

# CHARACTER LIST

<b>MUM</b>	A large narrating part that is suitable for an adult or older child, or if you choose to use the optional scene (p7), other grown-up family members can split the narration between themselves and the Mum. Some good Christmassy jumpers would be good for the narrators.
<b>CHILDREN</b>	There are four children. Each child has several short lines to say and should wear cosy pyjamas and dressing gowns or slippers. If you choose to use the optional scene (p7), some cousins could be introduced to share some of the children's lines.
<b>ANGEL GABRIEL</b>	Three short lines to say and sings Song 4 with the other angels.
<b>MARY</b>	She has three lines to say and needs baby Jesus wrapped in a blanket.
<b>JOSEPH</b>	He has three lines to say.
<b>CAESAR</b>	He needs a loud voice and bossy manner for his two lines!
<b>CITIZENS</b>	Have as many as you like. There is a short line each for four of them and they sing Song 3 with the travellers.
<b>TRAVELLERS</b>	Non-speaking, but they sing Song 3 with the citizens.
<b>ROMAN SOLDIERS</b>	Have as many as you like. Four have one line each to say.
<b>CENSUS TAKERS</b>	Have as many as you like. Four have one line each to say.
<b>INNKEEPERS</b>	Have as many as you like. They need to form a line for Mary and Joseph to walk past, so a minimum of three. They have a line to say in unison and the Cheeky Innkeeper and the Last Innkeeper have a short line each to say. They also have a loud spoken line in Song 3.
<b>SHEPHERDS</b>	Have as many as you like. There are lines for four of them, but these could be split between as many as 10 to have one line each.
<b>SHEEP</b>	Have as many as you like. They need a good 'baa', but are otherwise non-speaking.
<b>THREE WISE MEN</b>	Melchior, Balthasar and Caspar have three short lines each. They all need scrolls and Caspar needs a tablet and a paper map.
<b>OTHER ANGELS</b>	Non-speaking; have as many as you like to visit the shepherds with Angel Gabriel and to sing Song 4.
<b>STAR</b>	Non-speaking.
<b>CAMELS</b>	Optional, non-speaking parts.
<b>ANIMALS</b>	Optional, non-speaking parts for the Nativity tableau at the end.

# STAGING & PROPS

Suggestions for stage directions are provided throughout the script, but please note that these are meant as guidelines only. A simple backdrop of Bethlehem town is all that is needed for the main stage for the Nativity, with a side stage (or part of the stage to one side) set up like a Christmas lounge with a Christmas tree etc. for the children's and grown-ups' action to take place on. This needs to be kept separate from the Nativity action and at no point do they interact with each other.

The Nativity book that the narrator (Mum/grown-ups) reads from needs a nice big Nativity cover. If you don't have time to do this with the class, we have provided one at the back of the book (p36) for you to photocopy, blow up and colour in.

## INCREASING THE CAST SIZE

There are speaking parts for 30, but this figure can easily be increased by adding the optional scene on page 7 and splitting the Mum's large narration part between other 'grown-ups'. You could also include more children (cousins) in the optional scene and then add them to the four children and split the remaining lines between them all. There could also be 10 shepherds who take one line each, instead of just 4.

## DECREASING THE CAST SIZE

The speaking parts could easily be reduced by a teacher taking the Mum's narration part; the innkeepers could double up as the kings and the citizens could double up as the shepherds. However, if many parts need to be cut or time is short, the Roman soldiers and census takers could be taken out of the play and the citizens could be non-speaking parts.

## PERCUSSION



We have suggested some simple percussion sound effects to depict various things that happen during the play and to give musical variety and involvement. These are indicated by this drum SFX icon throughout the script.