

GET UP AND GO!

By Stephen Murray

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DESCRIPTION OF PLAY

GET UP AND GO! is a collection of humorous sketches which explore the world of travel and transportation, and answer the timeless question that has plagued mankind from the beginning: "Are we there yet?" Whether walking, on wheels, with wings or by water, performers and audience alike will embark on a rollicking, hilarious adventure about the human need to get from one place to another.

CAST OF CHARACTERS

Each vignette requires a different set of characters. The show can be performed by a large or small cast. A cast of less than a dozen could perform this play with each cast member playing multiple roles. Or, the show may also be performed by a large cast with different performer groupings for each scene. Many of the roles in this show may be played by either gender. The Narrator may be the same throughout or change from scene to scene.

SYNOPSIS OF SCENES

- Scene 1:** WALKING
- Scene 2:** FROM WALKING TO RIDING
- Scene 3:** PIONEER TRAVEL
- Scene 4:** RAILROADS AND VILLAINY
- Scene 5:** HUMANS TAKE FLIGHT
- Scene 6:** ON THE ROAD AGAIN
- Scene 7:** GOING NOWHERE
- Scene 8:** CRUISE SHIP
- Scene 9:** ELEVATOR
- Scene 10:** CYBER HIGH SCHOOL
- Scene 11:** FINAL DESTINATIONS

SET

This show is designed for simplicity and flexibility. It does not require a set, per se. Each scene is easily performed on a bare stage with a few chairs, stools, or blocks. A map or travel mural could be created on a curtain or flats to provide an effective, but simple background.

PROPS AND COSTUMES

Minimal props are required, and many of them can be pantomimed. A basic costume, like jeans, sneakers and a T-shirt with the show title on it will suffice. Costume pieces, such as hats, bonnets, shawls, jackets, a furry vest (for Primitive Humans), etc., may be added at the director's discretion.

SOUND

All of the special sound effects in the script can be made by cast members offstage. The Cyber High scene requires some disco-style music which can be readily found. Additional incidental music can be used in other scenes, at the director's discretion.

Scene 1 - WALKING

Cast

NARRATOR

8 PRIMITIVE HUMANS

EXTRAS (*Optional*)

(AT RISE: The ENSEMBLE prepares for the first scene as the NARRATOR addresses the audience.)

NARRATOR: Humans are a species on the go. We travel everywhere. Sometimes it's easy to take for granted just how easily we modern folks can get around. We invite you to join us as we explore the world of transportation, past, present, and future. Today, people travel all the time. Travel is part of our everyday lives. But this was not always the case. Early humans were very pleased to stay in one place for very long periods of time. Only necessity provided them with the idea to invent transportation.

(PRIMITIVE HUMANS are standing still on stage.)

HUMAN 1: Nice day today.

HUMAN 2: Yes, it is very nice here.

HUMAN 3: I'm hungry.

HUMAN 4: So am I. We need food.

HUMAN 5: We had lots of food a while ago, but now we're all out.

HUMAN 3: But, I'm hungry!

HUMAN 1: Then we've got a problem.

HUMAN 2: What's that over there?

HUMAN 3: Is it food?

HUMAN 4: Yes. There's a tree with fruit growing on it.

HUMAN 5: Too bad it's over there because we are over here.

HUMAN 1: If only there were a way to get from here to there.

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HUMAN 3: That's a great idea. If I go there, I can have food. But I would miss you.

HUMAN 2: Why?

HUMAN 3: Because if I were there, I wouldn't be here anymore.

ALL HUMANS: Ohhh!

HUMAN 3: Maybe I could go over there, get some food and bring it back over here.

HUMAN 5: It's worth a try.

(HUMAN 3 awkwardly walks to the other side of the stage, pantomimes picking fruit from a tree, then walks back to the GROUP.)

HUMAN 3: It worked!

ALL: Hooray!

HUMAN 4: Let's all try it.

(ALL start awkwardly walking around the stage.)

NARRATOR: And so humans discovered walking. And shortly there after discovered one of the most important means of human transportation...fear!

HUMAN 6: What's that over there?

HUMAN 7: I don't know, but it's big and hairy, has big teeth and it's headed this way.

HUMAN 8: Let's get out of here!!!!

ALL HUMANS: Arrgghh!!! *(THEY exit running.)*

End of Scene

Scene 2 - FROM WALKING TO RIDING

Cast

NARRATOR

8 PRIMITIVE HUMANS

EXTRAS (*Optional*)

(*AT RISE: Same as previous scene. PRIMITIVES re-enter.*)

NARRATOR: Walking and running worked well for a long time. Then came the invention of the wheel, a new, revolutionary concept. The wheel allowed humans to do less work when going from place to place.

HUMANS: Yeah, wheel!

NARRATOR: Wanting to make life even easier, humans looked for a way to simplify the use of the wheel.

HUMAN 1: The wheel is great, but pushing and pulling this wagon is a lot of work.

HUMAN 2: It's not so bad when you go down hill.

HUMAN 3: Then what do you do to get back?

HUMAN 2: Get you to pull the wagon up the hill.

HUMAN 4: What if we train an animal to pull the wagon for us.

ALL: (*Ad lib.*) Great idea, brilliant, etc.

HUMAN 5: What animal should we use?

ALL: Hmm?

NARRATOR: And so they experimented with different animals to pull their wagon.

HUMAN 6: My trusty hamster, Fluffy, will now pull our wagon. Everybody in. (*HUMANS enter the wagon.*) On Fluffy, hiyah! (*HUMAN 6 snaps the imaginary reins of the wagon.*)

HUMAN 7: We are not going anywhere.

End of Freeview

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