



PARENT GUIDE: BUNNY'S BOOK CLUB

We are excited for your upcoming visit to Lifeline Theatre and *Bunny's Book Club*. This guide will help you prepare your family for the theatre experience and any moments that might be overwhelming or triggering.

ABOUT THE PLAY

Our play is a very engaging story about a Bunny who goes looking for her 'calling in life'. Encouraged by her friends, Bear, Porcupine and Mole, Bunny sets out on her first adventure and discovers Raccoon in the park where a Parent and Child have left behind a book. Raccoon explains what books are and takes Bunny to story time outside of the library where the Librarian is reading *The Velveteen Rabbit*, a book about a bunny that is just like Bunny. Bunny is eager to hear more stories and learn everything!

Over the next few weeks, Bunny and Raccoon visit story time and use their imaginations to act out the stories the Librarian reads. The books take them to the top of Mt. Everest and on a pirate adventure. But when Summer ends, the Librarian announces that story time will move inside and Bunny is very sad.

Bunny decides to sneak into the library through the book drop. She is overjoyed at the books piled high and encounters Raccoon, who had already snuck in to find books and snacks. Mole, Porcupine and Bear follow Bunny into the library and are excited to expand their minds through books too. Raccoon agrees to teach all the animals how to read.

The animals are eventually caught by the Librarian after sneaking into the building for more books. The Librarian is so happy that Bunny has shared her love of reading with her friends and gives all of the animals official library cards so they may check out their books. The animals form their own Book Club and meet at Bunny's Burrow for snacks and to read the next book together.

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ACTORS

There are 5 actors in the play with three that play multiple parts. Bunny and Raccoon only play those characters. The actor playing Mole also plays the Librarian, the actors playing Bear and Porcupine play various other parts like Parent, Child and pirates. The animals do not use animal noises when they speak, and through the magic of theatre, the Librarian can understand them when they talk.

SCENERY, PROPS & COSTUMES

The set for the play is a backdrop of a woodland scene with a framework of painted animals like a proscenium. There are flat bushes that fill out the woods or the park. There is an armchair in Bunny's Burrow to define that space and a park bench to define when we are in the park. The flat bushes turn around to become Mt. Everest and a treasure map. When the animals go to the library, shelves of books will be brought onstage, the park bench will turn around to become a desk and banner will drop down that says Library.

The props are all realistic small props such as a compact disc player, garbage, crudité platters, and of course, books.

The costumes have hints of the animals that the actors, such as a tail for bunny, spikes on porcupines back, mole wears sunglasses, etc.

LIGHTS, SOUNDS, and EFFECTS

The lights mainly show the passage of time and when we are outside in the park versus inside the library. There is a cannon effect when the animals act out *Treasure Island* and the stage lights will all turn red. There is also a section where Bunny dodges security laser beams as she sneaks into the library.

The sound effects for the show help define when we are outside through rain and birds chirping. There are musical transitions and some small sections of underscoring music.

The sounds heard in the show will be lowered by 20% and the house lights will be left up during the show. If you are sensitive to lights please let us know so we do not seat you where the house lights will be in your sight line.

THEATRE LAYOUT

When you enter the theatre, you will walk across the stage floor and up 2 steps to the first row of seats. The seating is 8 rows total, and all stadium style so you have a good view of the stage from anywhere.

There is a second entrance into the theatre in the middle of the seating bank. This has stairs and a small hallway that leads back out to our lobby. The main entrance to the theatre will be left open during the performance so if anyone needs to take a break it will be easy to enter/exit.

There will be a yellow line on the stage floor indicating the path to come in/out of the theatre so that the pathway is safe during the show.

