



Performance Notes for Audun & the Bear

THREE WAYS THAT STUDENTS AND TEACHERS CAN UTILIZE THIS PLAY

1. Students can read the play aloud while sitting in the classroom. Ask the readers to skip all bracketed stage directions. You may prefer to rotate your actors to give all students a chance to read the speaking parts.
2. Students can perform the play in the classroom. Clear an area that can be used as the stage. Have the audience sit on the floor in front of the stage. Students in the play can make simple costumes and/or sets as described below. When the scene change, the characters "on stage" simply walk to the back of the room where they wait until their next appearance "on stage."
3. Students can perform the play on stage. Refer to the production notes that follow. Ask the actors to enter from the back of the room and move through the audience as they approach the stage.



COSTUMES

- NARRATOR — Casual modern-day clothing.
- AUDUN — Simple brown/dull-colored clothing. He wears a jacket, boots and a necklace, too, which he gives to POLAR BEAR OWNER in scene 2.
- AUDUN'S MOTHER — Brown/dull clothing, with a white scarf around her head.
- MERCHANT — A backpack and a hat.



- POLAR BEAR — White clothing and a polar POLAR BEAR mask (if a full polar POLAR BEAR costume is not possible).
- POLAR BEAR OWNER — Simple clothing.
- GUARD #1 and GUARD #2 — Helmets and carry swords.
- KING HARALD — A crown and a blue cape.
- KING SVEN — A crown and a red cape.
- SERVANT — Very plain clothing.



PROPS

Scene 1

- A butter churn.
- An Eagle in fishing net. This can be done using piles of yarn or thin rope to signify fishing net and the Eagle can be a paper/cardboard cut-out attached to a stick, activated by somebody off-stage.
- MERCHANT'S boat. This can be portrayed by creating a large cardboard cut-out of a boat that, at most, three people can hide behind.
- A chest, filled with various colored cloths and small objects
- Blue ribbons, to be thrown over the boat.
- Items for trading and buying, such as wool, dried fish, bottles of seed, and animal pelts, and MERCHANT's linen. Fish, pelts, and bottles can be made by cutting out shapes from cardboard or paper, and wool and linens can be any fabric.
- An envelope for AUDUN to hand to AUDUN'S MOTHER.

Scene 2

- MERCHANT's boat (see notes for Scene 1).
- Various things for trading (see notes for Scene 1).



- A rope attached to POLAR BEAR
- An enlarged map of Scandinavia used by NARRATOR. This needs to be visible to an audience member. Should show the countries of Scandinavia, Iceland and Greenland. You might differentiate the countries by drawing a dark border and giving each one a different color. Be sure to label the countries prominently, so the names of the countries are easily seen by the audience.
- A pouch with coins for AUDUN to give to POLAR BEAR OWNER
- A necklace for AUDUN to give to POLAR BEAR OWNER
- An extra jacket for MERCHANT to give to AUDUN.

Scene 3

- MERCHANT'S boat (see notes for Scene 1).

Scene 4

- A seagull. This can be made the same way as the eagle in Scene 1.
- King Harald's throne, which can be a large chair. Optional: drape some fabric over the chair.

Scene 5

- King Sven's throne. This can be made the same way as King Harald's chair, but with different fabric.
- A royal cup.
- A small table.
- A small coin purse. This can be filled with anything for weight and shape, since the bag is never opened.
- A ring.

Scene 6

- A small chest of silver.

Scene 7

- A butter churn (same as in Scene 1),
- Chest of silver (same as in Scene 6).



SETS

- **Scene 1** — Audun’s longhouse in Iceland can be portrayed as a long house built on a stone foundation with a wood frame, and a pitched thatch roof with scattered openings along the top. If you Google “Iceland longhouse” you will see pictures and reconstructions of the kind of longhouse built in Iceland a thousand years ago. Here is one example:



This can be represented with cut-out cardboard that is painted like wood and stone, with some green paint on the roof to represent the growing moss, or it can be painted onto the backdrop.

Either way, the backdrop can also be painted to show farmland with volcanic mountains in the background. As mentioned in the introduction to Scene 1, you can also show an inlet of water- a fjord- stretching into the land.



- **Scene 2**— Greenland can be portrayed by simply covering the set in white cloth, to simulate snow or ice. Another option is to add a painted backdrop to represent a marketplace, showing different tables with different items.
- **Scene 3** — Norway docks (scenes 3 and 6) could easily be a simple large plank of wood covering the floor to represent the pier. The cut-outs of seagulls also add to the scene.
- **Scene 4** — King Harald’s Palace can be portrayed by large patterned cloths, representing tapestries, hanging from the walls, and a small statue or two anywhere in the scene. Harald’s throne is in the centre of the scene.
- **Scene 5** — King Sven’s palace is portrayed in a similar way as King Harald’s, except tapestries on the wall, gold statues, and a window in the scene. A table.
- **Scene 6** — Norway Docks (see notes for Scene 3).
- **Scene 7** — Audun’s long house in Iceland (same as Scene 1).

