



# Jack And The Beanstalk

## **Synopsis**

Jack Dally lives on a farm with his mum, Dotty, his sister, Dilly and their cow, Pat. After Jack's father disappeared when he was just a boy, money was tight, and his mother struggled to make ends meet. The once prosperous farm fell into disrepair and now, the Dally's are down on their money and their luck. Pat hardly provides a drop of milk and it's a constant hardship for the family to scrape together a living and earn enough money to pay the rent on their cottage.

To make things worse, their village lives under the constant tyranny of a terrible giant named Blunderbore and his evil sidekick, Fleshcreep. As Blunderbore ravages the villagers' lands, stealing livestock and other valuables, Fleshcreep, a rather poor sorcerer, keeps his master's affairs in order and causes havoc with his lousy spells. With no money and the rent due, Dame Dally realises that the only choice they have is to sell their beloved cow, Pat, and so Jack sets off to market to do the unhappy deed. But things don't go quite to plan, as Jack meets a fairy who convinces him to exchange his cow for a bag of magic beans. Jack doesn't realise it, but the fairy is on the lookout for a hero to defeat the giant and save the village, and she's decided that he fits the bill. When Dame Dally finds out about the beans, she is furious with Jack. In a fit of rage, she grabs the beans and throws them into the yard. The following day they wake to find a giant beanstalk has sprung up. Jack seizes the opportunity to put right his mistake and save his family home, by climbing the beanstalk to slay Blunderbore so he can claim a reward being offered by the King. His quest becomes more urgent when the giant kidnaps Princess Jill, who Jack happens to be in love with. The journey up the beanstalk leads Jack to a castle in the clouds and a giant adventure where he encounters all sorts of weird and wonderful things, including a hen who lays golden eggs and a singing harp.

## **Characters**

Jack - The hero

Princess Jill - The heroine

Dilly - Jack's sister

Dame Dally - Their mother

Fairy Sweet Pea - The good fairy (Can pause scenes with a remote control)

The Narrator - The Narrator

King Cole - Jill's Father

Donald Grump - The Mayor

Slap - Tax collector who works for the mayor

Tickle - Tax collector who works for the mayor

Pat - The cow (talking role for one or two people)

Blunderbore - The Giant (Off stage voice only)

Fleshcreep - Blunderbore's henchman

Henrietta - A Hen

Harmony - A Harp (Sings randomly - lines sung are underlined)

Mrs Mopp - The Giant's Housekeeper

Bo Peep - Bo Peep

The Town Crier - The Town Crier

Chorus x 6 (plus)

## **Scenes**

### **Act 1**

- Scene 1 – Welcome to The Village (Tabs into the village square)
- Scene 2 – The Plan (Tabs)
- Scene 3 – A Chance Meeting (In the Dally's farmyard)
- Scene 4 – What A Surreal Day! (Tabs)
- Scene 5 – Beans! (Outside the Dally's cottage)
- Scene 6 – The Kidnap (Tabs)
- Scene 7 – The Climb (Outside the Dally's cottage)

### **Act II**

- Scene 1 – The Top of The World (Tabs into the giant's kitchen)
- Scene 2 – The Rescue Mission (Tabs)
- Scene 3 – The Dungeon (In the dungeon)
- Scene 4 – The Date (Tabs)
- Scene 5 – The Escape (In the dungeon)
- Scene 6 – Down To Earth (Tabs)
- Scene 7 – Timber (Outside the Dally's cottage)
- Scene 8 – A Little Singsong (Tabs)
- Scene 9 – Finale (The Village Square)

## **Suggested Songs**

- Song 1 A Million Dreams from The Greatest Showman
- Song 2 Shake It Off – Taylor Swift
- Song 3 Holding Out for A Hero – Bonnie Tyler
- Song 4 The Wonder Of (You) Moo – Elvis Presley
- Song 5 Wouldn't It Be Nice – The Beach Boys
- Song 6 I've Never Seen Anything Like It in My Life from Dr Doolittle
- Song 7 High Hopes – Panic at The Disco
- Song 8 Somewhere Over the Rainbow from Wizard of Oz
- Song 9 Just the Way You Are – Bruno Mars
- Song 10 Honey Honey – Abba
- Song 11 Shut Up and Dance – Walk the Moon

