



BOOTWORKS THEATRE

THE MANY DOORS OF FRANK FEELBAD

◁◁◁ THE VISUAL STORY

A SHOW ABOUT BEREAVEMENT
FOR YOUNG AUDIENCES



VISUAL STORY

FOR THE MANY DOORS OF FRANK FEELBAD

A WORD OF WARNING: The show is about bereavement and the narrative includes the loss of a parent.

This visual story is for children and young people who are coming to see *The Many Doors of Frank Feelbad*.

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

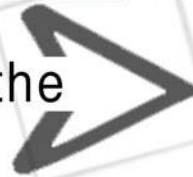


THIS IS FRANK FEELBAD

THE STORY BEGINS

WHEN YOU MEET BARRY & GARY IN THE THEATRE FOYER

Barry and Gary work as **Locators** in the **Lose-O-Porium**.



Locators are people that help find things and the **Lose-O-Porium** is a place where all lost things end up.

Barry and Gary will talk to you, it's OK to speak to them if they ask you a question.

They want **YOU** to work in the **Lose-O-Porium** too so you'll be given a **Locator** uniform to wear so that you look a little more like them.



THIS IS BARRY & GARY HOLDING SOME
LOST PUZZLE PIECES

BARRY & GARY

HAVE LOST A PUZZLE

Yes, although **Barry & Gary** are supposed to be good at finding things (they're **Locators** after all) they have, in fact, lost a **puzzle**. So they will ask you to help them locate it.

The **puzzle** pieces are scattered around the **Foyer** so you might need to look around to find them.

Once the puzzle pieces have been found **Barry & Gary** will take you inside the theatre.



LITTLE LOCATORS WEARING THEIR UNIFORMS



INSIDE THE THEATRE

YOU WILL BE WELCOMED BY LUCY LOSE-A-LOT

Lucy is in charge of the **Lose-O-Porium**.

She looks after all the lost things.

Barry & Gary are her helpers.

Lucy will welcome you to come through the door of the **Lose-O-Porium**. Lucy will also talk to you. It's OK to talk to her if she asks you a question.

In order to come inside you'll need to think of something you have lost in the past; a cardigan, a toy, some spare change – it can be anything you like!!



THIS IS LUCY LOSE-A-LOT
THE KEEPER OF ALL THE LOST THINGS

THE LOSE-O-PORIUM

IS WHERE ALL THE LOST THINGS END UP

The Lose-O-Porium.

Inside the **Lose-O-Porium** there are lots of scattered cushions for you to sit on. You can sit wherever you like but most children like to sit near the black table in the centre.

The **Lose-O-Porium** has lots of doors and drawers and windows that characters in the story usually appear in. Sometimes they appear very suddenly; a bit like a surprise.

Sometimes you'll even be able to get quite close to the characters.



