ALICE IN WONDERLAND: A VISUAL STORY



A visual resource for neurodiverse children and young adults including those with ASD. This pack is designed to help familiarise your group/family with the story, characters and events of the show. It highlights moments of sudden action, lighting/sound changes and other surprises and explains the story to you as it unfolds.

Hello, we are very much looking forward to welcoming you to the New Vic. We hope you're looking forward to Alice in Wonderland. These notes are for you to read before coming to the theatre. They tell you more about the theatre and what happens in the play so that you will know what to expect.

THE THEATRE - WHAT THE BUILDING LOOKS LIKE?



When you arrive at the theatre, this will be the entrance door to the foyer. Go through these doors and on the right you will find our box office. The lift to the first floor is located to your left and the stairs are in front of you. You can access our auditorium from the ground or first floor level depending on where your seats are or your access needs.



You may be greeted by one of our wonderful front of house team. Here is David Sunnuck, our Theatre Manager. The team are here to help with any of your needs so please do not hesitate to speak to them. We are happy to help in any way we can.



This is a picture of the auditorium doors. As you go through the doors you will be met by another member of our Front of House team who will guide you to your seats and can answer any questions you may have.



This is a picture of one of our sets of toilets which are on both the ground and first floors. There are disabled toilet facilities available. If you are unable to locate them, please ask a member of the front of house team.

CHILL-OUT AREAS

If anyone wants to leave the auditorium at any time during the performance, there are quiet areas that you can visit. You can relax here if you need a little break before going back in to watch the performance.







THE SET (WHAT THE STAGE LOOKS LIKE)

When you come into the theatre auditorium, the lights will be on so that you can see the stage and find your allocated seat to watch the play. As this is a theatre in the round, the actors may feel quite close to you, but don't worry, they won't reach out to you or touch you.

- Above the stage there are two golden chandeliers.
- The set is designed to look like an unusual chessboard at the start of the play. The set will change as the action of the story moves to different locations. Sometimes you'll see the actor's carrying props with them. Sometimes things will appear on stage as if by magic.
- Sometimes, the lighting will change there will be different coloured lights and sometimes it will go darker, or brighter as we change place and time in the story. It will only go completely dark on stage at the end of the first and second half of the play.
- As you enter the theatre, this is the view of the auditorium:



THE ACTORS

Here are pictures of the actors you will see in the play. There is a picture of each of them out of costume and one of them as their character. Actors tell the story by putting on an item of costume, which can be a jacket or a scarf to represent different characters.

Victoria Brazier



Jimmy Chambers



Angelina Chudi



White Queen / Mam (Alice's mother) / Musician



Tweedledum / Musician / Chorus



Tweedledee / Chorus



Stasha Dukic



Eleanor Fransch



Lucinda Freeburn



Cheshire Cat/ Chorus



Alice



Dormouse / Rose / Musician / Chorus



Matthew Ganley



Michael Hugo



Purvi Parmar



Dodger (Alice's father) / White King / Mad March Hare



Mad Hatter / Chorus



Red Queen / Chorus



Kyle Potter



Peter Watts



Madeleine Wilshire



Chorus



The Great Blanco / White Rabbit



Chorus/Musician



Katie Cannon



Chorus / Musician



THE STYLE OF OUR PRODUCTION

- Our auditorium is in the round. This means that the action takes place in the centre
 and the audience is seated around the stage area. There are five aisles down to the
 stage.
- There are several visual effects in the show: lights will change colour; they will be brighter and dimmer at different points during the show; and they will shine on the stage and onto the audience.
- There will be a lot of magic in the show. The character Blanco / White Rabbit is a magician.
- Some of the actors will be playing instruments live on stage to create the music.

Below are the instruments in the show



• We have large puppets like Cheshire Cat and Jabberwock which are operated by actors. There will also be smaller puppets like mutton, cat, and pudding.











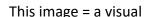
There are moments in the show where doors and a throne will glide onto the stage.
 Chandeliers will also come down above the stage.

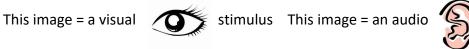
More explanation is given in the story notes next page.

WHAT HAPPENS DURING THE PERFORMANCE?

The performance is split into two halves. During the performance, you are free to leave the auditorium and return as and when you need to. In the middle of the performance, there is a break called the interval. This lasts around 20 minutes. During this time, you can leave the auditorium if you would like to, or you can stay in your seat.

We have highlighted sections for sensitivities to stimuli. The story notes describe what happens in the play moment by moment. If there are any sudden sounds, actions, changes, or other surprises you will see these symbols:







STORY NOTES



Alice, a curious child, arrives at Stoke-on-Trent with her family on a canal boat. She has a cat called Dinah. Alice's family do not have enough food to eat so Alice goes into town to earn money. Alice's father will catch a rabbit in the woods and her mother will look for berries in the hedgerow.