\*Optional song in Act 2/Scene 5. Bohemian Rhapsody - Queen

# **Jack and the Beanstalk**

## **Act 1**

### **Scene 1**

#### **Welcome To the Village**

*Front of Tabs.*

*(SFX Thunderclap) Fleshcreep enters.*

**Blunderbore** *(off stage)* Fe-fi-fo-fum. I smell the blood of a *(insert town)* man. Be  
he  
alive or be he dead, I'll grind his bones to make my bread.  
**Fleshcreep** But master, *(insert town)* folk are tough and tasteless. Why don't you  
catch forty winks while I knock you up a tasty snack? How about a nice club  
sandwich?

*(SFX: Rumbling stomach)*

**Blunderbore** My belly is rumbling. Bring me something to satisfy my appetite  
and  
make it snappy.

*(SFX: Door slamming)*

**Fleshcreep** Yes master. *(To audience)* I do love working for the giant and living  
here in  
Limbo, the land above the clouds. It's so important to take pride in one's work  
don't you  
think? Creating mayhem and havoc for those pathetic little villagers below. Oh,  
go ahead  
...hiss and boo all you like. If you don't be quiet, I'll lock you all in the dungeon  
and you'll  
all end up at Blunderbores table and it won't be as guests. It will be as his  
supper!

*(SFX Magical bells)* Ahh! What is that awful ringing in my ears?

*Fairy Sweet Pea enters.*

**Fairy Sweet Pea** Hello folks,  
Fairy Sweet Pea is my name  
And fairy magic is my game.  
Proclaiming all things kind and good,  
And cleaning up the neighbourhood.  
I've had reports of evil deeds  
And come to check things out.  
I'll do my best to make things right,

And see what it's about.  
Yuk, what is that rancid smell?  
That stench is making me unwell!  
Fleshcreep! I should have known,  
There's no mistaking your cologne.

**Fleshcreep** Fairy Sweet Pea. What an un-pleasant surprise. *(To audience)* Meet the

most forgetful fairy I've ever had the misfortune to do Panto with! What brings  
you  
here to Limbo, Chickpea?

**Fairy Sweet Pea** It's Sweet Pea!

**Fleshcreep** Whatever!

**Fairy Sweet Pea** I think that you already know,  
There's strange occurring's down below.  
Proceedings of a nasty kind,  
Which I suspect you are behind.

**Fleshcreep** Doesn't fairy law forbid you to interfere directly in human affairs?

**Fairy Sweet Pea** Ah, but that's where you are wrong,  
Our fairy laws have changed.  
Because you had the upper hand,  
Our rules were re-arranged.  
Although I cannot thwart your plans,  
A hero I can choose.

To sabotage your wicked plot,  
And make sure that you lose.

**Fleshcreep** A hero? To defeat Blunderbore? I don't know if you've noticed, but  
he's a giant!

**Fairy Sweet Pea** I will find a champion,  
To bring that giant down.  
An honest lad with simple ways,  
Who's going to save his town.  
Your reign of hate and tyranny,  
Will finish in defeat.  
So, look out Fleshcreep!  
Your days are numbered,  
My victory will be sweet!

*Sweet Pea stands with arms folded and there is an awkward silence.*

**Fleshcreep** This is where you exit.

**Fairy Sweet Pea** Oops-a-daisy, what a clot!  
I only went and plain forgot.

*Fairy Sweet Pea hastily exits.*

**Fleshcreep** That fairy is so forgetful she could organise her own surprise party!  
Ha, a puny boy against a giant? I don't think so! Blunderbore and Fleshcreep are  
the ultimate evil dream team! *(Evil laugh)*. All the same, I'll keep my eye that  
Sweet Pea... you should never underestimate a fairy.

*Fleshcreep exits. The curtain opens on a village scene with some market traders selling their wares. The Narrator enters carrying a heavy book. He takes his place at the front corner of the stage.*

**Narrator** Our story is about a lad called Jack Dally, who lives on Soggy Bottom Farm with his mother, Dotty, his sister, Dilly and their cow, Pat. Once successful farmers, the Dally's have fallen on hard times. The villagers of *(insert town)* live in fear of a cruel and horrible giant called Blunderbore who ravages their lands, destroying crops, taking livestock and stealing their valuables. The folk of *(Insert town)* struggle to make ends meet and are quite frankly at their wits end!

