

ANANSI THE SPIDER

VISUAL STORY

This visual resource is for children and young adults visiting the Unicorn Theatre to see a performance of **Anansi the Spider**.

This visual story is intended to help prepare you for a new experience and help you become familiar with the surroundings and the performance.

This performance is **engaging, musical and playful** and contains **scenes with music, live instruments, singing and sound effects**.

CONTENT

The performance has themes of **greed, wisdom, family, adventure, learning** and **community**.

SCENES TO NOTE

There are three sequences that include characters being whipped by a snake tail, which features purple lighting and a whipping sound

effect. The whip happens at a distance, and these scenes are very short!

There are two sequences where characters are put in a stew and eaten for dinner. This is not visually performed and is only implied to the audience. When no one wants to come back to Anansi's house, he will ask the audience if they would like to come for dinner and be put in the stew. This is just a brief question, you don't have to respond to him!

SOUND

Throughout the performance, you will hear both **live and recorded music** and in some scenes, the actors will **sing a song**.

Throughout the performance, the actors will play **percussion instruments** like a **drum, block, shaker** and **cow bell**.

During the performance, you will hear some other sound effects, like **birds chirping, rumbling thunder, snapping crocodile sounds, eagles, exaggerated eating noises, waves, insects, knocking** and a **snake's tail whip**.

Don't worry, these sounds don't last long and you can cover your ears if you want to.

Sometimes, the performers will ask the audience questions, and the audience may answer and join in. These moments may be quite loud.

LIGHTING & EFFECTS

During the performance, the lighting will change between scenes. Sometimes it is **darker** onstage, and sometimes it is **brighter**.

The show contains a **confetti drop**, **several purple light effects** and a **pink light effect**.

The **house lights**, which are the lights in the audience seating area, will remain on at a **low level** throughout the performance.

Please speak to the Access Assistant if you would like more detail and specific timings for any of the above.

AUDIENCE REACTIONS

During the show you might find something **funny**; you can **laugh** if you like.



During the show you might see or hear something that makes you feel **sad**. You can feel **sad** if you like, that's okay.



During the show, other audience members might **react** to what is happening onstage, by **laughing, shouting, screaming, clapping,** being **surprised**, or **speaking out loud**. These moments may be quite **loud**.

You can **join in** if you want to or you can cover your ears if you want to.

During the show you might feel that you need to take some time out.

If you do, don't worry about it! **Find an usher** and let them know.

They will take you to the **chill out space** where you can relax and return to the show when you feel ready.

The performance is approximately **50 minutes**. There is no interval.

THE BUILDING

Welcome to the Unicorn Theatre! We are a theatre for children, young people, and adults.

This is the main entrance of the theatre.



There are some steps before you get to the front door.

There is also a ramp you can use to get to the front door.

When you enter through the front door, you will see a big space with lots of tables and chairs in an area called the Foyer.

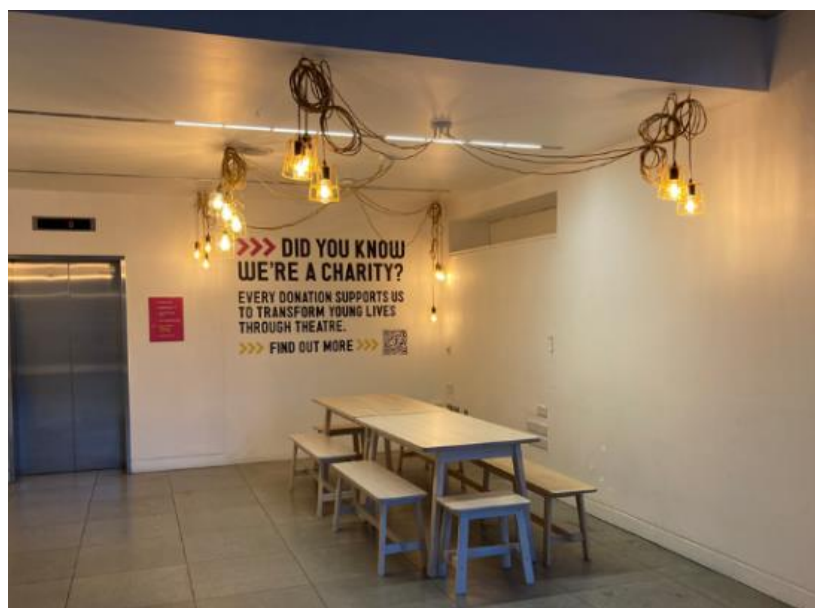


In the foyer, you will see the Box Office and Tuck Shop.



This is where you can ask us any questions about your tickets. You can also buy a book, snack or ice cream before the show!

You might see some adults and children sitting at some of the tables having something to eat or drink. You can also bring your own drinks and snacks with you.

