sleeve, running down to a 'corner' of dress hem. When the arm is extended, this creates the harp shape.

## PROPS

Broom and cornflakes box for Mother; also oversize toothbrush if doing the chase on p.9. Duvet, milking stool, bucket and rope for Jack. Lyric board for 'Daisy, Daisy', so audience can join in.

Market Traders wares, to include these specifics:

- 1) Aloha: garlands, Hawaiian shirts and pyjamas
- 2) Farmer(s): pies
- 3) Nick: knick-knacks
- 4) Wick: candle/candlestick
- 5) Specs: spectacles

Cardboard or plastic meat cleaver for Butch. Magic beans for Old Man.

Oversize sign for Stork, reading: *CLIMB THE BEANSTALK TO SEEK YOUR FORTUNE!*

Feather duster and cleaning cloth for Mrs. Giant. Golden egg for Hen.

## STAGING SUGGESTION

There are three locations in the play, 1) the farm, 2) the market, 3) the kitchen in the giant's castle. It's not essential for the farm or the market to have scenery, but the giant's castle kitchen does need a giant table and chair (or backdrop showing those), and a free-standing cooking pot 'flat', big enough for Jack to hide behind.

**Suggested base position to Stage Right:**  
Mother, Horace, Brewster, Barbara & Sheep  
Stage Hand & Delivery Man, Doughlores,  
Aloha, Old Man, Mrs. Giant, Shoppers.

**Suggested base position to Stage Left:**  
Jack, Daisy, Percy & Pigs, Delia & Ducks  
Farmers, Extra Traders, Butch, Nick, Wick,  
Specs, Stork, Giant, Harp, Hen

**N.B.** There is a simplified version of the script on the enhanced CD. This version is ideal for massed schools events e.g. festivals, or smaller schools or where rehearsal time is limited.

# Director's Overview

*N.B. All sound effect tracks appear at the end of the CD.  
This allows the show to run without interruption if you are doing your own sfx.*

## SCENE 1 - JACK AND HIS MOTHER p.7

**Song**                    **HAVE YOU HEARD THE STORY?**

⊙ **Track 1/20**

Mother needs Jack to get up and do his chores. Jack doesn't like mornings!

**Sfx**                    **ALARM CLOCK**

⊙ *Track 39*

**Song**                    **GETTING UP AT 4.30**

⊙ **Track 2/21**

Jack's morning breath is awful. Mother chases him with a toothbrush. *(optional)*

Jack needs to fix a hole in the barn roof, but he has a fear of heights.

**Incidental**            **IT'S A HARD LIFE**

⊙ **Track 3/22**

## SCENE 2 - DOWN ON THE FARM p.10

Banter between Daisy the cow, Brewster the rooster and Horace the horse.

**Song**                    **DOWN ON THE FARM**

⊙ **Track 4/23**

Mother complains that Daisy isn't producing enough milk. She tells Jack that if Daisy can't do better she will have to be sold.

**Song**                    **DAISY, DAISY**

⊙ **Track 5/24**

## SCENE 3 - DAISY HAS TO GO p.14

Daisy still hasn't produced enough milk, but Jack can't bear to sell her - she's his friend. Barbara the sheep arrives, having had a haircut at the baa-bers. The animals debate the rights and wrongs of selling Daisy. Horace points out that if the farm goes bankrupt they'll all be for the chop. Reluctantly, Jack concludes that he must sell Daisy, who tries to escape. Jack and the animals chase her, and she is eventually caught.

**Incidental**            **CHASING DAISY**

⊙ **Track 6/25**

Jack leads Daisy off to market, while a stage hand 'takes delivery' of another song!

**Sfx**                    **TRUCK REVERSING**

⊙ *Track 40*

**Song**                    **OFF WE GO TO MARKET**

⊙ **Track 7/26**

## SCENE 4 - THE MARKET p.17

At the market, we meet lots of traders, including: Doughlores, Nick, Aloha (*Wick, Specs*) and Butch. There is some banter between Doughlores and a couple of farmers. The traders try persuading Jack to buy their wares, but he explains he's only there to sell Daisy. Butch offers to buy her, but - when they discover he's a butcher - Jack and Daisy run away.

