

Dinosaur Rock

By Shari and Jerry Tallon

Note: The CD referred to below is available from the authors.

Scene One:

The play begins with a rock and roll band performing a show. This includes Miranda and JT as well as a group of students who are called the Dinomites. The scene is set with the first backdrop (see page 8 of production notes -- Backdrops). On stage should also be the Time Machine. This should be set up centre stage left. The lighting could be colourful or spotlights. Everybody is back stage waiting for the host's introduction:

The host enters the stage and goes to downstage right:

Host: Welcome to the Dinosaur Rock. And here to introduce the show is the Greatest band in the world, "The Dinomites!"

Sound Effects Student plays CD Track #1 – "Welcome to the Dinosaur Rock"

Host exits right as Miranda, JT and the Dinomites run on stage left with their instruments and start singing and playing to the music. Stage Manager may decide to have three characters enter stage left and three characters enter stage right, or have the host exit one side and the entire band enter from the other.

Song: Welcome to the Dinosaur Rock Track # 1

Everybody sings:

Welcome to the Dinosaur Rock
Where the fun just never stops
We're gonna turn back the clock
Come on, do the Dinosaur Rock
We came to sing, we came to play
We've been waiting to meet you all day
Jump and Shout! Spin About!

(the music on the CD stops abruptly)

Miranda: What happened? Nothing's working!

JT: **(He tries his instrument)** My sound is gone! **(He looks at the Dinomites)** Are your instruments working?

Dinomite Player 1: No, nothing's happening! (**A prop can be created such as two maracas – one has sound that was being played during the song-see making percussion instructions – and one is made with nothing inside. The Dinomite character can shake the empty one to show that the sound is gone**). There's nothing even left in my percussion!

All The Dinomites: Oh NO!!

Sound Effects Crew create a mysterious sound, perhaps a cookie sheet wobbling to simulate thunder, to help create a suspenseful moment.

The Sound Effects Student plays CD Track #2, (Thunder stops) and the Time Makers enter stage:

The Time Makers all walk downstage right stage together huddling very close. One of them is holding a sack with a large object inside (use a large ball or create a rock with papier-mâché) Miranda, JT and the Dinomites are downstage left looking surprised and a little frightened.

The end of this CD Track #2 says : WE ARE THE TIME MAKERS!

Time Makers stop on stage and repeat line:

WE ARE THE TIME MAKERS! WE HAVE TAKEN THE ROCK BACK TO THE LAND OF DINOSAURS! HEEHEEE HEEEEE HHEEEEE!

They walk off stage left – Sound Effects Student plays CD Track # 3 as they exit. Sound-effects crew can play their mysterious sound again especially if you need the sound to continue until all the Time Makers are off stage.

JT, Miranda and the Dinomites move out of the way towards the back of the stage as Time Makers exit and then return to downstage centre.

Miranda: The Time Makers took the rock!

JT: Back to the land of Dinosaurs!

Dinomite Player #2: What are we going to do?

Dr. Forgetasaurus walks on stage (downstage right)

Dr. Forgetasaurus: Hello. I am Dr. Forgetasaurus.

Miranda: Can you help us?

Dr. Forgetasaurus: My Time Machine can.

Miranda: Time Machine?

Dr. Forgetasaurus: Yah, it's here somewhere... (looking around the stage)

Dinomite Player #3: Is that it, Dr?

Dr. Forgetasaurus: What? Oh yes, I was wondering where I left it.

Miranda: Is it safe, Dr?

Dr. Forgetasaurus: Umm , yes, of course it's safe... I'm sure (sounding unsure)

JT: How does it work?

Dr. Forgetasaurus: Just sit down and fasten your seat belts. I will send you back in Time. **(JT and Miranda sit down in the Time Machine.)**

The Dinomites: Can we go too?

Dr. Forgetasaurus: Go where?

Dinomite player #4: Back in Time?

Dr. Forgetasaurus: Oh no, There's only room for two.

Miranda: Sorry guys, JT and I will go back.

