

SAMPLE PAGES

Spy School

The Seventh Department



A one act musical (with spies)

Book & lyrics by Barbara Hockley
Music by Greg Swinford

SAMPLE PAGES (Scenes 1 + 2) WITH PRODUCTION NOTES

ABOUT THE PLAY:

A comedy musical with Spies- how much more fun can you have? Originally written for a Year 6 (age 10-11) Leavers Gala, but great for slightly younger or older groups. It has heaps of larger-than-life parts (mostly spies) and four BIG musical numbers as well as a rap number for a solo character. The plot concerns three Rookie Spies arriving at Spy School on their first day of training. For absolutely no good reason at all, one of them spontaneously announces to the assembled Spies, and worse, Head of Spy School, that they are ready to show their worth by completing a mission on their first day. After a brief (and fairly silly) training session they are absolutely totally unprepared to discover the whereabouts of the mysterious 'Seventh Department' by noon. Fast moving, funny and a great excuse for disguises, trilbies and really cool made-up gadgets.

STAGING

You can easily stage this with hardly any set, or you can go for something a bit more elaborate. The point is – it's easy to stage if you have space / time constraints.

The original production used a raised platform centre stage (there are references to this fact in the script), which worked well and something of that sort is recommended. Father Christmas and Easter Bunny need to be elevated from the rest of the 'Agents' if possible (not to mention the 'bin' scene). But, it isn't crucial.

A few hiding places are useful – but these can be constructed out of anything (the original production used a few drapes at the back of the stage). The raised area offers a hiding place behind it as well.

That's about it!

You'll need all the space you can get for the full cast song / dance numbers, so a lot of set isn't really an option.

LIGHTS

The requirements are fairly simple and straightforward, but there are also opportunities to be more creative if you have the resources! You can manage with no special lighting at all – or go for a more atmospheric look if you want.

CHARACTERS

24 Characters as written (+ offstage 'Voice')

Additional 'Agents' can be added for a larger cast (make up suitable names and share lines as required).

Some 'Agent' characters can be removed for a smaller cast (reallocate lines as appropriate).

All characters can be played male or female.

The Rookies (Wannabe Spies)

Bogbean

Foxglove

Milkweed

Voice - The welcoming voice of Spy School (offstage).

Top Spies

Father Christmas - Top person in charge of Spy School.

Easter Bunny - Number 2.

Snax - The tea & snacks person (actually from the Department of Undercover Agents). A super cool top spy.

Department of Geeky Gadgets

Agent Gizmo

Agent Gubbins

Agent Gimmick

Department of Cool Posing

Agent Prairie Dog

Agent Penguin

Agent Peacock

Department of Sneaking-like-a-Sheep

Agent Prowls-like-a-Pigeon

Agent Creeps-like-a-Crab

Agent Lurks-like-a-Lizard

Department of Cunning Disguises

Agent Garbo

Agent Wiglet

Agent Fancy

Department for the Prevention of Alien Species Taking over the World

Agent Eeep

Agent Burrp

Agent Zigzig

Department of The Cookie Crumbles at Noon

Agent The Jelly has Set

Agent The Toast has Landed

Agent The Teapot is in the Nest

CHARACTER NOTES

24 Characters as written + offstage 'Voice'.
Everyone has a 'code name' and they're all fairly silly.

Voice - The welcoming voice of Spy School (offstage, never seen). You could record this (but the 'Voice' has a conversation with the Rookies – always difficult with a recording!) or do it live. Use someone with with a good loud voice or amplify (even better).

THE ROOKIES (Trainee Spies)

Bogbean
Foxglove
Milkweed

NOTES: The Rookies are on their first day of training and are suitably nervous about it. It is their story we are following and the emotional journey from terrified and lacking in confidence, through the hopelessness of a seemingly impossible task to finally to being elated and happy at the end, needs to be engaging and convincing.

