



## Performance Notes for In Search of the Magic Lake

### 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— Simple, nice clothes.
- SAPA INCA— Brown or khaki pants and a yellow shirt with gold necklaces and chains, gold bracelets, and a feathered headdress. The headdress can be made by hot gluing feather to a headband. You can do a Google image search for Incan headdresses, and chose a style to emulate.



- **COURT MAGICIAN**— Brown or khaki pants with a colorful shirt and a feathered headdress less elaborate than the Sapa Inca's.
- **PRINCE**— Brown or khaki pants with a white shirt and a few gold necklaces, less than his father.
- **FATHER, BROTHERS #1 AND 2**— Brown or khaki pants, a brown shirt.
- **MOTHER AND AMPATA**— Neutral colored long skirt and a neutral colored top. They can braid their hair and have colorful ribbons in their hair.
- **MOUNTAIN #1-#4**— Solid grey, black, brown, or tan. They don't all have to be the same shades, as the mountains can be different colors. The mountain cutout they carry should match their clothing.
- **ROYAL SERVANT**— Brown or khaki pants and a colorful shirt. He/she can have gold bracelets.
- **GUARDS**— Brown or khaki pants with a gray shirt and a red sash.
- **NOBLEMEN and NOBLEWOMEN**— Brown or khaki or neutral bottom and bright colored tops.
- **LLAMA**— Solid brown or khaki clothing and a headband with short, pointy ears. Ears can be cut from paper or cardboard.
- **PANTHER**— Solid black clothes and a headband with cat ears, cut from paper or cardboard. Cat eyes, whiskers, and nose may be painted on with face paint or make-up.
- **MACAWS #1 AND 2**— Bright blue, red, or yellow pants and shirts. They can have a headband or hat with bright feathers attached. Feathers can be attached with hot glue. Bright feathers may also be attached to the back of their shirt or to a sash around the waist in order to create a tail.
- **RATTLESNAKE**— Brown leotard and tights, or brown leggings and long sleeved t-shirt. A brown hat with paper fangs and snake tongue glued to the under side of the brim.



- **SCORPION**— Solid black, grey, or brown clothes. You can cut two sets of claws from poster board or cardboard and hot glue them to a pair of mittens or gloves. The actor can wear the mittens/gloves and when the open/close their hands it will look like claws.
- **ANTS**— Solid black or brown clothes and a headband with antennae, made from paper, cardboard, or pipe cleaners.
- **TREE**—Brown or khaki pants and a green shirt. Green leaves cut from paper or fabric can be attached to the shirt. (Note: **TREE** can either act as the tree alone or bring on a cardboard tree with him/her. See Set Notes for staging options and achieving the climbing effect.)

Costume Note: **STAGE HANDS** that bring on the lakes can wear blue to represent water. Or they can wear traditional solid black.



## PROPS

### Scene 1

- A few vials, jars, and/or bottles for the **COURT MAGICIAN**. These should be plastic, and can even be taped down to the table so that they don't fall. **COURT MAGICIAN** only needs to be able to pick up one of them. (You do not have to fill anything with liquid. The **COURT MAGICIAN** can just pretend to give potion to **PRINCE**.)
- Spoon for **COURT MAGICIAN** to give potions to **PRINCE**.

### Scene 2

- Two baskets with corn for **AMPATA** and **MOTHER**. In one basket, place a few cobs of corn with husks. You can use real corn, so the actors can actually husk them, or you can make corncobs out of cardboard and have the actors pretend to shuck.  
In the other basket, place some leaves or yellow/green paper to look like peeled husks. If using real corn, the remaining husks are placed in this basket. If using cardboard, the actors just pretend to put it husks in there.



- A pile of sandals on each mat. CHUKI and POMA can pretend to weave the sandals. They can use strips of leather (or leather shoelaces) or other fabric, and pretend to weave through the sandals.
- A spear for FATHER to hand to CHUKI. You can use a plastic spear, or make one from cardboard.
- Bag of “food” for MOTHER to give to POMA. This should be a cloth bag, or you can use a piece of fabric or a bandana, gathered and tied at the top. It can be empty, or you can put any small object in the bag to give it weight.
- A jug or jar for AMPATA to hand to CHUKI. It should be plastic, and can be painted tan or reddish-brown to resemble pottery.

### **Scene 3**

- Mountain peak cut-outs for MOUNTAINS to hold. These can be made from cardboard or cardstock. Cut triangular mountain shapes of four various sizes (starting as big or as small as you want), each one bigger than the previous one. Paint each peak a different shade of brown or gray, to match the clothes of the MOUNTAINS. Make handles for the back of the peaks so that MOUNTAINS can hold them. Handles can be made with strips of cardboard, duct-taped to the back of the cardboard/poster board.
- An ordinary light blue blanket, sheet, or piece of fabric for STAGE HANDS to bring on as the lake.

### **Scene 4**

- Jar/jug for CHUKI to hand to COURT MAGICIAN. This is the same one CHUKI had been carrying in Scene 3.

