



Cindermouse Visual Story



A visual resource for children and young adults with Autism, Aspergers, Sensory Processing Disorder and associated conditions.

This resource is intended to help prepare any visitors for a new experience and to help them to become familiar with the surroundings and situation.

The show

The show lasts for 1 hour, including an interval.
There are two puppeteers who also play all the puppets in the show.

The show has recorded music and sometimes the characters talk directly to the audience.

Sometimes the characters ask questions to the audience. You may join in as much or as little as you like.

Characters

As this is a puppetry show, most of the characters are played by puppets.

The main puppet characters are:

Cindermouse-



Mr Humbletick-



Mrs Applecrumb-



Miranda and Melissa-



The Prince-



The Fairy Godmouse-



The puppeteers also introduce themselves in the show

**This is Andrea, Roger
and Larry the Cat-**



What Happens

The play is based upon the story of Cinderella. It tells the story of mouse called Cindermouse who lives with her father Mr Humbletick in a place called Mousetown. Mr Humbletick is a clockmaker and is friends with a lady mouse called Mrs Applecrumb. Cindermouse works for Mrs Applecrumb and whilst doing so is bullied by her two horrible daughters Miranda and Melissa.



One day the prince of Mousetown invites everyone to a ball he is hosting. Cindermouse really wants to go to the ball but does not have anything to wear. Suddenly her Fairy Godmouse appears and grants Cindermouse her wish, giving her a beautiful pink dress.



Cindermouse goes to the ball and spends all night dancing with the prince until the clock her father made strikes midnight. At midnight her wish runs out and her dress disappears meaning she has to run away from the prince.



The prince is very upset by the disappearance of Cindermouse and begins to search Mousetown with the glass slipper that fell off her foot. Miranda and Melissa both try the shoe on and it breaks. It seems The Prince will never find Cindermouse.



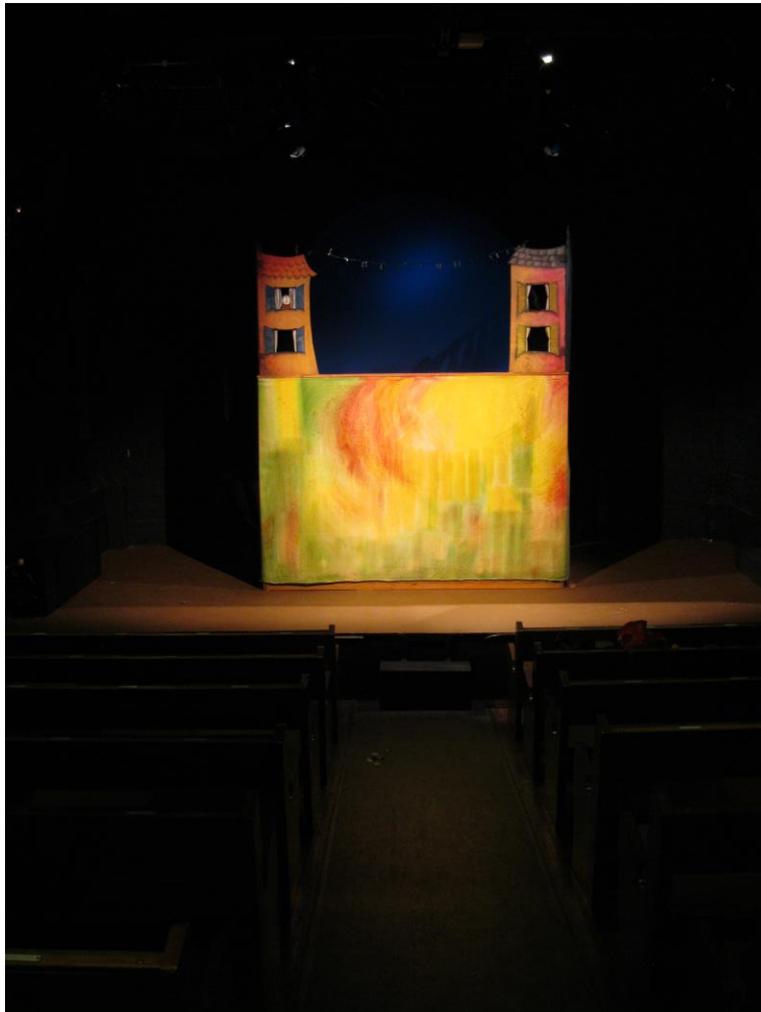
However when Cindermouse enters the room the prince recognises her and promises never to lose her again. He then appoints Mr Humbletick royal clockmaker and marries Cindermouse.



The End.

Play notes

The show opens with the stage set like this-



The show starts with Roger and Andrea walking through the audience asking if anyone has seen their cat. You do not have to answer them if you don't want to.



During the interval the set is changed slightly and looks like this –



During the second half of the play Roger and The Prince walk into the audience to check if anyone's feet will fit the glass slipper. You do not have to talk to Roger if you do not want to.



**We hope that you enjoyed the show at
The Little Angel Theatre!**