

WIZARD OF OZ

AN OPERETTA

**Adapted by Dorothy Skinkle
with original music and lyrics**

FROM THE STORY BY L. FRANK BAUM

Performance Rights

It is an infringement of the federal copyright law to copy or reproduce this script in any manner or to perform this play without royalty payment. All rights are controlled by Eldridge Publishing Co., Inc. Call the publisher for additional scripts and further licensing information.

The author's name must appear on all programs and advertising with the notice: "Produced by special arrangement with Eldridge Publishing Co."

PUBLISHED BY

ELDRIDGE PUBLISHING COMPANY

www.histage.com

© 1972 by Eldridge Publishing, Co.

Download your complete script from Eldridge Publishing

<https://histage.com/wizard-of-oz>

PRODUCTION NOTES

“Get as many of the children on the stage as you can, but don’t spend any money.”

That was my instruction when I wrote this operetta. The result was a production involving almost 500 children. At the same time, I wanted to make it flexible enough so that a much smaller number could be used. With cutting and doubling up on parts, it can be presented with as few as 50.

The first time the *Wizard of Oz* was presented, we used grades one through four. The Little Animal sequence was designed for first graders, and the Munchkins and Quadlings were second graders. The other parts were taken by third and fourth graders.

The second time around, we used grades four through six. In this case we had fewer children, so we used the same fourth graders for both Munchkins and Quadlings (*Having them change jackets.*) and omitted the Little Animals altogether.

The dances we used were simple skipping and hopping routines. The dances are not essential to the story. They are only ways to get more children on stage.

Scenery should be very simple. Whenever it is possible, use children for scenery. (*Trees, Cornstalks, etc.*) The house in Scene II can be a bare outline made of laths held up by two or more children.

Costumes should be simple enough for the children to make themselves. Use lots of crepe paper, construction paper, yarn and oodles of scotch tape! Suggestions for costumes are included in the section on CHARACTERS.

As far as props are concerned, the simpler they are, the better. The spotlight used in Scenes VI and IX adds to the overall effect, but it isn’t absolutely necessary. A megaphone can be used instead of a microphone.

Have fun. After all, that’s what it’s for, isn’t it?

The Author, Dorothy E. Skinkle

CHARACTER and COSTUME PLOT

DOROTHY: A little farm girl from Kansas. She wears a pinafore and pigtails and carries a toy dog, Toto, with an offstage bark.

AUNT EM: Dorothy's aunt. She wears a long, drab dress and an apron. Her hair is done in a knot on the back of her head.

UNCLE HENRY: Dorothy's uncle. He wears coveralls and a straw hat.

GOOD WITCH: Really a kind of fairy queen. She wears a sparkly white or light blue dress, and a crown of tinsel. She may have tinsel wings, if desired. She carries a scepter with a tinsel star on it.

MUNCHKINS: The little people of Oz. They are dressed in blue with paper hats.

SCARECROW: Wears coveralls, a straw hat and gloves. Should have straw hanging out of all the seams and edges.

CROWS: Dress these students in black jeans and sweaters. Add crepe paper wings and black caps with big yellow beaks made of construction paper attached to the bills.

CORNSTALKS: Start with a sheet with a hole cut for the head, pin leaves and tassels to the sheet. Make hats out of crepe or construction paper representing a corn shock.

TIN WOODMAN: Blue jeans and a bluish-colored work shirt. Gloves, if desired. A metal funnel for a hat. If you want to use silver spray paint on the jeans and gloves, fine, but it really isn't necessary. He should carry a lightweight ax.

TREES: These girls should wear light-colored dresses with leaves pinned to them. Hats can be crowns of leaves.

COWARDLY LION: Brown shirt and brown pants with a tail of brown yarn with a tassel at the end, pinned to the seat of the pants. Headdress out of yarn or crepe paper, tassels fastened to a brown hat or a cap worn backwards.

SERVANT GIRLS: Pastel dresses with wide skirts, frilly crepe paper aprons and caps, and feather dusters or pom-poms.

GUARDS: Dark pants and white shirts. Short jackets if available. Military style hats of construction paper with high crowns and plumes. You may add crossed bandoliers over the chest. Band uniforms may also be used.

Wizard of Oz

4

GENERAL: Same as the guards, only add medals, trimmings, etc.

