

# Plans

PRIMARY SCHOOL

Plays which accommodate  
one to three classes.

BOOK 2



By Margaret McDonald

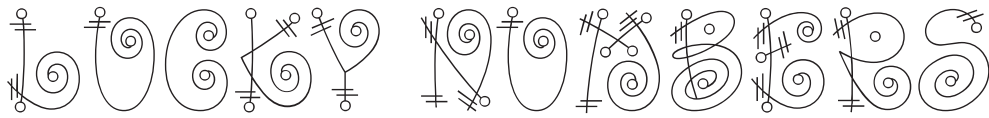
LUCKY NUMBERS



**Age group:** 9 – 12 year olds

**Running time:** 30 minutes

**Class numbers:** 20-60 students



## *Production Notes*

### **Modifications**

All students should have a part. Variation to the number of parts can be achieved by using one or two STRIKERS instead of four, or doubling the STRIKER parts and the CARD DISPLAYERS. Optional: a winner from the audience could be found with a lucky door ticket or one of the following numbers under his/her seat: 6, 38, 19, 5, 23, 25.

### **Characters, Costume Suggestions and Props**

#### **LUCKY NUMBERS**

Three or four rows of LUCKY NUMBERS (children) to suit size of class/es . The number of children in each row must be the same. In this script we use 40 LUCKY NUMBERS (four rows of ten). Each child can either have their number pinned to his/her chest or can hold the number on a card in front of him/her. Odd numbers are dressed in one colour; even numbers in another colour.

#### **ANNOUNCER**

Dressed in formal attire and using a microphone.

#### **FOUR STRIKERS**

Dressed in black and carrying "dongers" (see Extra Props).

#### **DRUMMER**

Has a drum to perform drum rolls.

#### **CARD DISPLAYERS**

**Carrying the following numbers displayed on card: 6, 38, 19, 5, 23, 25.**

**Dressed in white and black.**

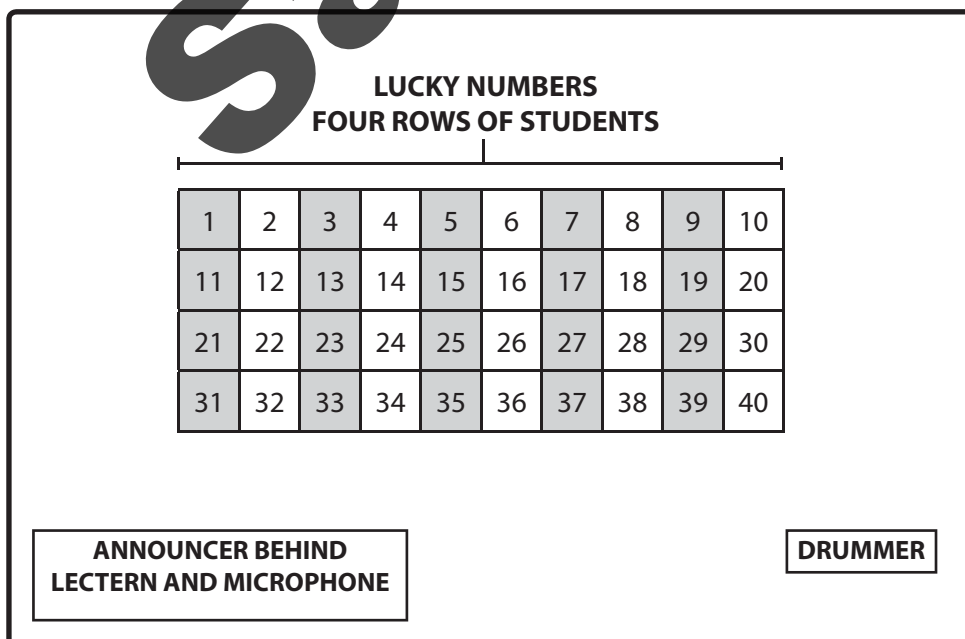
## Extra Props

- Assorted items for opening scene, e.g. jacks or marbles; playing cards; iPod; mobile phone; yo-yos.
- Bell.
- Dongers for the STRIKERS – long cane with a sponge wadding attached to the end or a large, squeaky toy hammer.
- Six pieces of large card displaying the following numbers: 6, 38, 19, 5, 23, 25.

## Staging/Scene

The stage is set with a tiered set of steps in the centre so that four rows of children can stand for a photograph and be seen clearly. There must be at least a 1.5 metre clearance at each side. There is a lectern and microphone at front right of stage for the ANNOUNCER.

STAGE  
RIGHT



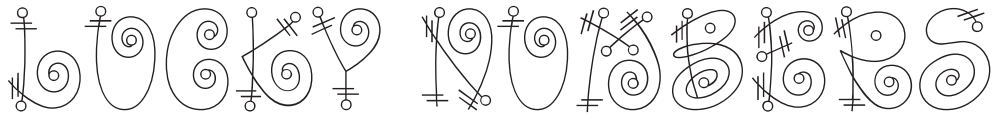
STAGE  
LEFT

NUMBER  
DISPLAYERS

STRIKERS

FRONT OF STAGE





## Script

\* \* \* *Curtain opens* \* \* \*

*The LUCKY NUMBERS are positioned randomly on the stage and on the steps. They talk in small groups. Some sit on the tiered steps, some lie asleep. One group is sitting on the floor playing jacks or marbles. Another group is playing cards. One is listening to an iPod. One is texting on a mobile phone. One is doing push-ups. Two are playing with yo-yos. A bell rings. The LUCKY NUMBERS stop what they are doing and begin to position themselves on the tiered steps with much chattering.*

**ANNOUNCER:** *(Watches the proceedings for one minute.)* Everyone take your positions. It's 20 minutes before the next Lucky Number call.

*There is much fuss and bustle. NUMBERS 16 and 17 tussle.*

16! 17! Come here! What's the problem?

**16:** Why do I have to be next to 17? He's always annoying me.

**17:** She's always annoying me.

**ANNOUNCER:** *(Sternly)* You know that you have to be together. Unfortunately 16 and 17 go together. Now get into position!

*16 and 17 obey. 28, 29 and 30 have taken their spots first, and 27 cannot get through on the right side.*

28! 29! 30! Move out so 27 can get into position.

*29 and 30 move out, but 28 remains where he is, looking steadfastly ahead.*

**27:** Move 28!

*28 pushes 27 backwards into 29 and 30. All four scuffle and shape up to each other.*

**ANNOUNCER:** 27! 28! 29! 30! Attennn-tion!

*All four stand to attention.*

27!

**27:** Yes sir!

**ANNOUNCER:** Move into position.

*27 takes his position.*

28! Now you move into position.

*28 takes his position.*

29! You move into position.

*29 takes his position.*

30, you go now.

*30 takes his position.*

27! 28! 29! 30! Attennn-tion!

*They all stand to attention.*

For the next game you must take your positions without any problems. Is that clear?

**27,28,29,30:** (In unison) Yes sir!