

ARTS CENTRE MELBOURNE PRESENTS  
A SHAKE & STIR THEATRE CO AND QPAC PRODUCTION OF

# ROALD DAHL'S

## George's Marvellous Medicine

ADAPTED FOR THE STAGE BY SHAKE & STIR THEATRE CO



Relaxed Performance  
Visual Story



CREATIVE VICTORIA

# UPCOMING ACCESSIBLE PROGRAMS

## Arts Centre Melbourne's Relaxed Performances



Arts Centre Melbourne presents  
**The Very Hungry Caterpillar Show**  
Saturday, 1 December, 10:00 AM

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## Arts Centre Melbourne's Accessible Music Program



### **Siblings in Sync**

Thursday 27 September, 11:00AM and 1:00PM

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### **Sound Beginnings**

Variable start dates each term

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### **Accessible Music Programs for Community Groups**

School Holidays

[MORE INFORMATION](#)

# TABLE OF CONTENTS

1. Introduction
2. The Production
3. The Theatre
4. The Story

# INTRODUCTION

This relaxed performance has been made possible through the generous support of the Lorenzo and Pamela Galli Charitable Trust.

## Shake & Stir Theatre Co

The award-winning **shake & stir theatre co** bring you this brand new stage adaptation from the wacky mind of the world's number one storyteller, Roald Dahl. Direct from a sold-out season at the Sydney Opera House, *George's Marvellous Medicine* is packed to the rafters with mischief, music, magic and mammoth laughs. It is a great idea to read the book by Roald Dahl before coming to the performance.

## Relaxed Performance

Arts Centre Melbourne is committed to providing performances that allow everyone to experience the wonder of theatre. This Relaxed Performance is especially designed to welcome visitors with disability or sensory sensitivities, their friends and families to the theatre.

The atmosphere is 'relaxed', with some house lights remaining on during the performance. A quiet space will be available in the foyer if a break is needed. Enthusiasm is embraced and it's okay to move during the performance!

## Contact

This visual story has been prepared by Arts Centre Melbourne's Access & Inclusion team. If you would like any additional information in the lead up to your visit, please contact staff on [community@artscentremelbourne.com.au](mailto:community@artscentremelbourne.com.au) or **9281 8784**.



# THE PRODUCTION

## Venue

This production of *George's Marvellous Medicine* will be performed at the Playhouse Theatre, which is inside Arts Centre Melbourne Theatres Building. You will notice a large spire on the top of this building.

## Length

The play is 55 minutes long with no interval.

## Age Recommendation

Please note that this production is recommended for ages 6 to 106. Families are encouraged to review warnings and talk to staff in order to assess appropriateness of content.

## Content Warnings

The play includes haze, smoke, strobe effects, loud music, one scary Granny and supernatural references.

In one scene a character lights a sparkler attached to a fake stick of dynamite so they can blow Grandma up. George doesn't agree with this idea and the dynamite is thrown off stage into the wings followed by a loud explosion sound effect.

In another scene George and his father decide to feed the animals some of George's Marvellous Medicine. When they feed the old nanny goat it transforms him into a Kung Foo master and he fights with Dad. Throughout the fight there are many hitting and sword sound effects.

The actor who is pretending to be Dad will act like he is hurt. But don't worry. He is only acting, it is not real and no one gets hurt. Dad loses the fight but he is OK.

## Theatre Guidelines

- Photography and mobile devices are not permitted during the performance, however if you need to use a device (i.e. iPad) to assist with communication, please inform the ushers. It's always fine to use a device in the foyer or quiet areas.
- During the Relaxed Performance, a relaxed attitude is taken to movement, noise and eating/drinking in the auditorium (this is okay).
- If you need to take a break during the show, you are welcome to come out into the foyer area. A quiet space will be available, with low lighting and sensory items.



## THE THEATRE

*George's Marvellous Medicine* is being performed at Arts Centre Melbourne. The theatres building has a large spire on top.



## THE BUILDING

When you enter the building, there may be many other people in the foyer area. There will be staff members wearing black uniforms. They are there to help you with any questions or directions.



## BEFORE THE PLAY

Before you go to the theatre, you'll need a ticket. You may already have your ticket(s), or you may need to collect them from the Box Office.

There are many theatres inside Arts Centre Melbourne. Follow the directions, or ask staff, to find the Playhouse Theatre.





## THE PLAYHOUSE THEATRE

Before going inside the theatre, you may like to get something to eat or drink, use the toilet or buy a program.



## SEATING

For the Relaxed Performance, doors will open about 30 minutes before the play begins. You can show your ticket to the usher before you enter. Printed on your ticket will be a row (letter) and seat (number). This tells which seat you will be sitting in to watch the play. The usher will help you find your seat.





## DURING THE PLAY

The play will go for approximately 55 minutes and has no interval. If you need to take a break during the show, you can come out into the foyer area. A 'Quiet Area' with some comfortable beanbags and soft lighting will be available. You can return to the theatre when you're ready.



## FINAL EXPERIENCE

At the end, the audience will clap to say thank you to the performers.

# THE STORY



## Meet the Characters

George lives on a farm with his Mum, Dad and Grandma.