Dr. Forgetasaurus: Now just remember... oh my peanut butter sandwich, I was wondering where that was. **(He forgetfully drops it back into the time machine).** Now, the red button will ... uh....

Miranda: Stop it?

Dr. Forgetasaurus: Yes yes, and the green button will...ah.. uh...

JT: Make it go?

Dr. Forgetasaurus: Yes, that 's right. Now don't worry, just set the dials **(Sound Effects student plays CD Track # 4 which signifies the Time Machine starting as JT and Miranda pretend to push buttons and dials.)** Ready Set.

Dr. Forgetasaurus and the Dinomites all say: GO!

Sound effects crew plays synthesizer, electric guitar...weird sounds created by Students to continue the time machine sound effect until the characters are off stage).

Dinomites and Dr, Forgetasaurus: Good-bye. (they wave).

Miranda and JT push back while sitting on the scooters while the sound effects are happening. lights are flashing. They exit upstage left.

Time Machine sound effects- synthesizer, percussion, lighting student flashes lights on and off quickly, sound fades out, lights go dim.

The Dinomites run off stage right. Dr. Forgetasaurus walks off stage one way (downstage left) then realising he has gone the wrong way walks off the other way (exit right). He can be looking in his pockets for something (perhaps his peanut butter sandwich).

Lights are out. Sound Effects Student plays CD Track # 5. This short song will keep the audience entertained while the Stage crew pulls off banner which shows the backdrop of Dinosaurs. Plants get put on stage. Time Machine box is removed.

Scene Two:

The second backdrop should be drawings/paintings of dinosaurs. The cave should be placed on centre stage left, along with plants and rocks. Giant harmonica should be ready to go (prop person ready) in front of centre stage, anticipating when Bonehead will need it for the Sticks and Stones Song.

Lights can be green.

Sound Effect Student plays CD track #6. Bonehead enters upstage left stage with music.

Bonehead should do an interesting/funny dinosaur dance moving arms and eating plants. The movements should be exaggerated. (When practicing ideas for this part, you can ask a group of students to move to the music and see what actions are the most effective.)

Sound Effect Students keeps the CD player running so that it automatically goes into Track # 7

Bonehead moves to downstage centre to get ready to sing.

Song: Ankylosaurus is My Name Track # 7

Bonehead: Hey hey what do you say, a dinosaur I am
Just cause my tooth is loose, I still like eating plants.

Ankylosaurus is my name
A coat of armour I wear **(Bonehead should show off)**
Spikes and studs protect my brain **(Bonehead could point to head)**
You never know what dinosaurs
Can eat me... **(Bonehead should look around, worried)**

Ho ho What do you know, well do you want to play
Who who,, boo hoo hoo, what a lonely old day.

Chorus:
Ankylosaurus is my name
A coat of armour I wear **(Bonehead should show off)**
Spikes and studs protect my brain **(Bonehead could point to head)**
You never know what dinosaurs
Can eat me. **(Bonehead should look around, worried)**

Instrumental Part: Bonehead should dance or move to this music at downstage. (Dinosaurs enter upstage and dance behind Bonehead –she doesn't see them.) Dinosaurs exit during the end of instrumental part so that they are off stage when Bonehead sings the last chorus.

Chorus:
Ankylosaurus is my name
A coat of armour I wear **(Bonehead should show off)**
Spikes and studs protect my brain **(Bonehead could point to head)**
You never know what dinosaurs
Can eat me! **(Bonehead should look around, worried)**

There is a quick instrumental ending after the last chorus where Bonehead should end with a finale with her arms up in the air. Bonehead is now busy picking up plants and eating while walking.

Sound Effects Student Plays CD Track #8. Time machine Landing sound effect. Bonehead looks perplexed as she hears the sound.

Miranda and JT enter stage left coughing and a little tipsy to show the difficult journey.

Miranda: JT, listen to me, there's a dinosaur over there!

