

THE STORY OF SLEEPING BEAUTY (A TWISTED PLAY)

A Middle School Drama Production



In this "play-within-a-play," a group of students realizes they have an audience but no script, no sets, and a serious fear of a "House of Mouse" lawsuit. To save the show, the Stage Manager leads the cast through a frantic, improvised version of Sleeping Beauty—with a few modern twists.

CHARACTERS

The play uses 11 actors/students. They will play the following roles:

- **Stage Manager:** The director or leader of the play who keeps things moving.
- **Mr. Tock:** A narrator who may or may not be a clock.
- **Fairy 1:** A narrator and magical guest.
- **Rose (Princess Nap-Time):** A girl who loves to sleep and needs to avoid lawsuits.
- **The Prince:** A hero who is very awkward about "mushy stuff" and prefers stage crew.
- **Evil Nanny:** A powerful nanny who puts a spell on Rose.
- **King:** Rose's father, who is worried about post office delivery.
- **Queen:** Rose's mother, who hates forbidden spinning objects.
- **Fairy 2 & 3:** Magical guests who give gifts like great hair.
- **Stage Crew Member:** A student who fills in roles and suggests other plays.

SETTING

A stage. There can be 3 playing areas:

1. **The Celebration Hall:** Where the baby shower and the curse happen.
2. **The Castle Attic:** Where Rose finds the "high-speed rotating device".
3. **The Sleeping Kingdom:** A place filled with snoring actors and 100 years of dust.

Note: Because this is a play within a play, the setting can be as simple or complex as you want. A mat is required for the sleeping scene.

PERUSAL - NOT FOR PRODUCTION

HELPFUL HINTS

- **Minimalism is Key:** This show is meant to be minimal, so basic costumes are best. If you don't have a costume, have the Stage Manager run on and hand the actor a hat or a sign.
- **The Prop Fail:** Lean into the "Prop Fail." If the script calls for a spinning wheel and you only have a fidget spinner or a pencil sharpener, make sure the actors look disappointed or confused before continuing.
- **The Snoring Symphony:** Encourage the students to get creative with the 100-year time jump. The "snoring" should be loud, rhythmic, and use different pitches to keep the audience laughing while the Stage Manager crosses the stage.
- **Lawsuit Avoidance:** Remind the actors to emphasize that they are *not* using Disney names to avoid the "House of Mouse".
- **Stage Manager Interaction:** The Stage Manager should feel like a real part of the show, occasionally "peaking on" to correct the actors or hand out towels and props.

SCENE 1

(Actors enter the stage and notice the audience. They are dressed in casual clothes or simple base costumes.)

MR. TOCK: Oh my. There's an audience.

ROSE: What? (Notices the audience) Oh, hi.

EVIL NANNY: I assume they came here to see a play.

FAIRY 1: I think they are holding programs.

PRINCE: Oh man. So we need to put on a play.

FAIRY 2: I'm not prepared for this.

KING: Me either.

STAGE MANAGER: I've got this. We can tell them a familiar story.

QUEEN: What story?

STAGE CREW MEMBER: Like Cinderella?

STAGE MANAGER: Something like that.

FAIRY 3: But we don't have costumes.

KING: Or sets.

STAGE MANAGER: We have some stuff backstage.

ROSE: I don't like Cinderella.

PRINCE: Then what story?

QUEEN: Sleeping Beauty?

ALL: Yes! / I love that one / Tale as old as time / etc.

STAGE MANAGER: (To the audience) Well, folks, we are going to perform the story of Sleeping Beauty for you.

ROSE: We don't have scripts.

EVIL NANNY: We know the basic story. I think we can just do it.

MR. TOCK: What characters are we going to play?

STAGE CREW MEMBER: We can't use the Disney characters, I don't want a lawsuit.

ALL: Me either / The house of mouse won't like it / Isn't Walt dead? / etc.

STAGE MANAGER: Well, the story takes place in a kingdom, so we can make up names. We'll call the lead "Princess Nap-Time" or "Rose," and the villain can be the "Evil Nanny".

ALL: I like it / Sounds good / I can Google it! / etc.

STAGE MANAGER: (To audience) Well, folks, there you have it. Sleeping Beauty. Give us a minute to set up and we will get this show going!