**All the traders** We're quite frankly at our wits end!

**Narrator** Today is *(day)* which only means one thing in *(insert town)*. It's market day!

## Act 2.

### Scene 1

#### The Top of the World

*Front of Tabs.*

*At the top of the beanstalk. One sign reads 'Welcome to Limbo' and another points to the castle. (SFX Magic bells) Fairy Sweet pea enters.*

#### **Fairy Sweet Pea**

Welcome to limbo, the land up above,  
Where Jack's on his way to rescue his love.  
A land full of wonder, giants and danger,  
Of magic and mystery and things even stranger.  
He's almost here but before I make tracks,  
I need to remind you about the huge axe.  
Remember if anyone touches that whopper.  
Shout 'Hands off that chopper or you'll come a cropper!'

#### **Song 8**

*Fairy Sweet Pea exits, and the Narrator enters opposite.*

**Narrator** After a considerable amount of climbing, a round of cheese and pickle sandwiches and a flask of tea, Jack finally arrived at the top of the beanstalk.

*(SFX Indiana Jones music) Jack enters, covered in vines.*

**Jack** *(bending over puffing)* Phew! That was hard work! *(He glances around)*

**Narrator** Jack looked around and was taken aback as his eyes fell upon the most wondrous sight. In the distance, nestled amongst the clouds he could see the  
giant's  
castle.

**Jack** Wow, there's Blunderbore's castle!

*Spotlight picks out a cardboard castle on a cloud that is attached to a stick being held off stage.*

**Narrator** He immediately set off to investigate.

**Jack** *(puffing)* Hold on a minute.

**Narrator** I'm sorry?

**Jack** Give me a chance to get my breath back.

**Narrator** Oh, get on with it; these folks have got homes to go to.

**Jack** Why would they want to go home? They're having a great time.

**Narrator** Oh no, they're not.

**Jack** Oh yes, they are etc.

**Narrator** Can we get back to the script?

**Jack** Alright, keep your hair on! *(Looks over the edge of the stage and points)*

Wow, this is  
really high. The people look like little ants.

**Narrator** That's because they are ants!

**Jack** Ah, so they are. How long will it take to walk to the castle?

**Narrator** Not long, follow the signs.

**Jack** Thanks, I'll be off then.

*The Narrator exits. Jack walks across the stage and back in which time a door (board or curtain) with a large knocker appears at the wings.*

**Jack** I'm here, that didn't take long.

*Jack knocks on the door. (SFX Heavy knocking)*

**Mrs Mopp** *(from behind the door)* Who's there?

**Jack** A weary traveller.

**Mrs Mopp** *(from behind the door)* You're not welcome - go away.

**Jack** Charming! Can I come in for a few minutes?

**Mrs Mopp** *(from behind the door)* No, clear off.

**Jack** What about a glass of water? I'm parched.

*(SFX Bolts sliding, keys turning, and chains rattling followed by a loud creak) Mrs Mopp steps from behind the door.*

**Mrs Mopp** Who are you?

**Jack** I'm Jack.

**Mrs Mopp** You had quite a journey, if you're quiet you can come in for a moment.

I  
should warn you though...it's not safe here.

*They exit and the curtain opens on the giant's kitchen. There are various oversized objects. Henrietta sits to one side and Harmony stands poised on the other side.*

**Henrietta** Who is it Harmony?

**Harmony** It's a person.

**Henrietta** A person, are you sure?

**Harmony** Of course I'm sure, I know a person when I see one.

**Henrietta** What does he want?

**Harmony** Maybe he's on holiday.

**Henrietta** I love holidays. When I was little my dad took us to Margate, I'll always remember him standing there in the waves, with a pot of taramasalata.

**Harmony** That's an odd thing to do?

**Henrietta** Not really, he liked to take a dip in the sea!

**Harmony** Oh no, Mrs Mopp has invited him in. That silly woman!