

THE KIDS FROM CAMELOT

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THE KIDS FROM CAMELOT

CAST OF CHARACTERS (In Order of Appearance)

ROLAND.....	a Minstrel
HUGH	all pages
MARK	all pages
JEFF.....	all pages
GUY	all pages
LADY KATHERINE	Queen Guinevere's sister
MARION.....	all girls of the court
BARBARA.....	all girls of the court
ROSE	all girls of the court
ALICE.....	all girls of the court
KING ARTHUR.....	the king
QUEEN GUINEVERE	the queen
MERLIN.....	the magician
WIZO.....	an owl
MORGAN LE FEY	King Arthur's sister
WILLIAM	all Grouchlinks, former pages
ARN.....	all Grouchlinks, former pages
VAL	all Grouchlinks, former pages
GODFREY	all Grouchlinks, former pages
LORDS and LADIES OF THE COURT	

SYNOPSIS of SCENES

(Action continuous except where otherwise indicated)

- SCENE 1. In front of curtain as a corridor in the castle
SCENE 2. A room in the castle
SCENE 3. In front of the curtain as a corridor in the castle
SCENE 4. The Court of King Arthur
SCENE 5. In front of the curtain
SCENE 6. Merlin's chamber
SCENE 7. A room in Morgan LeFey's castle the next day
SCENE 8. In front of the curtain as a corridor in the castle
SCENE 9. Merlin's chamber
SCENE 10. A forest on the way to Morgan LeFey's castle
SCENE 11. In front of Morgan LeFey's castle
SCENE 12. In front of the curtain as the entrance to Arthur's Court
SCENE 13. The court of King Arthur
- TIME:** During King Arthur's reign
PLACE: Camelot and environs

PRODUCTION NOTES

The scenery can be very elaborate and resemble authentic medieval rooms, but just as effective is simple scenery with good lighting.

The low platform that Merlin stands on may be a podium that many school bandrooms have for their conductor. Two of these can be used for the dais for King Arthur's and Queen Guinevere's chairs. In Merlin's Chamber, additions of all sorts can make it resemble an astrologer's laboratory. Also, Merlin can perform any kind of magic trick or tricks in the proper places, depending upon his skill and/or material at hand.

Here are some suggestions for a more elaborate staging of the "Dragons in England" number. The actual movements will depend upon the creativity of the choreographer. After the Pages and Merlin have sung their parts, the Girls enter stealthily and surprise them. They may carry masks on poles or other objects. They dance and sing with these props. During the chorus, Merlin enters. When this occurs the children should scream as they run or perform other staged movements:

after "monsters gallore" - bar 4

after "ogres and more" - bar 8

after "you disappear" - bar 15

after "skin that they peel" - bar 20

The musical numbers may all be played by the piano; however, several other instruments can be used by following the piano arrangement, by having special arrangements made, or by improvising. Some additional instruments may include the trumpet, guitar, flute, drums, tympani, wooden blocks, tambourine, and triangle.

To make Scenes 6 and 9, Merlin's Chamber, more exciting and mysterious, some weird recorded electronic music can be played as the curtain opens. The same is true for Scene 11 where this type of music can help create a strange, foreboding mood.

PROPERTY PLOT

Scene 1 - Guitar carried by Roland at all times.

Scene 2 - Small stools or large floor pillows for the Girls, sewing materials, a chess game on a small stool or table, musical instrument used by one of the Girls.

Scene 4 - Thrones for Arthur and Guinevere and appropriate great hall decorations as banners, swords, and shields.

Scene 6 - Bright scarf with thread attach to be slipped on Merlin's fingers or hand for magic trick, small platform for Merlin to stand on, a draped music stand, high stool or chair for Wizo, two large colorful boxes which open from the top and (unseen) from the rear, rubber chicken, big book, masks on poles, sheet to cover Merlin as ghost.

Scene 7 - Crystal ball (beach ball painted silver).

Scene 8 - Chair, sewing material for Lady Katherine.

Scene 9 - Scarves for Merlin's magic trick, miscellaneous props if more magic is used

Scene 11 - 4 swords for the Pages, cardboard rocks, shrubs, etc. to hide Grouchlinks, painted cardboard castle entrance, and monster head. The head can be papier-mache, wood, large cardboard boxes connected to resemble a robot-type monster, etc. Even a large flat sheet of board with an opening in it for the mouth, appropriately cut and painted, can be constructed. A moving mouth can be made by sliding a cardboard piece behind it up or down. For the neck and lower sections, dark material can be attached to the chin part and reach to the floor. This head can be brought into view at the right time by having stage hands push, roll or carry it from behind, depending upon the size. A fog machine would give a dramatic result when the mouth is opened and the monster spews forth smoke.