There will be recorded and live music. The actors will sing songs

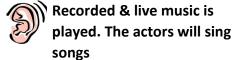


Dinah is a cat puppet. There are trees and a lock moves pass the boat.

There is projection of the potteries on the walls behind the audience.



Alice arrives in a market square and enjoys watching everyone selling flowers, hats and drinks. She decides to play a card trick 'Find the Lady' to earn money for food. As she is playing this trick Blanco (a magician) arrives, who trips over Alice's card trick box as he is rushing to his rehearsal. Alice is upset and to cheer her up the magician Blanco does a couple of tricks in the market square. Blanco then rushes to his rehearsals accidently taking Alice's cards with him.





The boat is turned into a cart as the lights go down.

Blanco & Alice perform several magic tricks.



Alice chases Blanco to the theatre because she wants her cards back. Blanco goes into the theatre and Alice manages to persuade the Stage Door man to let her through because she has the rabbit which will be in the show. She walks through corridors and see's the actors singing, dancing and practicing their stage fighting — this is a pretend fight actors do on stage. Finally finding her way onto the stage. She sees Blanco practicing his magic and even after everyone warns her of the trap doors, she falls down it.



Recorded music is played. There will be loud sounds as Alice falls down the trap door.



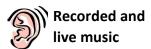
The corridors are created by door frames and it might feel darker than usual in this scene.

Blanco creates a flame in this hand. Don't worry about this - he has practiced this trick and it is very safe.



Alice falls down the trap door and she sees books, pictures, maps, and jars. She ends up in a room with hanging lamps, and a hall with several doors which are all locked. Alice finds a key which she manages to open the smallest door with. Alice is too big to get through the door but by magic a bottle appears encouraging her to drink it. Alice can't read the label but drinks it anyway. This makes her grow tall and she realises that she won't be able to walk through the small door.

In that moment the White Rabbit appears, and he notices Alice which makes him afraid. He takes a cake from the tray which has magically appeared and throws it to Alice. Alice takes the cake which has writing on it, but she can't read it, so she decides to eat it instead. This makes her go smaller and smaller, and finally she reaches the right size to get through the small door into the garden.





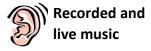
Alice is lifted by four actors. They have been practicing these lifts and they all feel very confident.

When Alice grows one of the actors lifts her up onto his shoulders to show how tall she is.

Look out for the young performer and the puppets which show us how much Alice shrinks.



Alice enters a garden and meets a group of flowers who aren't very nice to her. Then the red pawns arrive, and they start to paint the white roses red. The chief pawn has accidently planted white roses instead of the red ones. They think they will get into trouble if the Queen finds out. Then the Red Queen arrives, and she isn't happy with what they have done with the roses but before she punishes them, they manage to escape and so do the flowers leaving Alice with the Red Queen. The Red Queen isn't happy with Alice, and she wants to punish her too. The White Queen arrives and saves Alice from the Red Queen. The White Queen grabs Alice's hand and starts running very fast.





Alice is lifted when the White Queen runs fast. Showing everyone that she is lifted off the ground because of the White Queen's speed.



When the White Queen and Alice stop, they arrive at a chessboard where the chess pieces are having a battle to protect the king. The White Knight is winning the game. The White Queen convinces Alice to become a pawn and that if the gets to the end, she could become a queen and have feast. As the White Queen leaves, she gives Alice some advice on how to win the game.





The chess battle has pulsing lighting. The knights have horse puppet around their waist.



The first advice the White Queen gives Alice is for her to travel by train to get to the next square. The train arrives and Alice gets in, but she doesn't have ticket. The passengers are very annoyed with her not understanding what she needs to be a passenger. The train jumps over the brook, which lands Alice in the third square which is the woods.



Recorded music and singing

Newspapers are used to create the sound of the train



The train is made out of benches

There is steam coming out of the Guards head to represent the steam of the train.



Alice is in the woods and meets Tweedledum and Tweedledee. They want to play with Alice but they don't want to share her with each other. They then make her upset when they tell her she only exisits in their mind. They think it's about to rain so Tweedledum takes an umbrella. Tweedledee gets very upset that Tweedledum doesn't want to share his umbrella. They then decide to settle their argument. As they are having their fight, the Jabberwork arrives which scares Tweedledum and Tweedledee. They run and hide behind their large basket leaving Alice behind. The Jabberwork chases Alice but she manages to escape.



Recorded music and singing

There will be loud screams and stamps

The Jabberwock roars when it arrives



Tweedledum and Tweedledee come up out of the basket.

They fight across the stage without making any physical contact. They do not get hurt in this scene as they have practiced this scene a lot.

There is steam coming out of the Guards head to represent the steam of the train.

The Jabberwock breathes fire and flames come out on stage. These are small flames, and they are distant from Alice and the audience. The fire disappears very quickly, and it is done safely.

