



A Kidsword Musical
Book, music and lyrics by,
TT Patterson

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Seeds is about the miracle of life and growth and the relationship between relinquishment, or letting go, and the possibility of rebirth and new life. As Jesus put it, “Unless a grain of wheat falls into the earth and dies, it remains alone; but if it dies, it bears much fruit. He who loves his life loses it . . .” Through story and music we have tried to communicate the uncertainty and fear we feel at giving up the familiar and comfortable in order to enjoy new growth and new beginnings, and also the absolute necessity and resulting joy of relinquishment and trust.

We learn and relearn truths like this our whole lives long. They apply to us, in different ways, at every stage in our life and faith. Though it is especially an Easter/Passover message, it remains true every season and day of our lives. The ultimate reason we can let go is because the Gardener has a plan; one of grace, new life, and unimaginable joy, the guarantee and first fruits of which is the resurrection of Jesus.

Synopsis

Various kinds of seeds blow, float and hitchhike (reflecting how different kinds of seeds actually travel) into a gully where they are greeted by and then cared for by worms, whose job it is to prepare the soil and teach the seedlings about their calling. Just after they are instructed, and while they are feeling a little fearful, an older seed who some years before had fled, fearing the changes growth would bring, appears and attempts to frighten the seedlings about growth. He invites them to follow him down to a place where they need never fear the pain and changes of growth, a place that is “. . . deep and cold, where you’ll never grow up, you’ll never grow old.” A number follow him.

Those who follow end up more miserable and fearful than they were before they fled. Below the ground, they encounter other rotting, fearful seeds, and a helpful rock. The rock is roused to life by their weeping and proceeds to open their eyes to what has happened. They decide to return to the place here they can grow, and cry out for help, which they receive.

Reunited with the other seeds, and with winter upon them, they are put to bed by the worms and told of the Gardener and his son, and the mystery of life and growth is revealed to them. After they awaken in the spring, the seeds rejoice as they discover they are turning into complex and beautiful plants.

The Script and Music

You will note that, in a few instances, the recording of the play differs from the script. Please consider the script as correct and follow it. Also, you will notice in the accompaniment that you have been given some sound effects for atmosphere behind the opening of Scene II, up until the beginning of song “At

Least We Don't Have to Grow," and then background music from end of Rock's song to the end of the scene. Note also the reprise of "Flying Seeds" theme at the end, for taking bows.

Cast

You will need at least 18 cast members, but preferably have more, and may include as many as you like. If you are short on people, there are a few characters you can combine if you must. Digger and Spike can become one worm, Moldy and Slimy can become one seed, and you can eliminate Lavender and her lines to Dandy or Queen Ann. A worm can double as Rot or Rock. Rot and Rock both should be able to sing. Aside from this, the lines are short and fairly easy to memorize.

Dramatis Personae:

Worms

Grace . . . a kind and nurturing worm.

Wormsworth . . . the head worm and a snob.

Digger . . . an eager, young rapping worm who gives the rules.

Spike . . . friend of Digger, also an eager young worm.

You may add as many worms as you like. These are merely the ones with speaking parts.

Seeds

Dandy . . . a talkative seed with many thoughts and a desire to express them.

Lavender . . . one of the four deceived seeds.

Queen Ann . . . another of the deceived seeds who follow Rot.

Great Burdock . . . an alarmist seed who is also deceived.

Milkweed, Maple, Cattail, Sticktight . . . smart enough to obey the worms.

Rot . . . the evil and outrageous acorn that fears growth and tempts seeds.

Smelbo . . . a decomposing seed that followed Rot.

Slimy . . . a second decomposing seed that followed Rot

Moldy . . . the third decomposing seed.

If you have a large cast, several seeds can answer the roll call for each name Wormsworth shouts in the first scene.

Others

Rock . . . the mineral who awakens to advise the seeds.

Ants . . . carry the seeds away from Rot's lair.

Production Notes

Though a limited number of seeds and worms have lines, there are no limits to how many kids may be cast as worms or seeds. There is plenty for all of them to do, including songs that need lots of voices.

As a director, you and the play will benefit from your creativity and that of your helpers and cast members. As always, we recommend that you burn and distribute copies of the music. If you present them with a CD at the first rehearsal, chances are they will have the music memorized by the second.

Costumes

Elaborate costumes are not necessary; in fact, this musical can be performed with very little costuming. Rock should be somewhat recognizable as a rock and something should set the worms apart visually from the seeds. On the other hand, your production would only benefit from having some sort of seed and worm costuming. We've found that individual families respond well to the assignments like "dress your kid like a seed." Pillowcases stuffed with kids and stuffing, burlap coffee bags, boxes, and paper sacks all make good materials.

The flying seeds need something to whirl over their heads as they enter to signify their status as flyers—they could wear beanies with propellers on top and flyer's goggles. Your sailing seeds might wear sailor caps and wave blue crepe paper or blue sheets between them to indicate water. The hitchhiking seeds could have "cool" clothing—sunglasses, black leather jackets, etc.