### **Scene 5**

- Another bag of food for MOTHER to give to AMPATA. This should be a cloth bag, made the same way as the first bag. This one can also be empty or filled with small pieces of yellow and brown construction paper, to represent corn and nuts.
- Another jar or jug for AMPATA to take. This should also be plastic, and painted tan or reddish-brown.
- Optional: A shoulder bag/satchel-type bag for AMPATA to carry. She can put her jar/jug and her bag of food in this bag, and it will make things easier for the actor when doing certain actions.



## Scene 6

- Corn and nuts for AMPATA to throw to MACAWS. AMPATA can pretend to throw corn and nuts, or you can make confetti with yellow and brown construction paper, and put this in the cloth bag so that AMPATA can toss it in the air.
- Three detachable colorful feathers, one for each MCAWS to give to AMPATA. These can be fake plastic feathers or you can make them out of construction paper. The MCAWS can keep their feather in their hair, Velcro it to their clothes, or tie it to their waists with a colorful ribbon or string- it just needs to be easily detached.
- A ribbon or piece of string for AMPATA to keep in her pocket, to tie around the feathers.
- Mountain peak cut outs, same as in Scene 3.
- An ordinary light blue blanket, sheet, or piece of fabric for STAGE HANDS to bring on as the lake. This is the same one as in Scene 3.
- Hill top cutouts for MOUNTAINS #1-#2 to hold up after AMPATA passes the mountain peaks. These can be made the same way as the mountain peak cutouts, just smaller and rounded at the top instead of pointed.
- A bright blue blanket, sheet, or piece of fabric for STAGE HANDS to bring on as the Magic Lake. This should be a different blue from the first lake- a more vibrant color. It should also be shiny or sparkly. You can simply use a blue fabric that is already sparkly or shiny, or attach a shiny sheer fabric (like a silver tulle) over a regular blue material.

## Scene 7

- Jar/jug for AMPATA to hand to COURT MAGICIAN. This is the same one AMPATA had been carrying in Scene 6.
- Shiny confetti, for STAGEHAND to throw to represent the “sparkles” in the basin. STAGEHAND can hide behind table at the beginning of the Scene, and throw the shiny confetti up behind the basin when it’s time.
- Bubble wrap, for STAGEHANDS to pop to represent the sound of bubbling in the basin. Another option is to play a Sound FX recording of bubbles, if you have one.
- Small cup for COURT MAGICIAN to scoop “water” into/feed Prince with. You don’t have to use any real liquid. It can all be pretend.



## SETS

The stage is divided into two areas, both of which remain in tact throughout the play. On one side is a royal bedroom room in the Sapa Inca's palace. On the opposite side is Ampata's family's home, a modest adobe hut. If you want to make a backdrop, you can paint it to show both locations.

Scene 3 and Scene 6 take place in the Andes Mountains. These scenes can take place at the front of the stage, in front of the other sets. See below for details.

- **Scene 1**— The Royal bedroom. If you paint a backdrop, it can show tall windows, paintings, and tapestries on the wall- a luxurious bedroom.

There is a bed on stage, and a table next to the bed.

The bed can be simulated with a chair and an ottoman, or something to act as an ottoman, such as a stool or milk crate. Place the ottoman at the foot of the chair, and cover both in a brightly colored sheet or blanket, such as dark red, purple, or gold.. The PRINCE can sit up in the chair, with his legs stretched out over the ottoman. Use another blanket to place over the prince, and put a pillow behind his back by his head. The blanket and pillow should be in good condition and nicely colored or patterned.

Next to the bed is the table, and on it are various plastic vials and jars (best to not use breakable objects, just in case). A large bowl (to represent the basin) should be taped down on the table. There also needs to be a spoon and one small cup on the table.

There is also a nice throne-type chair that can be represented by using a high-backed chair and covering the chair in some nice fabric, preferably a royal color such as red, gold, or purple.

Note: As mentioned in Prop notes, the vials and bottles that will not be picked up can be taped to the table.

- **Scene 2**— Ampata's family's home. If you paint a backdrop, it can show simple dirt-colored walls and a small window.

On the floor, near the mats but out of the way, there are at least two plastic jugs or jars (remember, avoid anything breakable, just in case). In order to make the jugs or jars look ceramic, you can paint them a tannish



or a reddish-brown color. The spear (see props) also lies on the floor, or rests against a wall.

There are also two reed mats on the floor, in the middle of the space. Reed mats can be substituted with small woven blankets or brown yoga mats.

- **Scene 3**— The Andes Mountains. The Mountains are represented by MOUNTAINS #1-#4 bringing on their mountain peak cut-outs (see Props Notes). They can stand at the front of the stage, in front of all the other sets. CHUKI and POMA can walk in front of the MOUNTAINS.

If you want, you can make a small backdrop, painted to show a mountain range, and have STAGE HANDS bring it on to hold it up for the scene.