COSTUMES: They need to stand out by looking fairly normal compared to the outrageous costumes of the Agents. Fairly plain clothes with maybe a distinguishing 'Rookie' jacket or even 'L' plates! Something that ties them together as a unit. Definitely no trilbies!

TOP SPIES

Father Christmas: Top person in charge of Spy School. Very authoritative.

Easter Bunny: Number 2. Super efficient and clever.

Snax: The tea & snacks person (actually from the Department of Undercover Agents – The Seventh Department). A super cool top spy.

NOTES: Father Christmas and Easter Bunny run the school. In charge. No question. They need to exude authority and command respect. Snax is undercover and has an air of 'knowing' about her/him. Wise, clever, resourceful – everything a top spy should be.

COSTUMES: A red jacket for Father Christmas is fun, but as you wish!

Easter Bunny is smart. Very smart. You could employ a few bunny extras (a tail is nice) if you wish. Snax is in disguise as the tea/snacks person – so dress appropriately. But maybe with a cool hat.

THE AGENTS

They all belong to one of six departments and their costumes should identify them as part of the same group. As this is a school, the departments serve to offer specialist training to Rookies.

DEPARTMENT OF GEEKY GADGETS

Agent Gizmo
Agent Gubbins
Agent Gimmick

NOTES: The gadget people! Really only interested in gadgets.

COSTUMES: Could be white lab coats? Or something similar. They are covered in unlikely looking gadgets and 'things'. Have fun.

DEPARTMENT OF COOL POSING

Agent Prairie Dog

Agent Penguin

Agent Peacock

NOTES: They move (or stand in the case of Prairie Dog) as their names suggest. This is a great opportunity for some lovely visual humour. Strutting and posing is what they do best.

COSTUMES: Use their name as a starting point and apply imagination.

DEPARTMENT OF SNEAKING-LIKE-A-SHEEP

Agent Prowls-like-a-Pigeon

Agent Creeps-like-a-Crab

Agent Lurks-like-a-Lizard

NOTES: Another opportunity for characters to move in many silly ways. They teach the noble art of sneaking around by imitating various sneaky creatures (except, really they're not).

COSTUMES: Suits and trilbies might work here. A formal suited look whilst 'prowling like a pigeon' is wonderful to behold.

DEPARTMENT OF CUNNING DISGUISES

Agent Garbo

Agent Wiglet

Agent Fancy

NOTES: Theatrical characters trained in the art of making you blend in anywhere. In other words, they make everyone stand out in a crowd!

COSTUMES: Well, what have you got? Go for whatever look you wish and keep changing it. The more outrageous, the better. Feather boas, wigs, outlandish jackets, hats... (accessorise).

DEPARTMENT FOR THE PREVENTION OF ALIEN SPECIES TAKING OVER THE WORLD

Agent Eeep

Agent Burrp

Agent Zigzig

NOTES: Armed with special 'guns' and gadgets for their alien adventures, they are pretty cool and should look it. Silly noises are good here.

COSTUMES: I think they're really asking for the black suit, black trilby, shades look (Men in Black). You could play one as an alien as well.

DEPARTMENT OF THE COOKIE CRUMBLES AT NOON

Agent The Jelly has Set

Agent The Toast has Landed

Agent The Teapot is in the Nest

NOTES: They blend in, merge into the background and usually walk sideways. Heavily disguised always, they are masters at interpreting code in the field. They appear (or could) in many guises and seem to embody all the skills of the other departments. No pressure then!

COSTUMES: Trench coats and trilbies? Changes of costume depending on context? Whatever works for you.

PROPS

There are many fun, crazy props to create and source.

This is a list of 'essential stuff'. You can add more in certain places (that I'm sure will be obvious) if you want to.

Rookies: 3 x pieces of paper.

Easter Bunny: Something to make a noise with (whistle, bell etc).

Easter Bunny: Clipboard, with notes & pen.

Agents from the Dept of Geeky Gadgets: LOTS of gadgets hanging around necks, in pockets etc.