The last scene requires evidence of growth—leaves, flowers, something visually noticable. The former seeds can hold up brooms or some other kind of rod with colorful paper flowers and greenery attached, or be personally festooned with same.

Staging

Hopefully you can physically elevate your cast. Productions that put the kids in front of the audience at seat level will be missed. It's even better if you can have two levels so the whole cast can be seen. Use your aisles for entrances and exits if you can.

Lighting

Not much more than the ability to raise and cut lighting them is necessary; though a spot light adds a lot to the opening of scene two, and anywhere else you might want to use it. If you do not have the ability to dim lights for the end of scene three, you can keep a dim light on when the bright lights are cut.

Choreography

The opening number is the only one that requires some choreography, though it would enhance a few other scenes as well. Your worms can use their arms to weave in and out as they sing, or they can actually weave around each other in a wormy pattern.

Other movements for the various groups of seeds making their entrances are suggested by their music and who they are. The flying seeds can march and salute, the sailing seeds can do sailor steps and the hitchhikers can hitchhike and use jazz movements. Something like a square-dance would work nicely for “Guess My Name.”

Well, break a leg, have some fun, and on with the show!

Scene I

As the theme song begins, the worms are making their way to the staging area. They take center stage and begin their song.

Worms (*singing*)

The summer's gone
The Earth's yet warm,
As she receives her children;
And we've prepared the soil and made
Good growing places for them.

We are the worms
Who toil below;
We help the seeds,
But the Gardener makes them grow!
We set the stage,
There's nothing to it,
It's dirty work
But someone's got to do it!

Now hear the wind
And feel the rain,
Now is the cool of the day;
The Gardener comes, and from his hand,
Spread's life along his way,
Spread's seeds along his way . . .

Grace

(pointing) Look! The seeds! Here they come!

The wind picks up and, group by group, the seeds enter through the aisles. First are the flying seeds who hurry to the stage, whirling their “parachutes” above their heads. They take center stage and march to their verse.

Flying Seeds

We are the seeds who came by air!
Though our parents all had roots;
They said “Jump now if you dare!”
And they gave us all these nifty parachutes!

Wormsworth

(rhythmically) Roll-call seedlings, respond when called!

Flying Seeds

(Singing) Only special seeds get to fly!

Wormsworth

(Shouting, reading from list) Milkweed!

Milkweed

Yo!

Flying Seeds

(Singing) But we can’t grow up in the sky!

Wormsworth

Maple!

Maple

Yo!

Flying Seeds

Eventually we hope we’ll blow,

Wormsworth

Cattail!

Cattail

Here!

Flying Seeds

To a perfect little place to grow!

Wormsworth

Dandelion!

Dandy

(Waving enthusiastically) That's me! That's me! Here! I'm over here!

The thunder peels gently, the rain picks up and the floating seeds enter. They take over center stage, they do sailor-type steps to their verse.

Sailor Seeds

Not a one of us can fly,
But we all can float;
We are the seedlings who travel by boat!
If it weren't for the water
We'd still live by our marms,
With no sunlight to grow
In the shade of her arms!

Their theme continues as their roll is taken.

Wormsworth

Lavender!

Lavender

Here!

Wormsworth

Chamomile!

Chamomile

Here!

Wormsworth

Coconut!

Coconut

Present!

As the road music begins, the cool hitchhiking seeds, sporting sun glasses, perhaps black leather, and holding signs with destinations like Potsville, Garden City, Fertile Gulch, Seedyville, etc. walk rhythmically to the front, thumbs moving back and forth, hitchhiker style. They take the stage and sing.

Hitchhikers

Some of us hop on sweaters, yeah!
Some on socks and shoes,
Dogs and cats and hunters hats,
We'll ride anything that moves!
We don't care how we get there,

So long as we make the scene,
'Cause we will know we'll be growin',
And we'll all be wearin' green, yeah!
We'll all be wearin' green

Wormsworth

(examining clpi-board) Now, let's see, Burdock. Are you here Burdock?

Burdock

Yo, worm guy, that's *Great* Burdock to you!

Wormsworth

Multiplying mold spores! Such hubris for a little seed! Sticktight?

Sticktight

That's my hook, baby!

Wormsworth

There will be no talk of hooks around here! Queen Anns Lace?

Queen Ann

Over here, fish bait!

Wormsworth

(exasperated) *Great green earth!* There's only one thing lower than a seed, and that's a seed with bad manners!

The music gives way to the chaos of greetings.

Wormsworth

Come to order! Please, seedlings, your attention! *(They quiet down)* I am Wormsworth, the chief worm in charge here. Beside me are my underworms, Grace *(she waves enthusiastically)* and those grimy little night crawlers over there. . . what were your names again?

Digger

Yo, I'm Digger, we're gonna give the rules to these little seeds!

Spike

I'm Spike, and I'm gonna help Digger! He's my very good amigo, my homeslice, my dawg, my pal, my. . .