(Cast all exits. The crew brings on sets, props, or whatever they are going to use.)

SCENE 2

(When ready, the show starts. The KING and QUEEN enter and stand near a small cradle or basket. MR. TOCK and FAIRY 1 stand to the side as narrators.)

MR. TOCK: Once upon a time, in a kingdom far, far away, a King and Queen were celebrating the birth of their daughter, Princess Nap-Time.

FAIRY 1: They invited everyone in the kingdom to a giant party. Well, almost everyone.

(The three FAIRIES approach the cradle.)

FAIRY 2: I give the Princess the gift of being a great singer!

FAIRY 3: I give the Princess the gift of never having a bad hair day!

(Suddenly, the EVIL NANNY storms on stage.)

EVIL NANNY: What is this?! A party? And I wasn't invited?

KING: Oh, uh, hi Nanny. The invitation must have gotten lost in the mail.

QUEEN: Yeah, the post office is the worst.

EVIL NANNY: I am insulted! I am the most powerful Nanny in the land!

FAIRY 1: Here we go with the drama.

EVIL NANNY: I have a gift for the Princess, too. On her sixteenth birthday, she will prick her finger on a spinning wheel and fall into a deep sleep!

STAGE MANAGER: (Runs on stage looking panicked) Wait, stop! Stop!

EVIL NANNY: (Breaking character) What now? I was just getting to the good part.

STAGE MANAGER: We don't have a spinning wheel. I checked the prop closet, and it's just empty pizza boxes and an old gym sock.

EVIL NANNY: Well, I can't curse her with a gym sock. That's gross.

STAGE MANAGER: (Pulls a fidget spinner out of their pocket) Use this. It spins.

EVIL NANNY: A fidget spinner? You're kidding.

STAGE MANAGER: Just roll with it! (Hands it to the Nanny and exits)

EVIL NANNY: (Sighs, then goes back into "evil" mode) Fine! On her sixteenth birthday, she shall prick her finger on this... high-speed rotating device... and sleep for a hundred years!

(The EVIL NANNY laughs maniacally and exits. The KING and QUEEN look at the fidget spinner in horror.)

KING: We must hide all the fidget spinners in the kingdom!

QUEEN: Even the ones that glow in the dark?

KING: Especially those!

(The cast exits quickly.)

SCENE 3

(MR. TOCK and FAIRY 1 enter to address the audience.)

MR. TOCK: Sixteen years passed in the blink of an eye.

FAIRY 1: Mostly because the King and Queen banned anything that spins. Fans, record players, even those little umbrellas in fancy drinks. Gone!

ROSE: (ENTERS, looking bored) There is nothing to do in this castle. I'm sixteen today and I don't even have a hobby.

(She wanders over to a small table where the STAGE CREW MEMBER has left the fidget spinner.)

ROSE: Oh, look! A small, plastic, three-pronged object. (She picks it up) It looks dangerous. I think I'll touch the pointy part.

STAGE MANAGER: (Peaks on) Not too hard! We need that back for the next show!

ROSE: (Pokes the center) Ouch! A plastic-related injury! I feel... suddenly... very... drowsy.

(ROSE wobbles toward the center of the stage. The STAGE MANAGER runs on with a mat and places it behind her. ROSE falls onto the mat and starts snoring immediately.)

FAIRY 1: Oh no! The curse! Now the whole kingdom has to sleep too. It's in the contract.

(The KING, QUEEN, and FAIRIES all enter and find a spot on the floor. They all lay down and close their eyes.)

STAGE MANAGER: (Walks slowly across the front of the stage holding a large sign that reads: **100 YEARS LATER**)

MR. TOCK: (From the floor, eyes closed) Is it time yet?

STAGE MANAGER: Keep snoring!

(The cast begins a "Symphony of Snoring." The KING does a deep, rumbling snore; the QUEEN does a high-pitched "honk-shoo"; and the FAIRIES make whistling noises. This continues for several seconds as the STAGE MANAGER exits.)

MR. TOCK: (Sitting up) Many years passed before a prince found his way to the castle. Let's hope he's actually ready to do his job.

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END OF PERUSAL