- JT: The time machine actually worked. Oh my God! We're back with the Dinosaurs!
- Bonehead: Who are you? **(stepping back)** What are you?
- Miranda: We're people from the future... My name is Miranda.
- JT: I'm JT. Hey, **(says to Miranda)** maybe this dinosaur can help us.
- Miranda: Yah... We are looking for something that the Time Makers took from us. Our rock and roll! They stole it right in front of our eyes!
- Bonehead: Your.. your eyes? They stole a rolling rock and put it in your eyes.
- JT: Wow, Miranda. What a Bonehead.
- Bonehead: A Bonehead! I heard that. Oh oh oh **(crying)** You're just like all my other friend dinosaurs calling me names **(crying)**
- Miranda: Don't cry, we're your friends.
- Bonehead: Well you're hurting my feelings.
- JT: I'm sorry, you're right, I didn't mean to.
- Miranda: Haven't you heard the saying, of "Sticks and Stones"?
- Bonehead: Sticks and Stones?
- Miranda: Yah, "Sticks and Stones will break my bones but names can never hurt me"?
- Bonehead: No. I never heard that one before. The only one I've ever heard of is the stones that Tyrannosaurus Rex eats **(Sound Effects student plays CD # 9 T-Rex sound –everyone looks around frightened, then Miranda continues her line)** -after... he eats... a pretty big meal. But but your sticks and bones, I mean, stones, can you explain it to me again?
- JT: Hey Miranda, tell Bonehead about sticks and stones, I'm gonna look around. **(JT runs off stage right)**

Sound Effects person plays CD track # 10.

(Miranda and Bonehead come to downstage centre stage to sing).

Song: CD Track # 10:

Sticks and Stones Will Break My Bones But Names Will Never Hurt You

Mir: Talk about sticks and stones, when they call you names
Makes you feel so alone, that can all be changed.

Bonehead: They call me stupid, they call me dumb,
They call me a baby cause I suck my thumb

Mir: They will never stop
If you show you care
Jump up and shout on the spot
Say this if you dare

Bonehead: Say it once, say it twice, C'mon and tell me your advice!

Mir: Sticks and Stones will break my bones but names will never hurt me
Sticks and Stones will break my bones but names will never hurt me

If you don't like what they say
All you have to do is get on up and
Walk right away

Bonehead: They call me dyee, they call me ba-ooo
One more time, we'll be through
Sticks and Stones will break my bones but names will never hurt me
Well I think I finally understand, names don't have to hurt me

Prop person hands Bonehead the large harmonica which she pretends to play and downstage centre or left.

Mir: Come on, play that harmonica bonehead!

The dinosaurs enter upstage right and dance at back. Miranda dances and moves at centre stage right.

Bonehead: Say it once, say it twice
Come on and tell me
That great advice

Miranda and dinosaur dancers sing:

**Sticks and Stones will break my bones but names will never hurt me
Sticks and Stones will break my bones but names will never hurt me**

Dinosaurs remain at upstage dancing. You can create a dance that goes with the words. For example, they can wave their index fingers when Bonehead sings they are wrong and can jump for joy when she sings “this great old song”. You can have the students look at the lyrics and create a dance that they think would embellish it or use the following examples.

Bonehead: When they say bad names, they are wrong
And I’m gonna sing this great old song

Mir: They will never stop **Dinosaurs can shake their heads no**
If you show you care
Jump up and shout on the spot **Dinosaurs can jump**
Say this if you dare

Now I don’t like what you say
And all I have to do is get up and **Dinosaurs can all walk in the same**
Walk right away. **direction.**

Bonehead: Call me rubber, call me glue
What you say bounces back to you

Miranda and Dinosaurs:

Sticks and Stones will break my bones but names will never hurt me
Sticks and Stones will break my bones but names will never hurt me

Bonehead: So you see, I can be
Feeling great, I’m happy

Mir: Talk about sticks and stones, when they call you names
Makes you feel so alone
Like a child without a home
Sticks and stones will break my bones but names will never hurt me Yah,
Names will never hurt....