Gizmo: The jelly-leg-abulator (a crazy looking large gun/device).

Gubbins: The Cool-mover-tron (although it is actually invisible to the human eye).

Gimmick: A gadget that operates a loud noise. Something with buttons or levers.

Dept of Cunning Disguises have a box of costumes – lots of things needed. The items listed are 'costume' but also, in a way, props.

Garbo: Hat and shades.

Wiglet: Wig and beard.

Fancy: Anything over-the-top. Masquerade mask would be good.

Eep: A hand held scanning device.

All Agents need watches or things that could be watches.

Gizmo: Custard spray gun (it doesn't actually have to be loaded with custard).

Garbo: 3 silly looking hats.

Gubbins: 3 ballpoint pens.

Wiglet: A selection of wigs and/or fake facial hair.

Gimmick: 4 small fluffy toys.

Fancy: Lace and frills.

Snax: Trolley containing various drinks and snacks. The energy beans are invisible. Three fortune cookies.

Prowls-like-a-pigeon: waste paper bin.

MUSIC / SOUND EFFECTS

We provide all the backing tracks and practise tracks (same as backing tracks but with vocals to sing along with).

We have also included 2 pieces of incidental music in case you would like to use them:

TENSION MUSIC: can be used at the beginning as the Rookies come on – gives a nice creepy feel to the opening scene.

PIGEON SNEAKING MUSIC: For use when Agent Prowls-like-a-Pigeon sneaks on with a waste paper bin and snatches up the Rookies clues.

MUSICAL NUMBERS:

SPIES: The opening / closing number. Big, bold and 'Bond-esque'. An opportunity for the whole cast to dance and pose their way through the song.

PIE IN THE SKY: Sung by the Agents as they demonstrate the skills the Rookies require. Slapstick and crazy.

IN TOO DEEP: The lowest point. Should be heartfelt and tear-inducing.

SNAX RAP: A solo rap for Snax. Requires very cool dance moves.

GUARDING THE CLUES: Written as a tango. It feels dramatic and dangerous as the Agents guard the waste paper bin.

Most of the sound effects you need can be performed live by the cast ('bangs' and scanning noises etc).

A noise for the jelly-leg-abulator would be great if you can create / find a suitable sound (could be live or recorded).

The tracks are as follows: (1-5 are practise tracks; 6 – 12 are for the show)

1. SPIES (with vocal)
2. PIE IN THE SKY (with vocal)
3. IN TOO DEEP (with vocal)
4. YOU NEED SNAX (with vocal)
5. GUARDING THE CLUES (with vocal)
6. TENSION MUSIC
7. SPIES (BACKING)
8. PIE IN THE SKY (BACKING)
9. IN TOO DEEP (BACKING)
10. YOU NEED SNAX (BACKING)
11. PIGEON SNEAKING MUSIC
12. GUARDING THE CLUES (BACKING)

SPIES is repeated at the end of the show & PIE IN THE SKY is also subject to a reprise!

PLEASE GO TO talkingtrees.uk to listen to the tracks. Apart from the rap number they are all available to listen to.

You are also welcome to contact me via the site - or you can buy the SPY SCHOOL bundle on TES

SCENE 1: Rookies

***MUSIC CUE: SUSPENSE MUSIC (if used).*

BOGBEAN, FOXGLOVE and MILKWEED enter nervously and stand in front of tabs/curtains (if possible) and look around.

The light is very dim.

They each clutch a piece of paper.

MILKWEED: Is this the right place?

BOGBEAN: I'm not sure. My instructions just say "The cat scratches at the door".

FOXGLOVE: Let me see that. Wow! Creepy. Mine says "The dog sniffs the tree". What does it mean?

MILKWEED: It's obvious what it means.

BOGBEAN and FOXGLOVE look confused.

MILKWEED: It's in code, just think about it logically.