THIS IS WHAT THE LOSE-O-PORIUM LOOKS LIKE

THE STORY

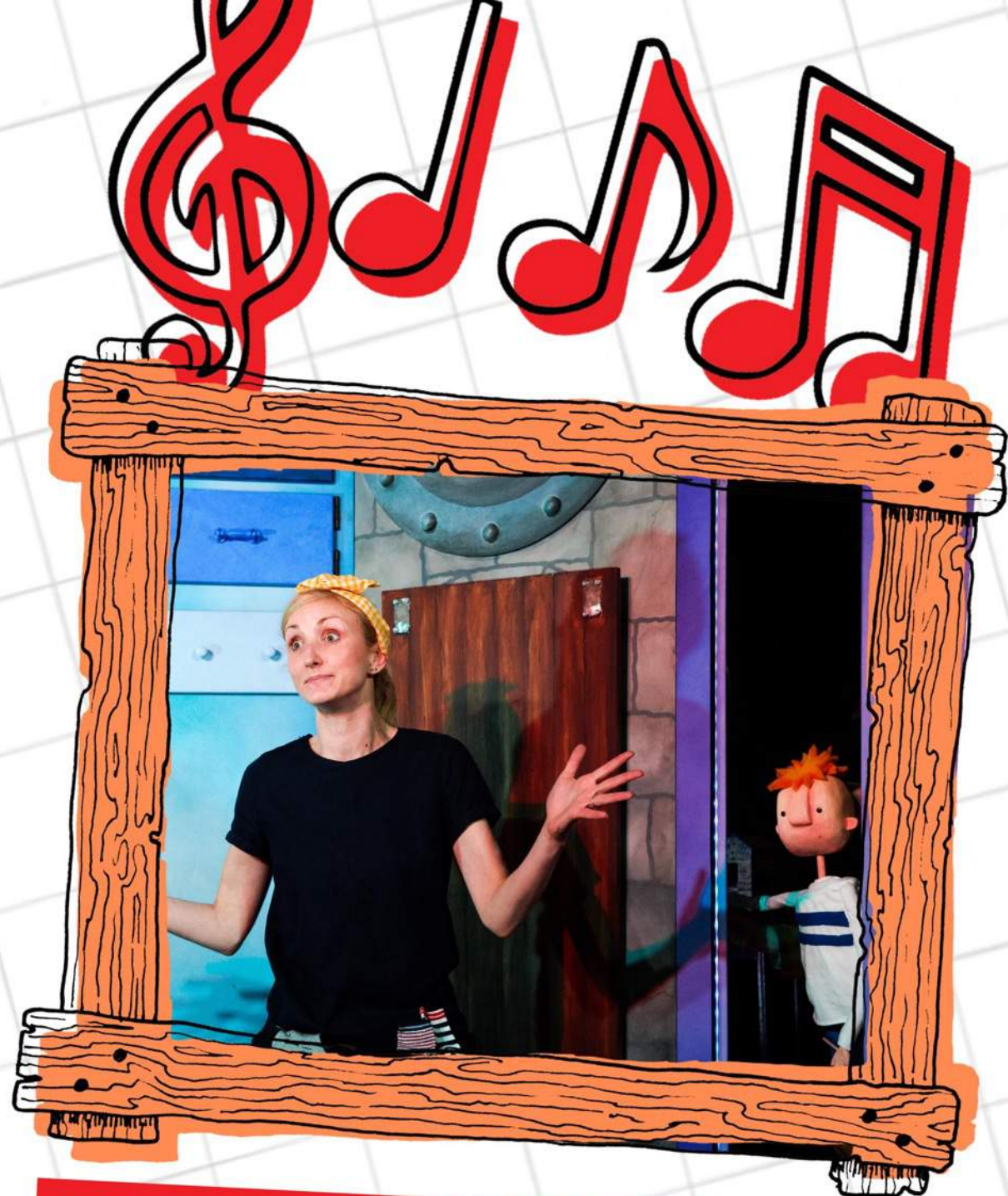
HAS PUPPETS, COSTUMES AND ANIMATION

There's even a couple of **songs** that you might want to join in with.

The actors will play lots of different characters in the play.

Once you are inside the **Lose-O-Porium** and comfortable, **Lucy Lose-A-Lot** will introduce you to **Frank Feelbad**; who is a young boy who has lost his Mum.

He has come to the **Lose-O-Porium** to ask **Lucy** whether she might be able to help find her. So far he's tried to get help from his **Dad** - but his **Dad** has been no help whatsoever.



THIS IS LUCY LOSE-A-LOT WITH FRANK FEELBAD

LUCY NOTICES

THAT ALL THE CHILDREN HAVE PUZZLE PIECES WITH THEM



THIS IS WHAT CASTLETON-ON-SEA LOOKS LIKE

Lucy asks whether we can all work together to complete the puzzle.

Once the puzzle is made you will see that it is a map of a town.

The town is called **Castleton-On-Sea** and is where **Frank Feelbad** lives. The children will then tell **Lucy** some of the things that you'd usually expect to find in towns. Perhaps you might like to think about the answer to that question now.

Frank finds a few clues that might lead to his Mum's whereabouts when suddenly appears...



SIR DANCE-A-LOT:

A MISSING KNIGHT FROM THE MUSEUM OF LONDON

The knight is rubbish at his job and is, in fact, scared of **EVERYTHING**. In comparison it makes **Frank** feel quite brave about setting off on an adventure to find his Mum.

— Sir Dance-A-Lot eventually gets scared away by a **Mouse**.

At this stage **Frank** will probably need your help in 'shooooing' **Mouse** away.



So **Frank** heads off towards **Detective Diggler's** office. He is the best person in **Castleton-by-Sea** at solving puzzles like where to find missing Mums.



THIS IS SIR DANCE-A-LOT

DETECTIVE DIGGLER

IS THE BEST PERSON AT SOLVING MYSTERIES



THIS IS DETECTIVE DIGGLER WITH FRANK FEELBAD

Detective Diggler.

Detective Diggler tries to help Frank put all the clues together. But unfortunately, he isn't very helpful and sends Frank to speak to a fish who lives in the 'See Life Centre' (which is Castleton-by-Sea's local aquarium).

So off Frank heads to the aquarium...