WIZARD OF OZ: The illusion should be that the voice comes from the Head. May be papier-mâché or a balloon, thus making it three dimensional, or it can be painted on a sheet of cardboard. Should be horrible-looking. The real Wizard of Oz should be dressed in a very neat suit with a tie.

LITTLE ANIMALS: Imagination is the keyword here. Sleeper pajamas could be used as a base. Tails and ears can be made out of yarn and pinned on.

WINGED MONKEYS: Brown pants and shirts. Tails made of yarn without tassels. Wings could be made of crepe paper and fastened on a sort of harness. Brown baseball caps with monkey ears attached. Or, if you prefer, make them look like organ grinder's monkeys with red caps and bolero jackets.

WICKED WITCH: A regular Halloween witch, complete with stringy hair, long black dress, pointed hat and a broom.

GLINDA THE GOOD WITCH: Dress her like the Good Witch, except that her dress should be pink and her crown and scepter gold.

QUADLINGS: More little people of Oz. Dress them in red, white and blue - or in red and white. Paper hats and collars are effective.

MUSICAL NUMBERS

1. Hi Ho Fiddle Dee Dee.....Scene 2
2. Munchkin Dance.....Scene 2
3. The Scarecrow's Lament.....Scene 3
4. The Tin Woodman's Story.....Scene 4
5. Dance of the Trees.....Scene 5
6. The Feather Duster Song.....Scene 6
7. Servant Girls' Dance.....Scene 6
8. Soldiers' March.....Scene 6
9. Little Animals.....Scene 7
10. Little Animals Dance.....Scene 7
11. Dance of the Winged Monkeys.....Scene 8
12. Ep-pe Pep-pe Kak-ke.....Scene 8
13. The Wizard's Story.....Scene 9
14. The Quadlings' Song.....Scene 10
15. The Quadlings' Dance.....Scene 10

Scene 1

(AT RISE: In front of the curtain. Lights are dim. AUNT EM enters L, followed by DOROTHY carrying Toto.)

AUNT EM: My, it's getting dark. It looks like we're gong to have a storm.

(DOROTHY sets dog down. UNCLE HENRY enters R.)

UNCLE HENRY: There's a cyclone coming! Get in the cellar!

(AUNT EM and UNCLE HENRY exit down steps L. DOROTHY looks around frantically.)

DOROTHY: Where's my dog? I can't go without him! Here, Toto! Here, Toto!

AUNT EM: *(Offstage)* Hurry, Dorothy, the cyclone's coming closer!

DOROTHY: I'm coming!

(DOROTHY picks up Toto and starts towards steps. Clap of THUNDER. BLACKOUT.)

DOROTHY: Aunt Em! Uncle Henry! The house is blowing away! Help! Help! *(Thunderclap)*

End of Scene 1

Scene 2

(AT RISE: Little house is stage R, with silver shoes sticking out from under. GOOD WITCH enters, looks around, sees shoes, goes closer to inspect.)

GOOD WITCH: *(Turns and beckons)* It's all right, my friends. You may come close now. It's safe.

(MUNCHKINS enter from all directions.)

1st MUNCHKIN: Is she really dead?

GOOD WITCH: The house landed right on her. See her shoes?
(Points)

2nd MUNCHKIN: The witch who owns this house must be a powerful one.

(DOROTHY opens the door and looks out. MUNCHKINS bow.)

GOOD WITCH: Come out, Good Witch, and let us thank you.

(DOROTHY comes out, holding Toto and carrying a basket.)

DOROTHY: I'm not a witch. I'm just a little girl. Who are you?

GOOD WITCH: I am the Good Witch of the North, and these are my friends, the Munchkins.

3rd MUNCHKIN: Thank you for killing our enemy, the Wicked Witch of the East.

DOROTHY: But I didn't kill anyone!

4th MUNCHKIN: Yes, you did. Your house fell on her. See, there she is. *(Points to the shoes. DOROTHY looks, gasps.)*

DOROTHY: Oh, my!

**MUSIC and ACTION: “HI HO FIDDLE DEE DEE”
and “MUNCHKIN DANCE”**

MUNCHKINS:

HI-HO, FIDDLE-DEE-DEE
THE WITCH IS DEAD AND WE ARE FREE.
FREE TO LAUGH AND FREE TO SING
FREE TO DANCE AROUND THE RING.
HI-HO, FIDDLE-DEE-DEE
THE WITCH IS DEAD AND WE ARE FREE.