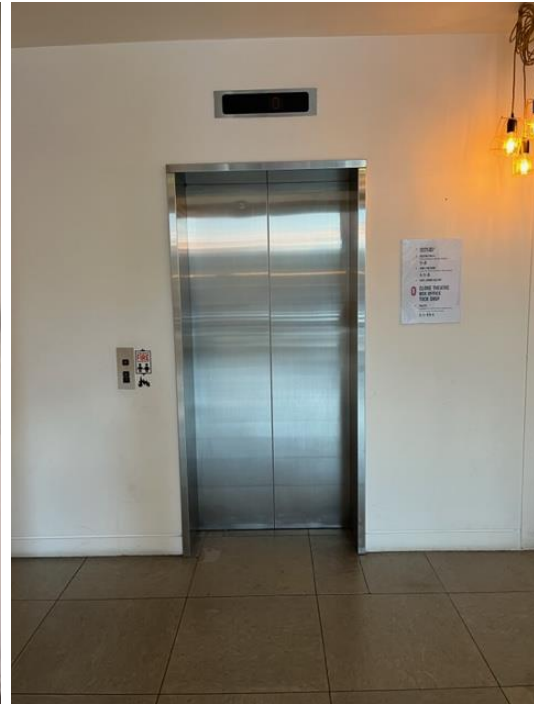
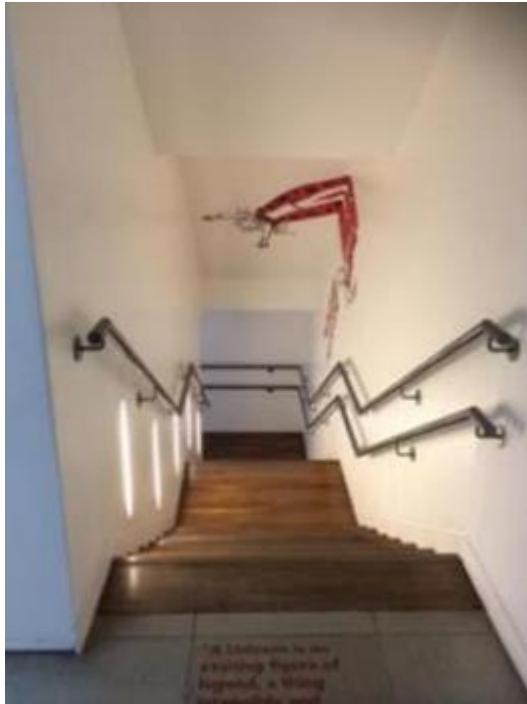


When you arrive at the theatre, you will be met by one of the Ushers, who will be wearing a dark red shirt with USHER written on the front and back like the one you see here.



You can ask an Usher if you have any questions and they will do their best to help you.

If you need to use the toilet, there are some **downstairs**. You can use the stairs going down one floor, or you take the lift to **Floor -1**.



These are the toilets downstairs.



There are also some toilets upstairs, on Level 2 and 3. You can use the lift if you want to, or take the stairs up. These toilets are **family and all-gender**, so anyone can use them.



When you are ready, you can go inside the Clore Theatre. This is on the ground floor, next to the Box Office.



When you enter the Clore Theatre you will see a **dark room** with benches for you to sit on.

You can find your seats and make yourself comfortable.

An usher can help you to find your seats if you would like.



You will see **several trees, with a canopy of leaves overhead**. The seating area will be multiple large green carpet pieces as leaves, and a row of benches at the back. You will **hear birdsong** all around the space.

There are **three actors** in the show.

This actor plays **Anansi** and **Narrator 2**



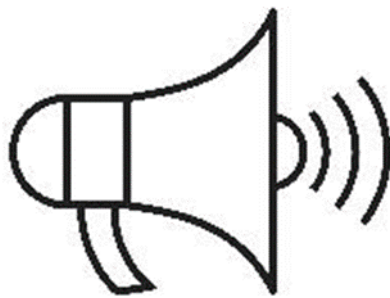
This actor plays **Anansi** and **Narrator 3**



This actor plays **Anansi** and **Narrator 1**



When the show is about to start, you will **hear an announcement** asking you to turn off your phones and save your snacks until the end of the show.



At the beginning of the show, you will hear **drumming** as the three narrators walk to stand in front of the trees. They are here to tell you a story from a time when animals used to walk on their legs like people do now.



The narrators explain that once upon a time the sky God Nyame decided to help people with their problems by sharing wisdom with them. When the sky God is mentioned, you will **hear some rumbling thunder**. The **lights will get brighter** when the narrators go into the audience to **hand out some small round pieces of paper wisdom to the audience**. You can take one if you like and look after it, but you don't have to if you don't want to.