BOGBEAN and FOXGLOVE look at each other, still confused and stare at their pieces of paper.

MILKWEED: The real question is ... why did we come? In fact, can we go now? I've changed my mind, I'm just not ready for this *(starts to walk away)*.

BOGBEAN: *(Pulling MILKWEED back.)* We should at least give it a try. We've already been assigned our 'Rookie Code Names', although I never really saw myself as a bog plant, I was hoping for something a bit cooler.

FOXGLOVE / MILKWEED: Bond?

BOGBEAN: I was thinking maybe 'The Purple Shadow'. *(Strikes a 'mysterious spy' pose and promptly trips up and falls over.)* Well, maybe not. Who wants a clumsy spy called Bogbean?

FOXGLOVE: Oh, come on you two. We can do it! We are destined to be top spies and I'll make sure we all get through the training, just stick by me. *(To MILKWEED)* What does yours say?

MILKWEED: *(Reading)* "Go up the high street, first left at the roundabout, carry on for what seems like forever until you reach the crumbling old house on the desolate moor near the abandoned mine under the forbidding skies of doom".

BOGBEAN: Oh. So why don't we do that?

MILKWEED: Like I said, it's code.

BOGBEAN. *(Confused)* Right ... yes of course. Code.

FOXGLOVE: Wait! Stay still and be quiet. I heard something.

In a panic to stay still BOGBEAN manages to bump into the others, tread on toes etc. They make a lot of noise.

A spotlight shines on BOGBEAN, FOXGLOVE and MILKWEED and they freeze.

The VOICE is offstage and would be good if it could be either amplified somehow or just very loud.

VOICE: *(Deep and menacing)* This is the voice of darkness and despair.

MILKWEED: Whaaat? *(Jumps behind FOXGLOVE for protection.)*

VOICE: Only kidding.

FOXGLOVE: *(Bravely)* Who are you?

VOICE: I ask the questions! Now ... who am I?

BOGBEAN: We don't know. Honest we don't!

VOICE: Oh dear. Ummm. Well, you seem badly informed for Rookie Spies but we'll carry on anyway. You must be the new bunch ... umm ... let me see ... ah yes ... Bogbean?

BOGBEAN: Yes, I think that's me.

VOICE: Foxglove?

FOXGLOVE: Errr, that's me. I was wondering actually if I might have a different code name - something like ...

VOICE: Don't tell me. Bond.

FOXGLOVE: Well, yes actually. How did you ...

VOICE: Guess? *(Sighs heavily)* Can't imagine. No, we always name our Rookies after flowers. Then, if you make it through the training you get picked. Get it?
(Chuckles) Whoever heard of a flower called Bond? Silly idea ... and lastly, Milkweed.

BOGBEAN / FOXGLOVE / MILKWEED: *(Resigned)* Yes, we get it.

VOICE: Welcome to Spy School!

Tabs open to reveal FATHER CHRISTMAS, EASTER BUNNY and all the AGENTS.

(If tabs aren't being used the rest of the cast can run on as the lights come up).

SCENE 2: Spy School

****MUSIC CUE**

The ROOKIES stand in the centre of a roomful of strange looking posing AGENTS.

SPIES is sung by everyone on stage except the ROOKIES. Dance / movement opportunity for everyone or just for a small group of dancers.

SONG – SPIES

We're spies
We live incognito
In disguise
We're the best
At saving the world
Always on a quest
You won't see us on the street
We're not the ones you want to meet
We don't chat or even tweet
'cause we are never indiscreet
But prepare your alibis
Because we're spies

We wear ties
Our dress code dictates
We accessorise
We look good
Would you be like us
If you only could?
With our secret hiding places
And our multi-purpose braces
Trilbies, gadgets and briefcases
We look cool in all the chases
And we win the fashion prize
Because we're spies

Don't tell lies
We can tell if you do
We can hypnotise
Spill the beans
Hand over the plan
Tell us what it means
Give us all your information
All your secrets in relation
To your life and occupation
Without a moment's hesitation
We never compromise
Because we're spies

We're in disguise
We analyse
Demobilise
And stabilise
We scrutinise
And mesmerise
Then vaporise
Deodorise

But we don't apologise
Because we're SPIES
Because we're SPIES

After the final group pose the AGENTS congratulate each other noisily.