GOOD WITCH:

HI-HO, FIDDLE-DEE-DEE
I HEARD AND THEN I CAME TO SEE.
WHEN I SAW THE SILVER SHOES,
CALLED MY FRIENDS TO HEAR THE NEWS.
HI-HO, FIDDLE-DEE-DEE
I HEARD AND THEN I CAME TO SEE.

DOROTHY:

HI-HO FIDDLE-DEE-DI
MY HOUSE WENT FLYING THROUGH THE SKY.
BANG! IT LANDED WITH A THUMP
“HELP!” I SAID, “WE HIT A BUMP!”
HI-HO, FIDDLE-DEE-DI
MY HOUSE WENT FLYING THROUGH THE SKY.

MUNCHKINS:

HI-HO, FIDDLE-DEE-DUM-
PLAY THE PIPE AND BEAT THE DRUM.
NOW WE LAUGH AND DANCE AND PLAY
HAVE SUCH FUN THE LIVE-LONG DAY.
HI-HO, FIDDLE-DEE-DUM-
PLAY THE PIPE AND BEAT THE DRUM.

DOROTHY: This is a beautiful country. What is it called?

GOOD WITCH: This is the land of Oz, my dear.

DOROTHY: Is it very far from here to Kansas? I must get home
to Aunt Em and Uncle Henry.

GOOD WITCH: Oh, dear! I don't know about that. I never heard

Wizard of Oz

9

of Kansas.

MUNCHKINS: We never heard of Kansas.

(DOROTHY begins to cry. GOOD WITCH pats her on the back.)

GOOD WITCH: There, there. Don't cry. Maybe the Wizard of Oz can help you get to Kansas.

DOROTHY: The Wizard of Oz? Where will I find him?

GOOD WITCH: He lives in the Emerald City. But don't worry. All you have to do is follow the Yellow Brick Road.

DOROTHY: Is it far? My shoes aren't very good for walking.

GOOD WITCH: You're a Good Witch, so you can wear a witch's shoes. *(SHE picks up the shoes sticking out from under the house.)*

DOROTHY: Oh, I can't wear those!

GOOD WITCH: Yes you can. Why don't you try them on?

(DOROTHY sets down her basket and puts on the silver shoes.)

DOROTHY: They fit perfectly!

MUNCHKINS: *(Clapping and cheering)* Hurrah! Hurrah!

DOROTHY: I really must be on my way. Good-bye! Good-bye!

(THEY wave as DOROTHY goes off stage L, carrying Toto and the basket.)

End of Scene 2

Scene 3

(AT RISE: SCARECROW is hanging on a pole in the center of the stage. CROWS are clustered around him. Behind him in rows are children dressed as CORNSTALKS.)

SCARECROW: Why don't you crows go away and leave me alone?

1st CROW: Why should we go away? You can't scare us.

2nd CROW: You're only stuffed with straw.

SCARECROW: If I could get off this pole, I'd chase you away.

3rd CROW: We'd fool you. You aren't very smart, you know.

4th CROW: You haven't a brain in your head.

SCARECROW: Oh, I wish I had a brain. Think of all the thinking I could do.

MUSIC: "THE SCARECROW'S LAMENT"

SCARECROW:

I DON'T WANT TO LOOK AROUND
TO FIND THE MISSING LINK.
ALL I REALLY WANT TO DO
IS SIT AND THINK.

CROWS:

BUT HE CAN'T! CAW! CAW!
BUT HE CAN'T! HAW! HAW!
'CAUSE HE DOESN'T HAVE A BRAIN.

CORNSTALKS:

SCARECROW DOESN'T REALLY MEAN
TO SOUND SO FULL OF WOE.
HE'S JUST SAD BECAUSE HE CAN'T
DISCOURAGE THAT CROW.

CROWS:

BUT HE CAN'T! CAW! CAW!
BUT HE CAN'T! HAW! HAW!
'CAUSE HE CAN'T GET OFF HIS POLE!

Wizard of Oz

11

CROWS:
SCARECROW IS SO USELESS
WHEN IT COMES TO SCARING US
ALL THE WORDS HE USES
DON'T CAUSE ANY FUSS.