(Bonehead disappears off stage left, JT enters stage right)

**Sound Effects Student lets the CD player run, so that Track #11 is now playing.
(The suspenseful sound plays while the characters look for Bonehead).**

Miranda: Bonehead!

JT: Where did she go?

Miranda: Oh my gosh, we're all alone. What are we going to do?

JT: Bonehead...(They both look around frantically as they are calling. Dinosaurs are also looking around with their hands up to their foreheads, but remain at upstage without moving too much.)

Miranda: Bonehead, where are you?

JT: (facing dinosaurs) Have you seen her?
 They all shake their heads, no.

Sound Effects Person keeps the CD player running so that it is now on Track # 12.

Song: Where'd she go? CD Track #12

JT and Miranda are still looking for Bonehead as the song begins to play (the intro plays for about 23 seconds). The dinosaur characters are split up into two groups, one group is at centre stage right, the other is at centre stage left. They begin to sway back and forth to the music with their hands on their foreheads as if they are looking for her as well.

JT and Miranda move up to downstage centre stage to sing:

Where'd she go...I don't know. **(Dinosaurs motion as if they don't know)**

Has she gone alone **(Dinosaurs put one hand up their mouth as if in shock)**

Has she gone home? **(Dinosaurs put hands on foreheads as if looking for her).**

JT and Miranda can move back, still looking for her, and can also be listening to what the dinosaurs are saying and reacting to it.

This next part of the song is research about dinosaurs that can be completed by the students as an assignment. You can also choose to use the information on the following pages that we have researched. The dinosaurs say these lines as opposed to singing. You can split up the lines between many of the characters or just choose one person per part as per your preference. The characters will have to rehearse with this part of the song to make sure that the timing is correct so that they can finish their lines before the singer begins the next verse.

Dinosaurs move to downstage left or right to say their lines:

Another example of how to use the research they find:

The stegosaurus is armour plated and his tail is tipped with spikes. He's so dangerous if he starts whipping his tail! And the Brachiosaurus has nostrils on the top of his head so that he can sleep underwater! What if he wakes up and surprises her!

Miranda and JT:

I'm so nervous out of my head
Is she ok? What is she's dead
Did T-rex eat her, can it be?
Why didn't she say something to me
Where did she go...I don't know.

**Bonehead and Boney now return
to back stage to get ready to enter on to
stage as soon as song is over.**

As Miranda and JT sing this next part, the dinosaurs rhythmically exit stage right.

Where'd she go I don't know
Has she gone alone has she gone home?

Bonehead and Baby Dinosaur Boney enter stage left:

Miranda: Bonehead, you're back! Where have you been?

Bonehead: I was helping my Mom

JT: We were worried about you. We were afraid that T-Rex caught you!

Miranda: Or that he could get us!

Bonehead: I'm sorry but I had to go and help my mom. She needed me to baby sit
and I ..I guess I forgot to tell you. This is my baby sister.

JT: Oh.. hello baby.

Baby Dinosaur: Hello

Miranda: Hi baby dinosaur, what's your name?

Baby Dinosaur: I'm Boney.

JT: Are you hungry?

Boney: Yes, I like flowers. **(she/he eats some flowers)**

Miranda: Bonehead, what do YOU like to eat?

Bonehead: Don't worry, Ankylosaurus are plant eaters. **(she eats some plants too)**

JT: Phew. Well Bonehead please never leave without telling someone where you're going, O.K?

Bonehead: OK, I promise. I'll always tell where I'm going.

Miranda: Bonehead, do you think you could help US now?

Bonehead: Well what can I do for you?

JT: Remember Bonehead, we were looking for the rock.

Bonehead: Oh ya , that rolling rock.

Miranda:: Not the rolling rock. The rock out of rock and roll.

Bonehead: Right!

JT; Remember the Time Makers. There was this strange sound, and then our music was gone!

Sound Effects Crew creates Time Makers Sound effect –thunder sound for example.

Miranda: Hey there's the sound again!

JT: Oh NO! It's the Time Makers!