While CHUKI and POMA “cross” the fourth mountains, two STAGE HANDS bring on a blue sheet/fabric (see Props Notes) and spread it out on the floor or hold it up about waist-high to represent the lake.

- **Scene 4**— The Royal bedroom, same as Scene 1.
- **Scene 5**— Ampata’s family’s home, same as Scene 2.
- **Scene 6**— The Andes Mountains, same as Scene 3, except there is a tree added. There are two options for the tree- either an actor can represent the tree, or you can make a free-standing tree from cardboard.

If you choose to have an actor portray the tree, the actor can dress all in brown (see costume notes) and stand with arms wide. When AMPATA “climbs” the tree, she pretends to do so in place while the TREE lowers to the ground so that he/she ends kneeling. This gives the impression that AMPATA is now higher in the tree.

The other option is to make a tree for TREE actor to bring on and hold up. You can make this from cardboard, cutting out a tree with a short stump and one wide space created in the branches, for AMPATA to stand between.

Cover a stepstool in brown paper, to match the color of the tree. STAGEHANDS enter with TREE and place the step stool directly behind the cardboard tree. TREE actor stands behind or next to cardboard tree, holding it in place.

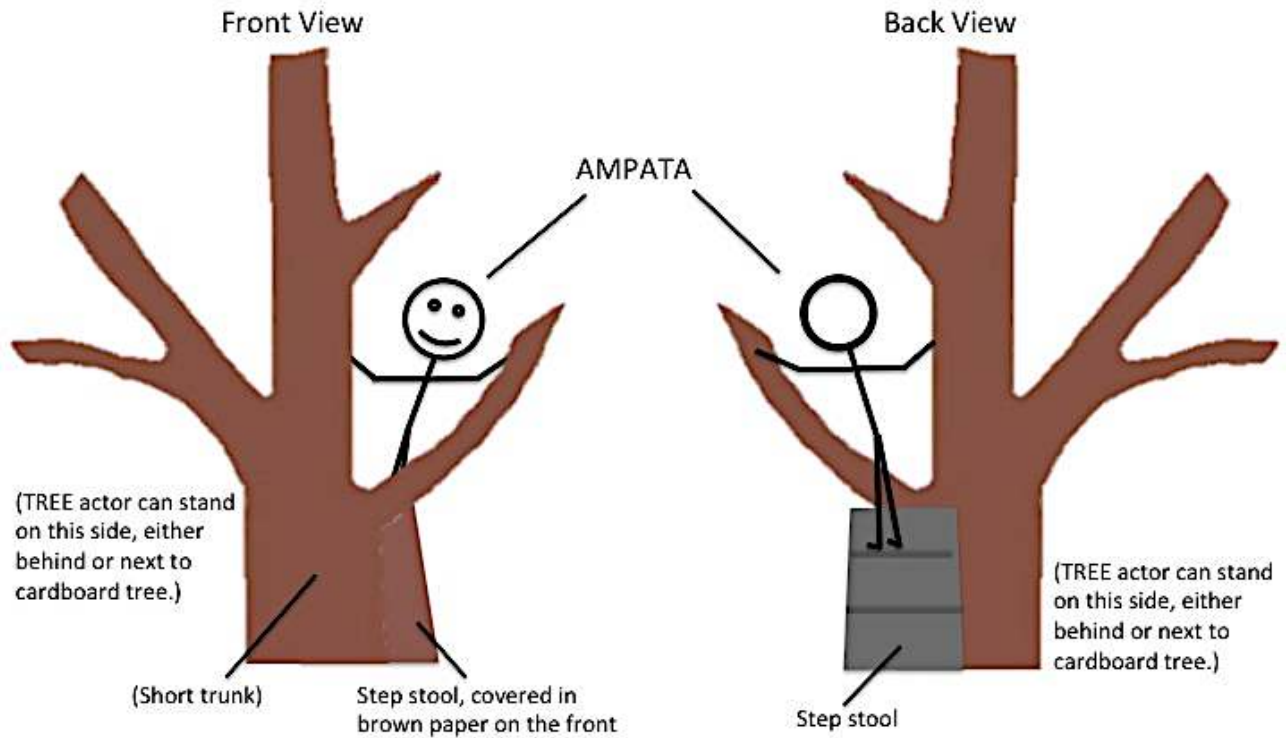
When AMPATA “climbs” the tree, she climbs up the stepstool and looks out from between the branches, giving the illusion that she is in the tree. (See images next page.)

While crossing the peaks and hills, MACAWS and AMPATA can



“fly” in front of them. After MACAWS and AMPATA “cross” the mountains, two STAGE HANDS bring on the same ordinary blue fabric from Scene 3, then take it off. After MACAWS and AMPATA “cross” the hills, STAGEHANDS bring on a different blue sheet/fabric for the Magic Lake (see Props Notes.)

See images below for the cardboard TREE:



- **Scene 7**— The Royal bedroom, same as Scene 1.