Scene 13 - Big sword for Arthur; a banner with the words "St. George and the Dragon"; a trumpet; a sword (one used in the fight scene), shiny helmet, colorful cape, and hobby horse for St. George; a dolly decorated with cardboard tree and shrubs to roll in the Damsel; and the damsel cone-shaped hat.

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The Dragon - The main body part can be a large long piece of green cloth painted with scales of dark green outline and yellow highlights. The tail end may be made of foam rubber, papier-mache, or wire covered with newspaper, all painted like the body. Papier-mache boxes, or other materials may be used to form the head which should have a long red cloth tongue hanging out. All three sections should be connected by staples, sewing, etc. Two or three Pages under this costume serve as the dragon movers.

CHARACTERS AND COSTUMES

ROLAND - is a strolling minstrel and acts as a narrator in the play. At all times he should carry a lute (or guitar) decorated with bright streamers. The colorful costume consists of tights with footwear that has pointed toes, or it can be part of the tights. A short tunic with scalloped or pointed edges and full sleeves complete this outfit.

THE PAGES - are rather timid about warfare, fighting, and rough sports but finally show they do have courage and ability when the purpose and occasion arises. However, in their relations with the Girls they are not shy or reticent at all. Each Page should wear colorful tights and matching shoes or slippers and a short tunic, preferably yellow, with or without pointed edges and a belt.

LADY KATHERINE - is the typical ingenue, charming, beautiful and loving and understanding toward her charges. Her gown should be white or some pastel shade with long sleeves and a hip belt or sash hanging down the front. A cone-shaped hat (hennin) or similar medieval headpiece should be worn.

THE GIRLS - are young teen-agers, full of enthusiasm, sparkling, teasing, and ready for excitement. Their costumes consist of long tunics or dresses with or without sashes. They should be colorful but not white or as light or rich as Lady Katherine's.

KING ARTHUR - is a regal, middle-aged man who is proud of his position. However, he is intimidated by his wife, Queen Guinevere, who wants to share her husband's responsibilities. He wears a gold crown at all times, a long royal tunic, and a cape.

QUEEN GUINEVERE - is the beautiful, intelligent, young, discerning wife of King Arthur. She, however, nags her husband whom she considers not too bright. She should wear a small gold crown, and a flowing, richly colored gown with long sleeves, more elegant than any other gowns worn by the women in the court.

MERLIN - is an old, lovable man with white hair and a long white beard. He tends to use the wrong words at times, is slightly deaf, and forgetful. Yet, he is wise, theatrical, and has a keen sense of humor. His blue tunic with full sleeves should touch the floor. His cone-shaped hat is decorated with stars.

WIZO - Merlin's pet owl, is small in stature, either a boy or a girl whose only sounds are "Oooooos". He sits on a high stool during his scenes. He can wear brown or tan tights or pants and a shirt with long sleeves. Attached to this basic costume should be cut-out paper wings for each arm and a lighter colored section for the chest. For the head (but with the face visible) can be a paper bag or cap with feathers. The face can be made-up to resemble an owl's face, especially with big white circles for eyes.

MORGAN LE FEY - is the wickedly beautiful villain. She completely dominates the Grouchlinks who adore her. She should wear a dark, even sombre colored tunic, richly decorated, over which is a voluminous cape that she waves flamboyantly when singing or talking.

GROUCHLINKS - are actually transformed Page Boys, animalistic in actions, crouching at all times, making weird movements with their limbs, and emitting guttural sounds in place of speech. Their song consists of nonsense words. Black or dark tights (or pants) should be worn with short, colorful Page Boy tunics and belts. Over this is the Grouchlink costume, large black plastic disposable bags or black fabric with holes for the head and arms. The head make-up is comprised of two pieces that are sold at some variety stores or costume shops. First, on top of the head is placed a plastic clown scalp with a large bald section and hair on each side over the ears. (Do not use yellow hair. Red will do, though dark is preferred.) Thick black triangular eyebrows made of paper or hair should be stapled or pasted on it in the proper places. Across the nose should be worn the second piece, a half-mask with elastic and attach to the ears. This, too, is usually plastic and includes a big nose and puffed-out cheeks. No eyeglasses are to be worn. If none of this is available, an ugly face mask will suffice. When the Grouchlinks finally turn to Page Boys behind a prop or scenery, the head sections and the plastic bags can quickly be taken off, thus revealing the Page Boys.