CORNSTALKS:
BUT HE CAN'T! HUSH! HUSH!
BUT HE CAN'T! HUSH! HUSH!
YOU SHOULDN'T BE SO MEAN.

SCARECROW:
THANK YOU, CORNY MAIDENS,
FOR THE WORDS YOU KINDLY SPEAK.
IF I ONLY COULD GET DOWN,
I'D BREAK THAT BEAK!

CROWS:
BUT HE CAN'T! CAW! CAW!
BUT HE CAN'T! HAW! HAW!
'CAUSE HE CAN'T GET DOWN!

(DOG barks offstage.)

1st CROW: Did you hear something?

2nd CROW: No, I didn't hear anything. What's the matter with you? Are you nervous, or something?

(DOG barks again.)

1st CROW: I did too hear something! That's a dog!

3rd CROW: Let's get out of here!

(CROWS exit L, cawing.)

SCARECROW: Ah! Maybe they'll leave me in peace for a while.

(DOROTHY enters R carrying basket and Toto.)

SCARECROW: Hello, little girl.

(DOROTHY looks around, startled; sees the SCARECROW.)

DOROTHY: Did you speak?

SCARECROW: Of course. How do you do? I'm the Scarecrow.
Who are you?

DOROTHY: My name is Dorothy. I'm on my way to the Emerald City, and it's such a long way. *(Sighs)* But I have to get back to Kansas, and only the Wizard of Oz knows how to get there.

SCARECROW: Who's he?

DOROTHY: Don't you know?

SCARECROW: I don't know anything. I haven't any brains at all, none whatsoever. I wish I had a few. Then maybe I'd know how to get down from this pole.

DOROTHY: Here. I'll get you down. *(SHE unhooks his coat from the pole and HE stands up - shakily.)*

SCARECROW: Thanks. Would you mind very much if I traveled along with you? Maybe the Wizard can give me some brains.

DOROTHY: Maybe he can. Please do come. *(TOTO barks.)*
Don't worry, he won't bite.

SCARECROW: He wouldn't hurt me if he did. No, young lady, there's only one thing that I'm really afraid of.

DOROTHY: What's that?

SCARECROW: A lighted match. Shall we go?

(HE offers HER his arm and takes the basket. Exit L)

End of Scene 3

Scene 4

(AT RISE: In the forest children dressed as TREES are scattered around. TIN WOODMAN stands motionless, at L, with his ax raised. DOROTHY and SCARECROW enter R.)

DOROTHY: My, it's getting dark. And I'm hungry.

SCARECROW: Maybe we'd better find shelter for the night.

(The WOODMAN groans.)

DOROTHY: What was that?

SCARECROW: I don't know. It was a mighty strange sound, though. Maybe we'd better look.

(SCARECROW sets basket down, and THEY start looking behind trees. Just as they see the TIN WOODMAN, he groans again.)

DOROTHY: Did you groan?

TIN WOODMAN: Yes, I did. I've been groaning for more than a year, and you're the first ones who have heard me.

DOROTHY: How can we help you?

TIN WOODMAN: Get an oil can and oil my joints. There's one on the shelf in my cottage over there.

(SCARECROW exits L.)

DOROTHY: What happened to you, anyway?

TIN WOODMAN: A wicked witch enchanted my ax, and it cut me all to pieces. Then a kind tinsmith found me and patched me up again. I would have been all right if I hadn't come out in the rain and rusted my joints.

(SCARECROW enters with the oil can, and together THEY oil TIN WOODMAN'S joints and get him back in working condition.)

TIN WOODMAN: *(Lowering the ax)* It's certainly a relief to put

down that ax. I've been holding it in the air for the longest time!
And the things that happened while I've been standing here!

MUSIC: "THE TIN WOODMAN'S STORY"

TIN WOODMAN:

THE RAIN CAME DOWN AND THE SUN CAME OUT
I FELT QUITE DAMP, BUT I SOON DRIED OUT.
THE SUN FELT GOOD, BUT I STARTED TO DOUBT.
I DIDN'T FEEL WELL AT ALL!

CHORUS:

HIS TOES WOULDN'T WIGGLE AND HIS ARMS WOULDN'T SWING.
HE WAS IN A PICKLE 'CAUSE HE'D LOST HIS SPRING.
HIS EYES BEGAN TO WATER AND HIS NOSE BEGAN TO STING,
AND HE COULDN'T MOVE ANYTHING AT ALL.