## Grandma

Grandma is not a very nice person. When we first see Grandma eerie music plays and the lighting dims, so the stage area will become darker. It might look a little scary but don't worry – this is all pretend!

Grandma is mean to George. She grabs him with her walking stick and yells at him. When she leaves the stage, you will hear loud thunder sound effects.





## Making Medicine

To punish her for bullying him, George decides to make a magic medicine to replace Grandma's regular medicine.

There is a song and dance while George mixes the medicine.

The mixing of all those ingredients creates a strange reaction and you will see haze (smoke) and flashing lights.



## Grandma's Medicine

When George feeds Grandma the medicine she starts doing and saying strange and funny things! Finally she falls back into her chair. But it isn't over yet!

The medicine makes Grandma inflate. She gets bigger and bigger.

Then she starts to deflate and is blown away from the audience.



## Giant Grandma

The medicine makes Grandma grow so big that her head crashes through the roof! You will see some flashing lights and hear a loud crashing sound effect.





## More Medicine

Dad thinks George's medicine is marvellous, and convinces him to make some more. But George can't quite remember all the ingredients.



## Chicken Nugget

Dad and George feed the medicine to Nugget the Chicken.

Nugget the Chicken is a puppet.

When Nugget eats the medicine he actually shrinks! He shrinks so much that he turns into a little chicken nugget and Mum eats him up. (Don't worry, this is all just pretend and very silly!)



## Shrinking Grandma

George gives Grandma the shrinking medicine, but she takes too much of it.

Grandma starts to shrink and becomes so small that no one can see her.

When Dad sneezes he blows the tiny Grandma out of his hand and onto the floor. But no one notices that she is there. Mum accidentally steps on and squishes Grandma! But don't worry, this is all pretend.

The family realise things are better without the mean and nasty Grandma.





## The End

At the end of the play all of the actors will come out to the front of the stage and bow. This is when you can clap and say thank you for their performance, if you want to.

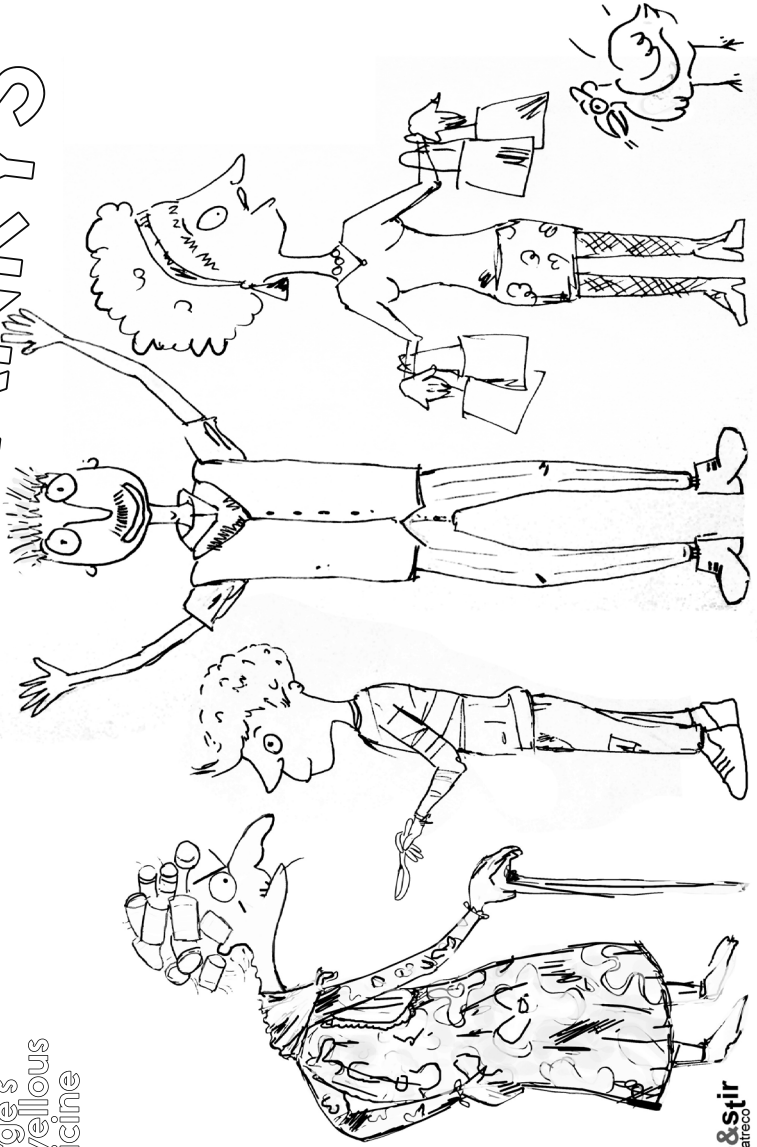
You will see that all the actors are OK and no one was really hurt. It is fun to be an actor and pretend to be different characters.

Going to the theatre to see *George's Marvellous Medicine* is a lot of fun!

# Colour In Activity

## ROALD DAHL'S George's Marvellous Medicine

# COLOUR THE KRANKYS



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