Bonehead: Quick hide (**Bonehead hides her head, everyone else runs and hides**)

Sound Effects crew create sounds - synthesizer or scary sounds, gong type or clock type sound. They will need enough sound effects to last until the Time Makers exit the stage.

The Time Makers walk quickly across the stage as the characters are hiding. They are carrying a different bag with another shaped object inside. They exit and the sound effect stops.

Miranda: What happened?

Bonehead: Every time I hear that sound, the Time Makers bring something here. That's how they brought back the cave man, Alley Oop.

JT: That makes sense cause people didn't live at the same time as dinosaurs

Bonehead: Well, Alley Oop is a weird cave man that the time makers brought back. He looks after their treasures.

Sound Effects person plays track #13 on CD

Alley Oop enters stage left as the song plays. Dinosaurs enter stage right and go upstage to dance. Half of the dinosaurs can go to upstage left while half could go to upstage right. Miranda, JT, Bonehead, and Boney move upstage and begin the dance.

Alley Oop Choreography:

Dancers create a dance as they sing the “Alley Oop Oop”. Dinosaurs are in a line at upstage left and right and Miranda, Bonehead, and JT are upstage centre, while Alley Oop walks back and forth at downstage with his club and his long hair in his face. He acts out the lines that are **highlighted**.

The dancers can take two steps to the left as they sing the first “Alley Oop Oop” with their hands making a circular motion moving in the same direction as their feet. Then they step to the right, with their hands making a circular motion to the right. For the last two “Oop Oops” in each line, they can kick or step their left foot out once, as their left arm moves up, then their right foot steps forward with their right arm moving up and down once. They should also be singing the “Alley Oop Oops” as they are dancing as well. They repeat this same action many times (for all the **Alley Oop Oops coloured purple**), and follow the rest of the instructions in the song.

As an option, you can also have the students come up with their own unique choreography. It will be very effective as long as they are all doing the same dance.

Alley Oop Song CD Track # 13

Oop Oop Oop Oop Oop

Alley Oop Oop Oop Oop Oop

Alley Oop Oop Oop Oop Oop

Alley Oop Oop Oop Oop Oop

There’s a man in the funny papers we all know (Alley Oop walks back and forth)

Alley Oop Oop Oop Oop Oop

He lives way back a long time ago (Alley Oop walks back and forth)

Alley Oop Oop Oop Oop Oop

He don’t eat nothing but a bear cat stew (he pretends to eat)

Alley Oop Oop Oop Oop Oop

Well this cat's name is a **Alley Oop** (points to himself with his two thumbs proudly)
 Alley Oop Oop Oop Oop Oop Oop

He got a chauffeur that's a genuine dinosaur (Bonehead moves in front of him and pretends to be his chauffeur as he holds imaginary reins and a whip. Boney can follow behind Alley Oop if he/she is comfortable with that).

Alley Oop Oop Oop Oop Oop

And he can knuckle your head before you count to four (He pretends to punch Bonehead and she falls down. He can blow on Boney and he/she falls back and down too)

Alley Oop Oop Oop Oop Oop

He got a big ugly club and a head full of hair (shakes club and touches hair).
 Alley Oop Oop Oop Oop Oop

A like great big lions and a grizzly bears. (the Lion and Grizzly Bear can run across stage in front of Alley Oop. Alley Oop tries to touch them but misses.

Alley Oop Oop Oop Oop Oop

Alley Oop (the dancers sing this as they all turn to the left with their left arm pointing to Alley Oop and their right arm extended behind them.

He's the toughest man there is alive (makes muscles)

Alley OOP (the dancers sing this as they all turn to the right taking a step forward, with their right arm pointing to Alley Oop and their left arm extended behind them.

Wearing clothes from a wild cat's hide (uses both thumbs to point to his clothes)

Alley Oop (the dancers sing this as they all turn to the left, taking another step forward with their left arm pointing to Alley Oop and their right arm extended behind them.

He's the king of the jungle jive

Look at that cave man go (dancers sings nice and loud as all the dancers point to Alley Oop with their right hand and move their arm in a large semi-circle, starting at their left and moving their hand to the right.