But the trickster Anansi the Spider has a very clever idea! He will take all the wisdom from everyone else to keep for himself. Anansi will move around **asking for the paper wisdom back** to be put into a pot. You can pass it along to the front or give it back to Anansi.



After Anansi the Spider has collected the wisdom, he knows he must keep it safe from everyone else. Anansi goes deep into the forest, you will see the lights get darker as he tries to find a hiding space. As Anansi considers hiding spaces, you will hear sound effects like **snapping of crocodiles** and **an eagle's squawk**.

Eventually, Anansi finds a big tree to climb. He will hide the pot at the top of the tree! Anansi wraps a scarf around his waist to tie the

pot on his stomach. Anansi tries to climb the tree. You will hear drumming and a recorder every time Anansi tries to climb the tree.

He tries to climb the tree with the pot of wisdom on his tummy, but he finds it quite hard and gets **frustrated**.

He stops to rest and meets a little girl who was wandering in the bush. She tells Anansi that everyone from her village is fighting so she has left for some quiet.

Anansi lets her watch him try to climb the tree. She will sit near the audience; she might sit next to you! The little girl starts laughing at Anansi as he struggles. Anansi is mean to the little girl and makes the little girl **sad**. The little girl **cries** loudly. Don't worry, she isn't really **sad**. She will smile secretly at the audience after Anansi apologises.

The little girl tries to help Anansi climb the tree by telling him to tie to the pot to his back, but Anansi thinks he is smarter than her, and won't listen.

After she has left, Anansi ties the pot to his back, and climbs all the way to the top. The little girl's idea was right!

You will see **the lights get brighter** as Anansi stands at the top of the tree. From the top of the tree, Anansi can see the little girl's village and all the fighting happening there. He decides to share the wisdom, and throws it out of the pot, and all the **green confetti rains down on the stage**.



The narrators will also **blow some confetti over your heads** so everyone will have a little bit of wisdom to take with them.



You will hear **music**, the lights get **darker** and the narrators will sing a **song**. You will see large pieces of blue fabric—they become waves, and a ship. The words they sing mean “Carry me over into the water, carry me safely into new lands”.

This is the start of another story. As the lights get brighter, you will see Anansi asleep in a tree.



Two of the narrators will run around the stage asking: Did you hear?
They are repeating it a lot, and they seem quite **worried**. Don't
worry, they are okay.



The narrators talk about **famine**. They explain that famine is when there's not any food. Luckily, Snake suggests that they should grow some food. But Anansi does not want to work with the animals to grow the food.

The animals sow seeds, gather in the harvest, and enjoy their food. You will hear a sound effect of the vegetables growing.

After the vegetables have grown, Anansi is very hungry! But because he did not help the other animals, he must beg snake to give him something to eat.

Brother Snake gives him some vegetables, and every time he hands him a vegetable you will hear a cowbell being struck. Snake warns

Anansi that in exchange for the vegetables, he will come to his house to whip him with his long, long tail.

You will hear the **whip** of the snake tail but don't worry, it's just a musical instrument that makes a **loud noise**.

Anansi takes the vegetables home to make a delicious stew. You will hear **percussion sounds** as he chops, stirs and cooks.



When Anansi gobbles up the food you will hear **loud eating sounds**. After most of the stew is gone, Anansi is worried about being whipped by Brother Snake.

Anansi has an idea and **sings** that he is having a feast. You will hear **music**.

Brother Goat comes over to join the feast. He is holding a walking stick with **a bell at the top which might make a noise** as he walks. Anansi tricks Brother Goat into eating some dinner and sleeping in his house.



It will get **darker onstage** and you will hear **night music of waves and insects**.

Brother Snake visits and you will hear **his tail rattle** and **a door knocking sound**. Anansi asks Goat to answer the door.

Once Goat opens the door, Brother Snake will whip Brother Goat and he falls to the floor. You will see **a purple light** and Goat's silhouette, and **a loud crack** when Snake whips Goat.

Anansi has tricked Brother Snake and now he's going to put Brother Goat in the stew.

Anansi needs more vegetables and visits Snake to ask for some.



Brother Snake warns Anansi that he will visit and whip him with his long tail for being so lazy.

Anansi enjoys his new stew and eats until he's full.

Again, Anansi is worried about being whipped by Brother Snake.

He has the same idea and sings that he is having a feast. Anansi will encourage you to **clap** and **sing** along, but you do not have to.

You will hear music and a cow bell. Brother Hog visits to join the feast. Once again, Anansi tricks Hog into eating some dinner and sleeping in his house.

It will get darker onstage and you will hear night music of waves and insects. Brother Snake visits and you will hear his tail rattle and a loud door knocking sound. Anansi asks Hog to answer the door.