**Song**                    **QUICHES AND PIES**

⊙ **Track 8/27**

## SCENE 5 - JACK MAKES A DEAL p.22

On their way home, Jack and Daisy meet a mysterious old man, who persuades Jack to sell Daisy for three magic beans. Daisy is led off, protesting.

**Incidental**            **HEADING HOME**

⊙ **Track 9/28**

## SCENE 6 - MOTHER ISN'T PLEASED p.24

Mother is furious that Jack has swapped Daisy for three measly beans. She is also distraught, fearing they'll lose everything. Jack figures he's probably been conned.

**Song**                    **THREE MEASLY BEANS**

⊙ **Track 10/29**

**Song**                    **GULLIBLE FOOL**

⊙ **Track 11/30**

## SCENE 7 - THE BEANS GROW p.23

Overnight, a gigantic beanstalk grows - offstage!

**Incidental**            **THE BEANSTALK GROWS**

⊙ **Track 12/31**

The following morning, Jack and all the animals discover the beanstalk.

**SCENE 8 - CLIMBING THE BEANSTALK** p.27

Stork, the guardian of the beanstalk, congratulates Jack, telling him the beanstalk is his ladder to the clouds, where he will find riches beyond his wildest dreams. But Jack is afraid of heights - there's no way he will climb the beanstalk! However, the animals persuade him to overcome his fear, in order to buy back Daisy and save the farm.

**Song**                    **CLIMB, CLIMB, CLIMB THE BEANSTALK**  
**Incidental**            **ALWAYS BEEN A DREAMER**

⊙ **Track 13/32**  
⊙ **Track 14/33**

**SCENE 9 - GIANTS IN THE CLOUDS** p.29

At the top of the beanstalk, Jack finds himself in a castle, where everything is so large that he realises the occupants must be gigantic. Terrified, he asks the chorus to warn him if they see anyone coming. A 'Behind You!' scene follows, Mrs. Giant creeping up behind him. But far from being scary, she only wants to feed him a nice big breakfast.

**Sfx**                    **GIANT'S FOOTSTEPS**

⊙ *Track 41*

However, her husband eats children - and he's returned home! Mrs. Giant tells Jack to hide. But the Giant can smell that someone is there...

**Song**                    **FEE, FIE, FO, FUM!**

⊙ **Track 15/34**

**SCENE 10 - JACK, THE HEN & THE HARP** p.32

Mrs Giant tries to calm her husband, sending him off to do some anger management while she makes him some porridge. But it's not long before he returns, along with a sickly Hen, saying that he'll calm down if the Hen does her job.

The Hen lays a huge egg, passing out with the effort. Pacified, the Giant goes off to eat his breakfast. Jack is excited to find that the egg is made of gold, realising that it must be worth a fortune. The Hen comes to - and promises to lay a golden egg for Jack every day if he will rescue her from her life of slavery. But just then they hear that the Giant has finished his breakfast, after which Jack hides again.

**Sfx**                    **GIANT BELCH**

⊙ *Track 42*

The Giant needs some soothing music to help him relax, so comes to get his Harp, who he orders to play for him. The Harp sings a sad song about her terrible life.

**Song**                    **GOLDEN STRINGS**

⊙ **Track 16/35**

The giant falls asleep.

**SCENE 11 - THE NOT SO GREAT ESCAPE** p.34

**Sfx**                    **GIANT SNORING**

⊙ *Track 43*

As the giant is asleep, Jack takes the opportunity to make his escape, taking both the sickly Hen and the unhappy Harp. They walk on tiptoe, trying not to wake the Giant.

**Song**                    **DON'T WAKE THE GIANT**

⊙ **Track 17/36**

The Hen squawks when Jack stands on her toe, waking the Giant. They race away from the Giant, who is furious to find that his Hen and Harp have been stolen and sets off in hot pursuit! The beanstalk is chopped down and the Giant crashes to his doom!

**Song**                    **CLIMB BACK DOWN THE BEANSTALK**

⊙ **Track 18/37**

**SCENE 12 - EVERYTHING WORKS OUT WELL** p.36

Everyone gathers to welcome Jack home, and to celebrate the end of all their woes!

**Song**                    **NOW YOU'VE HEARD THE STORY**

⊙ **Track 19/38**