EASTER BUNNY creates a louder noise (bell, trumpet - anything) everyone stops and pays attention to FATHER CHRISTMAS and EASTER BUNNY who are standing on a platform in the middle. EASTER BUNNY has a clipboard.

F.CHRISTMAS: Welcome everyone to this fine training establishment for spies.

E.BUNNY: Code Name 'Spy School'.

F.CHRISTMAS: As you know I am in charge here.

E.BUNNY: Number One. Code Name 'Father Christmas'.

F.CHRISTMAS: Thank you Number Two.

E.BUNNY: Code Name 'Easter Bunny'.

F.CHRISTMAS: Today we welcome our three new Rookies to day one of training.

Everyone cheers. The ROOKIES look rather embarrassed and nervous.

F.CHRISTMAS: (*Addressing audience*) However, this is a secret organisation. So when you lot leave you will remember nothing. Do I make myself clear?

The audience respond (probably not very loudly).

Everyone on stage stands with hands on hips and looks out at the audience.

ALL: Do we make ourselves clear?

Hopefully, the audience respond enthusiastically and loudly!

Meanwhile SNAX enters and stands by FATHER CHRISTMAS.

F.CHRISTMAS: That's better! (*SNAX whispers something to him*) Take over please Easter Bunny. I believe the kettle has boiled.

FATHER CHRISTMAS and SNAX exit.

BOGBEAN: Is that code for 'the secret plan is ready to be put into operation'?

E.BUNNY: No, it's code for the kettle has boiled and it's time for a cuppa!

MILKWEED: *(To BOGBEAN)* Don't show us up, not everything is code.

FOXGLOVE: *(Loudly)* We would just like to say that we're happy to be here and we're ready for our first mission, Easter Bunny.

The AGENTS giggle/snigger at this.

MILKWEED: No, no, we're not! I mean, we are happy to be here ... obviously.

BOGBEAN: But we're not really spy material ... errr ... yet.

MILKWEED: No, not yet. In fact ...

BOGBEAN: We're not really ready to be here ... really ... not ready.

MILKWEED: But soon ... maybe.

FOXGLOVE: But we are ready! We are destined to be the best spies ever! We'll prove it ... any mission you like.

MILKWEED / BOGBEAN: WHAT?

All the AGENTS stare at them.

MILKWEED: He doesn't mean that .. don't listen.

BOGBEAN: He's overexcited.

FOXGLOVE: No I'm not.

MILKWEED / BOGBEAN: Yes you are!

E.BUNNY: *(Enjoying teasing the Rookies)* A mission ... so soon? Well, how very keen of you. I wonder if we have any going spare at the moment. Ummmmm. Let me see. *(Consults notes on clipboard.)* Agent Gizmo, start the introductions while I sort out our 'best spies ever' with a dangerous mission worthy of their talents.

All the Spies laugh at the embarrassed Rookies. FOXGLOVE is not sure why they are laughing, MILKWEED and BOGBEAN glare at FOXGLOVE.

Then the Agents introduce themselves to the Rookies. This is an opportunity for each Agent to demonstrate their skill with actions or items appropriate to their character.

As each group carries out introductions they approach the Rookies and work around them.

The effect should be fast, funny and very confusing for the poor Rookies.

A.GIZMO: Yes Easter Bunny. *(To ROOKIES)* Agent Gizmo. Department of Cool Gadgets. *(Produces a seriously cool and strange looking gadget.)* Observe the effects of my latest invention. I call it the jelly-leg-abulator.