THE LORDS AND LADIES - The Ladies can wear long dresses or tunics and tall hats. The Lords can have short or long tunics, with or without capes. Tight pants or tights can be worn underneath. Dark shoes, slippers, or socks finish their costumes.

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SONG No. 1 - OVERTURE

ROLAND: *(In front of curtain)* Hi, there. My name is Roland and I am a minstrel. I live in merry old England in the golden days of King Arthur and entertain him and his beautiful wife, Queen Guinevere, by singing ballads and spreading news of events from all over the land. Here also lives the wonderful magician Merlin and those famous knights of the Round Table. These knights were the sons of noblemen and started training when they were only seven years old. They were called pages at this time and were actually learning to be soldiers. They were taught how to fight, shoot arrows, and in general to be strong and brave, well, most of them. Besides the manly arts of war, they were shown good manners, how to sing and dance; in other words, to be polished young gentlemen. We will meet four of these young pages and some of the young ladies of the court who are taught by Lady Katherine, Queen Guinevere's sister. So forget the present and imagine yourselves back in the magical land of King Arthur in Camelot.

(Exit through center curtain. Enter PAGES left.)

GUY: Did you hear what that clown said?
MARK: Yeah! He said pages are brave.
JEFF: And strong.
HUGH: And learn the arts of war.
MARK: Like fighting.
JEFF: And wrestling.
GUY: And shooting those arrows.
HUGH: And using pointed lances and spears.
ALL: *(In fright)* Ohhhh!
MARK: Will we ever find the courage to do all this?
GUY: Doesn't seem possible now.
ALL: *(Sadly)* No.
HUGH: It would be great to be brave, to rescue someone in distress, to —
GUY: Keep on dreaming.
HUGH: But when you think of it, all of this can be jolly fun.
MARK: Yeah, when someone else does it, but not me!
ALL: Me neither!
GUY: *(Fearfully)* Oh, I can't wait to kill.
ALL: Ooooooooooh!
JEFF: Or BE killed!
ALL: Ooooooooooh!

SONG No. 2 - "I DON'T WANT TO"

(At end all the PAGES are dejected)

JEFF: *(Arousing from the mood)* Hey, boys, it's time now for Lady Katherine's class.

HUGH: Already?

GUY: Do we have to?

HUGH: Of course we do.

JEFF: If we ever needed courage, it's now.

MARK: Yeah, especially with my sister one of the girls. Ugh!

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GUY: Say, let's be late again.
ALL: Yeah!
HUGH: No. Let's shock them and be on time for once.
JEFF: That would be a twist.
ALL: Yeah!
MARK: Nobody can say we never try to be brave.
HUGH: *(Dramatically)* Then let's march to our doom. *(He arranges the PAGES into order.)* Single file! Heads up! Shoulders back! Forward, march!
(All exit right marching stiffly to SONG No. 2a,

SCENE 2

(The scene is a room in the castle. The GIRLS are seated and sewing, playing chess, or playing a musical instrument. LADY KATHERINE is standing in the center of the group.)

SONG No. 3 - "WE'RE YOUNG LADIES"

LADY K: That was very good, girls. The pages should be here any moment now for their lessons.
ROSE: No, they won't. They're always late!
GIRLS: Yes, they're always late.

MARION: What are you going to teach them today?
GIRLS: How to be brave? *(They giggle.)*

LADY K: Now, girls, they are as brave and courageous as most of the pages in Camelot are.
GIRLS: They are not!

BARBARA: Anyway, you should teach them to be more courteous and polite.
ROSE: Yes, and better table manners.
ALICE: They all certainly need that.
ROSE: Why, did you see Mark at dinner yesterday? Better still did you HEAR him eating his soup? *(Imitates him slurping soup)*
ALICE: Sure did, I've heard people gurgel their soup, but he yodels it.
BARBARA: And all the boys applauded when he finished. They're all the same. You can read them like a book.
LADY K: Now, girls, stop being unkind.
MARION: Unkind? They're the ones who are unkind.
ALICE: Did you know that Hugh said that Marion was like an angel fallen from heaven?
LADY K: Well, that was nice of him.
ALICE: But then he said too bad she fell on her face.
LADY K: Oh!
ROSE: And Guy told me right to my face that I had a strange growth on my neck - my head!
ALICE: And Mark said that no one can accuse Barbara of being a scatterbrain. She has no brains to scatter.
LADY K: Now, stop it, girls. That's enough. Besides, they were only joking. You know they really like you.

End of Freeview

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