TIN WOODMAN:

THE SUN WENT DOWN AND THE MOON CAME UP.
I STARTED TO SING, BUT I BARKED LIKE A PUP.
MY ANIMAL NEIGHBORS ALL STARTED TO SUP.
BUT I COULDN'T EAT ANYTHING AT ALL!

CHORUS:

HIS TOES WOULDN'T WIGGLE AND HIS ARMS WOULDN'T SWING.
HE WAS IN A PICKLE 'CAUSE HE'D LOST HIS SPRING.
HIS EYES BEGAN TO WATER AND HIS NOSE BEGAN TO STING,
AND HE COULDN'T MOVE ANYTHING AT ALL.

TIN WOODMAN:

IT GOT QUITE DARK AND A LITTLE BROWN BAT
MADE HIS HEADQUARTERS ON TOP OF MY HAT.
BUT HE GOT CHASED BY AN OLD TOM CAT.
I COULDN'T CHASE ANYTHING AT ALL!

CHORUS:

HIS TOES WOULDN'T WIGGLE AND HIS ARMS WOULDN'T SWING
HE WAS IN A PICKLE 'CAUSE HE'D LOST HIS SPRING.
HIS EYES BEGAN TO WATER AND HIS NOSE BEGAN TO STING,
AND HE COULDN'T MOVE ANYTHING AT ALL.

Wizard of Oz

15

TIN WOODMAN:

THE SUMMER WENT BY AND THE TREES WERE BARE.
MY AX WAS STILL WAVING UP IN THE AIR.
THE SNOW CAME FALLING - I HAD MY SHARE,
AND I COULDN'T KEEP WARM AT ALL!

CHORUS:

HIS TOES WOULDN'T WIGGLE AND HIS ARMS WOULDN'T SWING.
HE WAS IN A PICKLE 'CAUSE HE'D LOST HIS SPRING.
HIS EYES BEGAN TO WATER AND HIS NOSE BEGAN TO STING,
AND HE COULDN'T MOVE ANYTHING AT ALL.

TIN WOODMAN:

THE SPRING CAME ALONG AND A LITTLE HONEY BEE
BUILT HIS NEST IN MY CHEST INSTEAD OF A TREE.
THE HONEY WAS SO STICKY, AND IT REALLY STUCK TO ME.
AND I COULDN'T GET RID OF IT AT ALL!

CHORUS:

HIS TOES WOULDN'T WIGGLE AND HIS ARMS WOULDN'T SWING.
HE WAS IN A PICKLE 'CAUSE HE'D LOST HIS SPRING.
HIS EYES BEGAN TO WATER AND HIS NOSE BEGAN TO STING,
AND HE COULDN'T MOVE ANYTHING AT ALL.

TIN WOODMAN:

JUST AS MY HOPE WAS CHANGING INTO FEAR,
JUST AS I WAS GIVING UP, I HEARD YOU COMING NEAR.
I STARTED IN TO GROAN, AND I HOPED THAT YOU WOULD HEAR,
'CAUSE I COULDN'T SHOUT ANYTHING AT ALL!

CHORUS:

HIS TOES WOULDN'T WIGGLE AND HIS ARMS WOULDN'T SWING.
HE WAS IN A PICKLE 'CAUSE HE'D LOST HIS SPRING.
HIS EYES BEGAN TO WATER AND HIS NOSE BEGAN TO STING,
AND HE COULDN'T MOVE ANYTHING AT ALL.

TIN WOODMAN: This is a lonely part of the forest. Not very
many travel this way. May I ask you where you're going?

DOROTHY: We're going to the Emerald City to see the Wizard
of Oz.

End of Freeview

Download your complete script from Eldridge Publishing

<https://histage.com/wizard-of-oz>

Eldridge Publishing, a leading drama play publisher since 1906, offers more than a thousand full-length plays, one-act plays, melodramas, holiday plays, religious plays, children's theatre plays and musicals of all kinds.

For more than a hundred years, our family-owned business has had the privilege of publishing some of the finest playwrights, allowing their work to come alive on stages worldwide.

We look forward to being a part of your next theatrical production.

Eldridge Publishing... for the start of your theatre experience!