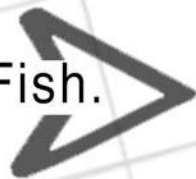




THE SEE-LIFE CENTRE

IS WHERE YOU WILL MEET FRANCOIS

This is **Francois**; a French Angel Fish.



Francois is a fish who has lost his partner; Jean. **Francois** might ask you to pretend to be certain things. He often asks children to pretend they are seaweed...or crabs... or even bubbles... like the ones that will be floating around you! It might feel a little bit like you're underwater.

Feel free to play along. If you don't want to, that's OK!

Frank discovers that **Francois** is no help either so he heads to see **Bilko the Butcher**...



THIS IS FRANCOIS THE FISH



THIS IS CHICKEN & BILKO THE BUTCHER

BILKO THE BUTCHER'S

IS WHERE FRANK MEETS BILKO & CHICKEN

At the Butcher's shop, **Frank** meets **Chicken** who is soon to be chopped up and put into a pie. He needs help getting all of his feathers plucked. **Chicken** will ask you if you want to get up and join in with the plucking.

You don't have to of course, but have you ever plucked a chicken before? It's fun!!

The lights get a little bit darker, as **Frank** is a little scared of meeting the Butcher, but when he arrives he is a jolly old man who sings a song and does a little dance with all the children before popping backstage to chop **Chicken's** head off.

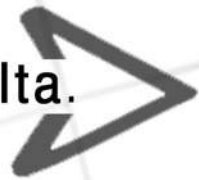
At this point **Frank** is getting frustrated that he still hasn't found his Mum so goes to the Arcade to cheer himself up.

THE ARCADE

IS WHERE FRANK MEETS ZOLTA

At the Arcade **Frank** meets a noisy robotic machine that can predict people's future.

The robot's name is **Zolta**.



Zolta predicts that **Frank** might want to look for his Mum at the **Pizzeria** on the **Dock**; but when he arrives at the **Dock** the **Pizzeria** is closed.

There is however someone quite peculiar there though...



THIS IS WHAT ZOLTA LOOKS LIKE

THE DOCK

IS WHERE FRANK MEETS THE PIRATE



THIS IS WHAT THE PIRATE LOOKS LIKE

◀ The **Pirate** has lost his entire crew.

He chats with **Frank** for a little while and sings a song about his old crew.

The pirate will try and recruit the children as members of his new crew. He will probably ask you to shout out your best piratey 'yah' noise. When the pirate realises that he can't help **Frank** find his Mum he sends him to **Terry the Watchmaker** to help **Frank** 'stop time' at the moment of his favourite memory of her. The **Pirate** eventually gets eaten by a huge fish who burps after swallowing him.



THE WATCHMAKERS

IS WHERE FRANK MEETS TERRY

Terry the Watchmaker is very grumpy.

He is an old man who has stopped time to help preserve the memories of his wife Edith; who has recently died. Unfortunately that means he's also stopped making new memories and is 'stuck' in the past. Frank helps him to find a way of remembering Edith whilst also making new memories. You'll be asked at this point to press your head against your parents' chest and listen to their heartbeat. That is where their loved but lost things live.

Frank realises at this point that he might never see his mother again but concentrates really hard on his memories of her and feels her presence in his heart.



THIS IS TERRY THE WATCHMAKER



ALL THE PEOPLE FRANK HAS MET ON HIS JOURNEY

IN THE END

FRANK'S DAD EXPLAINS THAT MUM HAS SADLY DIED

And that **Frank** will always have memories of her in his heart.

Lucy Lose-a-lot then says a poem reminding us of **Frank's** journey and of all of the interesting people he has met.

Now that you have all helped **Frank** find his Mum (she was in his heart all along) it is time to graduate as official **Locators** of the **Lose-O-Porium**. At this point everybody usually claps.

On your way out, **Lucy** will ask your name and then write it on a certificate for you to take home with you.



ARTISTIC TEAM:

DIRECTED BY JAMES BAKER

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ANDY ROBERTS & SOPHIA WALLS

PERFORMED BY: ANDY ROBERTS, SOPHIA WALLS &
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PRODUCED BY: BECKI HAINES

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ILLUSTRATION: TREVOR HARDY

SET-CONSTRUCTION: HARRIET LANSDOWN

PUPPETS: AMELIA BIRD

COSTUME: LOU PETTY & LLIO PEACHEY

LIGHTING: VINCE FIELD

PHOTOGRAPHY/FILM: ALEX BRENNER & ROSIE POWELL

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WORTHING THEATRES



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PRODUCTIONS

The **Show Room**
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