BUNNY'S BOOK CLUB

PARENT CUE SHEET

| Action on Stage | Sensory Sensitivities & Difficult Concepts |
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| House Manager will give a curtain speech | Stage lights will dim. |
| Bunny's Burrow | Thunder and transition music will be heard as the stage goes dark. There will be the sound of light rain throughout the scene. Bunny will have her first direct address to the audience. There will be a knock on the door before Mole, Porcupine and Bear enter. The sound of birds chirping will be heard as the rain stops. |
| Bunny goes to the Park | Transition music and birds chirping will be heard and the lights will dim during the scene change. Raccoon will jump out of the trash can and startle Bunny. The lights will change to a blue color when Raccoon tells the story of becoming a pet. They will shift back when she is done with the story. Raccoon will steal a lollipop from the Child. |
| Bunny and Raccoon visit Story Time | Transition music and birds chirping will be heard and the lights will dim during the scene change. The Library Banner will come down from the ceiling. The Librarian will read The Velveteen Rabbit to the audience. Raccoon will exclaim when she finds snacks left behind after story time. |
| Stories with the Librarian: Mt. Everest | Transition music and birds chirping will be heard and the lights will dim during the scene change. The scenic positions will transition to Mt. Everest and the Librarian will directly address the audience. The lights will change to a blue color for the Mt. Everest story. One of the actors playing a goat will jump out from behind the scenic piece. The lights will change back to daylight in the park when the story is over. |
| Stories with the Librarian: Treasure Island | Transition music and birds chirping will be heard and the lights will dim during the scene change. The sound of a sea shanty will be heard underneath the scene. Bunny and Raccoon will change the scenic piece to reveal a treasure map. The Librarian will directly address the audience and the lights will change to a purple color when she reads the story. Bunny and Raccoon will jump out from behind the scenic piece with pirate hats and (plastic) swords. Bunny and Raccoon will lead a call and response teaching the audience to talk 'pirate'. A canon blast will be heard and the lights will turn red. Bunny and Raccoon will have a sword fight against the Kingsmen. Bunny and Raccoon will walk up the vom and into the audience looking for the treasure. Bunny will directly ask an audience member where the treasure is. The cast will sing along to the sea shanty at the end of the story. |
| Story Time is over | The lights will change back to the daytime lights at the end of the story. The sound so wind will be heard. Bunny is very sad that story time is over. |
| Back at the Burrow | Transition music will be heard and the lights will shift as Bunny goes back to her Burrow. The Library Banner will be pulled back up to the ceiling. There will be a knock on the Burrow door. |

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| Action on Stage | Sensory Sensitivities & Difficult Concepts |
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| Sneaking into the Library | Transition music will be heard and the lights will dim to night time as the scene changes. The Library Banner will drop down from the ceiling. Bunny will jump over, roll under and dodge the security lasers. She will use a can of spray fog to reveal where the lasers are in the space as she crosses the stage. The sound of a car pulling up and headlights will be seen. The Parent will walk up the vom to the 'book drop'. Bunny will walk up the vom to the book drop to enter the library. |
| In the Library | Transition music will be heard and the lights will dim as the scenery changes into the inside of the library. The lights will remain dim as if the lights in the library are turned off. Raccoon will be heard in a spooky voice before she jumps out from the desk and startles Bunny. The sound of clanking will be heard as Mole, Bear, and Porcupine enter the Library through the book drop. Raccoon will jump out from behind the desk and startle the other animals. |
| The Animals learn about Books | Mole will roll across the stage on one of the library book carts. |
| Reading at the Burrow | Transition music will be heard and the lights will dim during the scene change back to the Burrow. Mole will be startled by Bunny while she is listening to an audio book. |
| Back to the Library | Transition music will be heard and the lights will dim as Bunny & Porcupine cross to the vom to enter through the 'book drop'. Porcupine will be fall in through the drop and be hit by the books as Bunny throws them in through the drop. The voice of the Librarian will be heard through the speakers announcing the library is closing. |
| The Librarian discovers the animals | The lights will transition to the library. A knock on the door will be heard. The lights will dim when the Librarian locks up for the night. Raccoon will startle Bunny and Porcupine. Porcupine will accidentally poke Raccoon with one of his spikes. The animals will run around the stage to find hiding places when they realize the Librarian knows they are there. The stage lights will brighten. |
| Library Cards | The Librarian will directly address the audience. The Librarian will be able to understand the animals speaking simply because she is a librarian. Raccoon will stamp the animals' books with much enthusiasm. |
| Bunny's Book Club | Transition music will be heard and the lights will dim as the scene transitions back to the Burrow. Bear will lead everyone in Three Cheers for Bunny's Book Club |
| The End | The lights will dim and the music will swell as Bunny begins reading the story. |