AGENT GIZMO points the jelly-leg-abulator at BOGBEAN'S legs and 'fires' – it has the result of turning BOGBEAN'S legs to jelly and causing him/her to wobble and stagger around.

A.GUBBINS: Agent Gubbins. Radar, radio and small devices that fit in the heel of your shoe, down your socks and in your ear. This one I call the Cool-mover-tron.

AGENT GUBBINS produces something invisible and pops it in FOXGLOVE'S ear who immediately starts to demonstrate cool dance moves.

A.GIMMICK: Agent Gimmick. Fast stuff. Rockets. Things that go 'bang' *(produces a strange looking gadget and presses a button)* .

A loud bang makes the ROOKIES jump in fright, FOXGLOVE loses the 'thing' in his ear and comes to a stop, MILKWEED holds BOGBEAN up.

ROOKIES: Wow!

A.PRAIRIE DOG: Agent Prairie Dog, Department of Cool Posing. Like this ... *(demonstrates with a prairie dog pose that the ROOKIES can't take their eyes off)*. Useful for times when you want to blend in and go unnoticed.

A.PENGUIN: Agent Penguin. Demonstrating the Super cool spy walk. *(Walks towards them penguin style.)* Not for beginners though. I would suggest you start with ducks.

A.PEACOCK: Agent Peacock. Get noticed! *(Struts towards the Rookies in flamboyant fashion.)* This is the way you enter casinos and posh hotels – but only if you have a reservation – otherwise it requires advanced sneaking techniques.

When AGENTS PRAIRIE DOG, PENGUIN and PEACOCK are together they immediately strike a 'spy pose' or even a quick succession of 'spy poses'.

ROOKIES: Cool!

During this the Agents from the Department of Sneaking-like-a-Sheep' sneak up behind them. As they introduce themselves they jump out and surprise the Rookies. If you have any places to hide they can leap out from there or use other Agents to hide behind. They always move as their name might suggest and stand as if they are hiding behind a lamp post.

A.PROWLS-LIKE-A-PIGEON: Agent Prowls-like-a-Pigeon, Department of Sneaking-like-a-Sheep. You'll never see us. We embody stealth and sneakiness.

A.CREEPS-LIKE-A-CRAB: Agent Creeps-like-a-Crab. Now you see me. *(Hides somewhere)*
Now you don't.

A.LURKS-LIKE-A-LIZARD: Agent Lurks-like-a-Lizard. *(Mysteriously)* You'll find me in the lounge. I'll be watching you ...

AGENTS PROWL-LIKE-A-PIGEON, CREEPS-LIKE-A-CRAB and LURKS-LIKE-A-LIZARD go back to their places in a way their names might suggest (not at all sneaky in fact). The ROOKIES are suitably bewildered.

BOGBEAN: But sheep don't sneak.

A.PROWL-LIKE-A-PIGEON: Have you ever turned around suddenly and noticed a sheep standing behind you?

BOGBEAN: Errr no.

A.PROWL-LIKE-A-PIGEON: Exactly!

ROOKIES: *(Bewildered)* Right ...

As they watch the next group of AGENTS arrange themselves around a large box/basket containing disguises. They change their appearance a few times during the following.

A.GARBO: *(Suitably disguised with hat and sunglasses)* Agent Garbo, Department of Cunning Disguises. Strangely attractive but you'll never guess I'm a spy.

A.WIGLET: *(Sporting a wig and beard)* Agent Wiglet. For all your wigs and facial hair requirements.

A.FANCY: *(Wearing something outrageously theatrical)* Agent Fancy. Masquerade Balls are my speciality. You can't beat a disguise that stands out in a crowd.

AGENTS GARBO, WIGLET and FANCY end their introduction with a group pose.

MILKWEED: That's scary.

BOGBEAN: Agreed.

FOXGLOVE: Apart from the shades. Shades are cool.