Interval: 20 minutes approximately



Alice meets the White Rabbit again. He is still running late but this time he isn't afraid of Alice anymore. He leaves quickly because he is running late. Then Alice meets Cheshire Cat. Alice tells Cheshire Cat she wants to go home and she hasn't had her tea yet. Cheshire cat gives her the directions to go and see Mad Hatter and Mad March Hare because there is always tea there.



Listen out to the music band

Cheshire Cat's Purring sounds



Cheshire Cat is a large puppet operated by three actors. One eye blue and one eye yellow



Alice goes to March Hare's Tea Party. In this tea party there are delicious foods and she meets Mad March Hare, Mad Hatter and the Dormouse who is always asleep. Alice watches them as they keep moving around when they have dirty cups, so that they can have a clean cup to continue their tea party. Everytime Alice is about to eat they move one place preventing her from eating any food. She gets very angry and leaves the Tea Party.



Listen out for instruments played live to wake up the Cheshire Cat

Sound effects of cups breaking



There are fairy lights in the balcony and the scene changes into the tea party with lots of chairs.

There is a lot of movement around the chairs, with the characters changing where they sit all the time.

Mad Hatter and Mad March Hare are not very nice to the Dormouse. They are actors pretending and the Dormouse isn't getting hurt at all.



The Cheshire Cat reappears and tells Alice she did warn her that they were mad. Alice is so angry with everyone. Cheshire Cat warns Alice that she should keep her temper under control and that she should be aware of the Jabberwock. Then Alice meets the Red Knight, the White Knight and the White King at the chess board. The White Queen runs to the chessboard to show everyone her finger is bleeding and tells them that this will happen when she pins her brouch to her stash. They tell her that their mind works backwards and forwards which confuses Alice.



Listen out for Alice getting angry because she is so hungry.

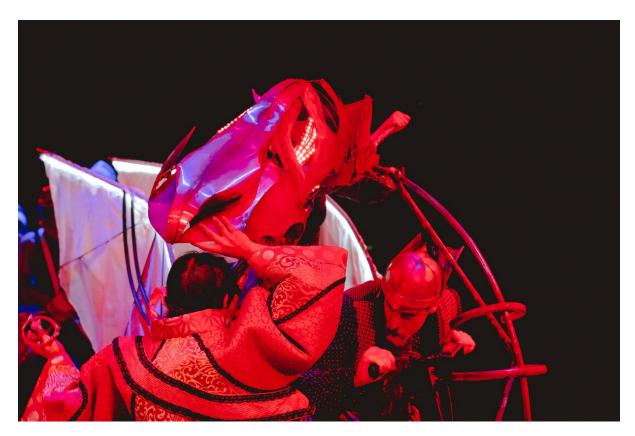
Loud music for when the battle happens.



The Cheshire Cat gets angry with Alice.

The Knights have a horse puppet around their hips

The White Queen runs around the promenade, which is the first floor of the audience seating. She might be running behind you.



The Red Queen arrives because she has been chasing the White Queen. The Red Queen moves into her position on the chessboar, which shows that she is wining so everyone kneels down to her. She decides to execute Mad Hatter first as the Red Knight takes his position. To do this the Jabberwork enters attacking everyone and ends up taking the Red Queen's head off.



There will be loud roars from the Jabberwock and the screaming of the actors.



The Jabberwock arrives very quickly and chases everyone.

The Red Queen's head gets gobbled up by the Jabberwock. The actor who plays the Red Queen doesn't get hurt by the Jabberwock. She will be in the next scene.



The Wonderland creatures have a celebration as Alice becomes the new queen. They dance and have a banquet. In the banquet, Alice is able to read the menu and food arrives but each time they are introduced to Alice, it prevents her from eating them. According to the Wonderland creatures you can't eat the food you are introduced too. When the tarts arrive they are no longer in the tray because it is stolen. Mad Hatter hides under the table because he was the one who stole the tarts. Then the White Rabbit arrives to entertain the Queen. He thinks it is the Red Queen he is there to entertain but when he realises that it is Alice, he is delighted! The White Rabbit does several magic tricks and finally he makes Alice disappear in one of his tricks.



Listen out for the last trick which has a big bang.



There will be bunting coming from above the stage.

There will be puppets like the mutton and the pudding.

A tablecloth will be used to create the table of the banquet.

Watch out for the last trick when Alice disappears from the big box.

There will be bubbles coming out onto the stage.



We find Alice back in the market and she doesn't quite know how she got there. Her father finds her and tells her that they have been looking for her. Her mother arrives with relief that Alice is back and tells her to get into the boat to have her favoriate food - rabbit stew.



Recorded music



The canal boat arrives with Alice's mother in it.

It starts to snow on stage.

THE END

We hope you enjoy the show.