George's Marvellous Medicine

Visual Guide

ACROSS THE BOARDS

Welcome to the visual guide for George's Marvellous Medicine.

This guide has been made to help you prepare for the play so you can feel ready and comfortable for the performance.

It will tell you about the characters, the story and how long the show will be.

It will also tell you about any surprising moments that happen in the show.

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Characters in the show

Below are pictures of each of the actors that play the different characters in the play. In this play some of the actors also use puppets.

George Kranky

George is 12 years old.
He lives on a farm with his Mum and Dad.
He likes animals and reading. He is helpful and mischevious.
George likes to talk to the audience.

Grandma Kranky

Grandma comes to stay with the family on the farm.
She is mean and grumpy.
When Grandma takes the first new medicine, she grows taller and taller.
When Grandma takes the second new medicine, she shrinks until she disappears.

ACROSS THE BOARDS

Mary Kranky/Mum

Mary is George's Mum. She lives and works on the farm with her family. She is Grandma's daughter.

Killy Kranky/Dad

Killy Is George's Dad. He also works on the farm. He does not like Grandma.
He gets very excited when George makes the new medicine.

Giant Chicken

The Giant Chicken is a person dressed up and pretending to be a chicken.
They causes a lot of disruption on stage. This can be very surprising. They also squawk which may be loud and surprising.

How Long is the Show?

The first part of the show is called Act 1. This will be approximately 45 minutes.

Then, there is a break.
This is called the interval.
This will be 20 minutes.

After, there is the second part of the show. This is called Act 2. This will be approximately 30 minutes.

What Does the Set Look Like?

The stage is split into 5 different sections.

- The shed
- The bathroom
- The kitchen
- The gate to the chicken coop
- Grandmas room

Different parts of the play happen in different parts of the set. These are called scenes. An act in a play may have lots of different scenes.

The set is designed to look like illustrations from a storybook. Objects such as furniture and walls are painted white with bold black outlines, just like you might find on drawings in a book.

The image on the right shows an example of this. It includes a lamp on a small table, and a fence. When you come and see the show, you can expect the rest of the set to be painted in the same style.

! **The next page explains the story.**
If you do not want to know what happens do not read the next part.

Visual Story

Meet George

George is 12 years old. He lives on a farm. He really likes reading.

Meet Grandma

Grandma comes to stay with George and his family. She is very grumpy. She has to take medicine.

George Makes a New Medicine

George decides to make Grandma a new medicine. He uses different ingredients in his house

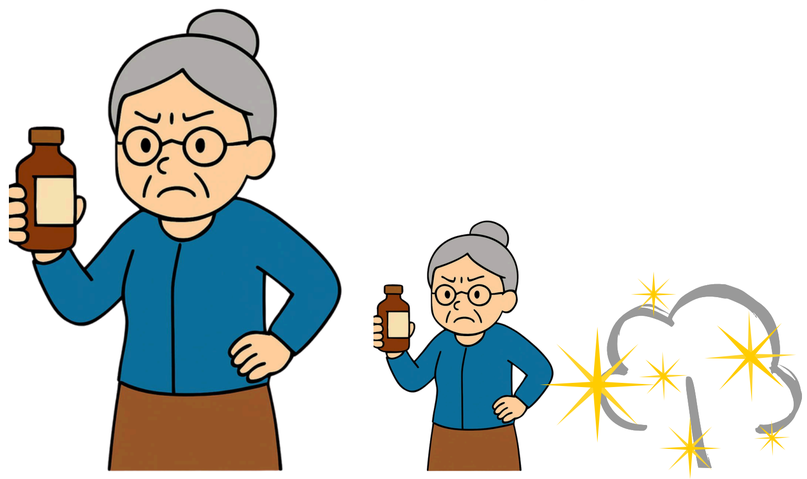
Grandma Grows

Grandma drinks the medicine. Her body begins to change. She grows bigger and taller.

George and Dad Try Again

Dad is excited about the medicine. He helps George to make it again but it does not work the same.

Grandma Disappears



1 2 3

Grandma drinks another medicine. She gets small and smaller. Then she disappears.

Loud, Exciting, and Surprising Moments

- George likes to talk to the audience and sometimes he asks questions. There are lots of moments where you can answer his question and join in with George.

- George lives on a farm so you will hear lots of different animal noises during the show including, a bull, pigs, and chickens.

- Dad and mum use puppets. They are toy chickens attached to sticks. George also carries two piglets, these are also puppets. This means they are not real animals.

- George says a spell to make the medicine. You will hear bubbling and fizzing noises.

- When Grandma drinks the medicine she feels like she is on fire. George squirts her with a water gun. She then runs away and grows very tall.

- George throws one of the chicken puppets off stage. After this the Giant Chicken appears. They chase George.

- After they make another medicine in Act 2, it works differently each time. First one of the chickens grows long legs, then one of the chickens grows a long neck.

- When Grandma drinks the new medicine, she shrinks and dissappears.

Upsetting and Scary Moments

- When Grandma enters she is very grumpy and mean to her family. She sometimes shouts and raises her voice.

- You will sometimes hear thunder. This happens when Grandma talks and when George does the magic spell.

- George goes behind grandmas chair and puts a mask. Then, he scares Grandma.

- When mum see's that Grandma has grown, she faints. It happens again when she see's the giant chicken

Accessible Performance Differences

Our accessible performance is on: Saturday 11th April at 3pm

Before this performance there will be a touch tour available at 1:45pm. This is for anyone who experiences sensory differences or has a visual impairment and would benefit exploring different aspects of the show up close.

For this performance, the lights will stay on in the auditorium and audience members will be free to move around and enter and exit throughout the show. Audience members are also not expected to remain silent and may vocalise.

Loud noises and bright lights will be reduced. There will also be extra staff available to support audience members as needed.

The show will be BSL interpreted. You can find the interpreter towards the front of the stage on the left hand side.

Before the show starts there will be an introduction from the actors who will introduce their characters.

We hope you enjoy the show!

Visual Guide created by James Sikora in collaboration with The Lasting Project and Across the Boards