A.EEEP: Agent Eeep. Department for the Prevention of Alien Species Taking over the World. *(Starts 'scanning' the Rookies with a gadget and making the scanning noises.)* Eeeeeeeeeee ne ne ne.... beeeeeeep...

The ROOKIES yelp and jump about as if they are being tickled as the scanning device is used.

A.BURRP: Agent Burrp. Alien Immigration and Integration Officer. Anything to declare? *(The ROOKIES look nervously at each other.)* Only kidding!

A.ZIGZIG: Agent Zigzig. Languages. Aspeeee – doo – weeeeeny – di – di – di – blaaaa.

BOGBEAN, FOXGLOVE & MILKWEED are left clinging to each other trying to recover from the scan. They are unable to speak properly.

MILKWEED: *(Struggling to talk)* Waaaa nii din tooas eees?

A.ZIGZIG: *(Appraising MILKWEED'S command of 'alien' language)* Very promising. This one shows a basic understanding of the common street talk of the Bongwellians.

AGENT THE JELLY HAS SET, AGENT THE TOAST HAS LANDED and AGENT THE TEAPOT IS IN THE NEST sidle up to them in turn during the following before disappearing quickly in a furtive manner.

A.THE JELLY HAS SET: Agent The Jelly Has Set, Department of The Cookie Crumbles at Noon. The boat is leaving but the crew are not on board.

A.THE TOAST HAS LANDED: Agent The Toast Has Landed. The heat is on and the flowers are wilting.

A.THE TEAPOT IS IN THE NEST: Agent The Teapot Is In The Nest. The beans aren't jumping. Repeat. The beans aren't jumping.

ROOKIES: Ohhh – kay.

E.BUNNY: Right! I have it. Your first mission at Spy School and one, I hope, worthy of you fine Bunch of Rookies.

MILKWEED: Foxglove, what have you got us into?

BOGBEAN: Maybe we could just all take a break and think about this in a sort of cowardly way?

MILKWEED: Yes, like NOT going on a mission.

BOGBEAN: At all.

FOXGLOVE: It'll be fine, just stay cool. We're ready Easter Bunny.

E.BUNNY: You have just met the six departments of Spy School. There is a Seventh Department - somewhere. In order to locate it you will need to use all the talents you have, some you don't have and a few you know nothing about. So, just to be fair, you will be given a short training session before you start. You will report back here by ... ummm ... shall we say noon with the precise location of the Seventh Department. Synchronise watches!

Everyone except the ROOKIES looks at their watches (which should be in a variety of strange places) - possibly listening to a sound effect of a large clock chiming / talking clock.

E.BUNNY: That's it. Good luck Rookies!

EASTER BUNNY exits giggling.

THANK YOU

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artdollsanddreams.co.uk

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a full length surreal adventure with dreams by Barbara Hockley

Darkness in the Night

a one act comedy for teenagers by Rob Hockley

and more ...

About Barbara Hockley

An experienced and qualified drama practitioner and teacher, Barbara has been writing specifically for youth theatres and schools since 2005 and has created many plays, films and other 'events' with young actors over the years. Most of them are rather surreal and off-the-wall in nature and often deal with themes around storytelling, creativity and the power of imagination and dreams. They are also pretty funny, exciting and 'bonkers' is a word that crops up a lot. But serious themes do run through them, despite the apparent mayhem and madness!

About Greg Swinford

Greg Swinford is an accomplished musician, composer and music teacher currently working as Head of Academic Music at The King's School in Canterbury, where he lives with his wife Lizzy. Greg has been involved in a number of productions with Barbara Hockley, with whom he wrote Spy School for the year 6 pupils of Brockhampton Primary School. Whilst later working at Rugby School, he teamed up with Barbara again to write Alice's Adventures Under Ground – an adaptation of Alice's Adventures in Wonderland – which was performed as part of the school's Arts Festival in 2015, the 150th anniversary of the publication of the original novel.

If you are performing one of our plays, please invite us to your performance/s! We would love to attend (depending on location).