Once Hog opens the door, Brother Snake will whip Brother Hog and he falls to the floor. You will see a **purple light** and Hog's silhouette, and a **loud crack** when Snake whips Hog.

Anansi now plans to make stew with Hog! But Anansi needs more vegetables and visits Snake to ask for some. Brother Snake warns Anansi that he will visit and whip him with his long tail for being so lazy.

Anansi is not worried because he tricked Brother Snake two times and thinks he can do it again. He imitates Snake's warning about being whipped with his long, long tail.

Anansi makes his stew, and you will **hear the instruments** and **cooking sounds**.

Anansi enjoys his new stew and eats until he's full.



Again, Anansi is worried about being whipped by Brother Snake. He has the same idea as before and **sings** that he is having a feast. You will hear **music** and a **cow bell**. Anansi will encourage you to **clap** and **sing** along, but you do not have to.

But this time, no one walks by. Nobody wants to eat his stew because they know that Anansi is tricking them! Anansi will ask you if you want to come for dinner. You can put your hand up if you want to, but you don't have to.

Anansi has a new idea and **sings** to announce that he is having a party. You will hear **music** and a **cow bell**.

Brother Armadillo comes to the party and dances until he is tired. He doesn't want the stew, he is a vegetarian.

He is tired and asks if he can rest. He goes to sleep in Anansi's bed and Anansi is worried because he knows that Brother Snake will come that night.

Brother Snake visits and knocks at the door. You will hear his tail rattle and a loud door knocking sound.

Anansi wants Brother Armadillo to answer the door but he says no. Anansi begs Armadillo to answer the door because he is **scared** of Snake. Armadillo refuses to answer the door as this is Anansi's house!

When Anansi finally opens the door, Brother Snake whips Anansi. You will see a **purple light**, hear a **loud crack** when Snake whips Anansi.

Armadillo and Snake explain that Anansi was punished for not helping out. Brother Armadillo and Brother Snake remind you that hard work pays off.

The lights get brighter and the actors will move around the stage to music and show you how they get ready for a long journey. You will hear **steel pan drums** and see **blue lights** to represent the ocean.

The three narrators will stand close together under a spotlight,

rubbing their hands together as though they are cold and you will hear an organ play. The music will change to be **sounds of the tube** and you will see the actors pretend to be standing on the tube.

After this, you will hear upbeat dance music. Two boys are running around arguing about who's Dad is the cleverest.

Anansi joins the two boys and introduces them as his sons Kuma and Quek. The two boys show off their dance moves, but Anansi says that he is the best dancer!

All the characters will show you, their moves. You will hear fun **music** and Anansi will ask you to **clap** along. You can clap if you want to, but you don't have to.



Antelope dances onstage and invites Anansi to a big party in the West Village at 3pm. They will have fried chicken, rice and peas and coconut cake and custard. Yum!

After Antelope leaves, Dog greets Anansi and invites him to a big party in the East Village at 3pm. They will have pepper soup, lobster & callaloo and chocolate ice-cream! Yum!

Anansi is excited. You will hear **a record scratch** as Anansi realises the parties both start at 3pm. Oh No! He wants to go to both, he is being greedy.

Anansi will ask the audience what to do. If you have a good idea for him, you can let him know! Anansi decides to ask Kuma and Quek. He tells his sons about both parties starting at 3pm. He tells his sons to let their Mother know not to make any dinner tonight. The boys are both excited too and will **high five the audience**.

Anansi asks his sons to help him put his party cape on. You will see the lights **darken** and turn **purple**.



They sing about the two parties and all the tasty food they will eat. You will see the lights are pink as they dance through the audience.

The boys are fed up waiting at the cross roads between West Village and East Village. Kuma and Quek suggest they will each go to one party.

Anansi has a better idea! They tie some vines around Anansi so that the brothers can pull when it's time for the food. Anansi thinks he

can have two dinners!

Whilst Anansi waits, Kuma and Quek dance at the two parties. They will ask you to **sing** and **dance** along. You can join in if you want to, but you don't have to.

When the food is ready, Kuma and Quek start tugging on the vine. Uh oh – The food from each party is ready at the same time! The brothers pull the rope back and forth, but Anansi can't move and doesn't get to go to either of the parties.



The boys had a lot of fun and are very full, but Anansi is very **upset** and hungry.

This time, Anansi was a bit too clever for his own good.

Luckily, Kuma and Quek's Mum made food for Anansi because like all

Mother's she has common sense.

When they are home, Kuma and Quek want to hear the story of Anansi and Pot of Wisdom.

You will see more confetti drop down in front of the tree and onto the characters as they make the shape of a spider.

The lights will get a bit darker. You will hear other people clap. You can clap if you want to.

This is the end of the show! You can clap if you want to!



The Narrators will smile and bow.

This is the end of the show.

Thank you for coming to The Unicorn!