He rides through the jungle tearing limbs off of trees (Alley Oop pretends to rip limbs off of trees)

Alley Oop Oop Oop Oop Oop

Knocking great big monsters dead on their knees (Alley Oop knocks one of the Dinosaur dancers down).

The cats don't bug him cause they know better
(Alley Oop keeps walking back and forth across stage)

Alley Oop Oop Oop Oop Oop

Cause he's a mean motor scooter and a bad go-getter
Alley Oop Oop Oop Oop Oop

Alley Oop (the dancers sing this as they all turn to the left with their left arm pointing to Alley Oop and their right arm extended behind them.

He's the toughest man there is alive (makes muscles)

Alley OOP (the dancers sing this as they all turn to the right taking a step forward, with their right arm pointing to Alley Oop and their left arm extended behind them.

Wearing clothes from a wild cat's hide (uses both thumbs to point to his clothes)

Alley Oop (the dancers sing this as they all turn to the left, taking another step forward with their left arm pointing to Alley Oop and their right arm extended behind them.

He's the king of the jungle jive

Look at that cave man go (dancers sing nice and loud as all the dancers point to Alley Oop with their right hand and move their arm in a large semi-circle, starting at their left and moving their hand to the right.

There he goes, ooh is he ever ugly (Alley Oop slowly begins to exit off of the stage)

Alley Oop Oop Oop Oop Oop

He's going to have his supper, I thing he's going to eat it all by himself

Alley Oop Oop Oop Oop Oop

Beware he is bad (Alley Oop should be off stage)

Alley Oop Oop

Oop Oop! Dancers should finish with the final "Oop Oop" with their arms extended as a finale to the song).

All the dinosaur characters exit. They could follow Alley Oop off stage. Pteranadons get ready to enter from the other side of the stage. Miranda, JT, Bonehead, and Boney return to center stage.

Miranda: He really sounds mean, Bonehead.

Bonehead: He sure is.

JT: Where can we find him?

Bonehead: He lives in a cave.

Miranda: How do we get there?

Bonehead: Let's follow the Pteranadon.

Miranda: What's a Pteranadon?

Bonehead: They're dinosaurs that glide through the air. They're my friends!

Sound Effects Person plays CD Track #14 The Pteranadon Dinosaurs come on stage and glide across stage and then around to the back (upstage) where they get ready to do the Bird Dance. JT, Miranda, Bonehead, and Boney watch them. Bonehead and Boney wave and/or point.

JT: I read that Pteranadons have delicate flaps of skin that are supported by arms and legs and by a large finger on each hand.

Miranda: Wow, they can help do with the Bird Dance. **(She says to the audience),** Come on everybody! Stand up and let's do this special dance.

Sound Effects Student plays CD Track #15.

The Bird Dance CD Track # 15

The Bird Dance is an instrumental where the students first take their hands in front and put their fingers together to make beaks twice. Then they flap their wings twice. Next they shake their tails while bending their knees, then they clap their hands. They repeat this pattern four times.

During the next segment of music, Bonehead and Boney become partners and JT and Miranda take each other's arms and spin around together (like square dancing). They

may change directions in the middle of this part if you would like. The Pteranadon characters could just spin around by themselves.

They now repeat this dance one more time. (You can change partners, if you like). After they finish spinning around they repeat The Bird Dance again but much slower. They speed up with the music and end with everybody clapping their hands in applause.

At the end of the song the Pteranadons glide off the stage. Miranda, JT, Bonehead, and Boney follow them and stop as they are in front of the cave, upstage left.

Bonehead: OK here's the cave, who's going to go in?

JT: I think I should go it, I'm the smartest.

Miranda: No, wait, I think I should go. I'm the most creative.

Boney: I think I should go, I'm the smallest.

Bonehead: You want to go in the cave to see if Alley Oop is guarding your rock in there.

Miranda: Yup, I think I can get in the cave.

JT: Alright Miranda, but please be careful. If you see anything bad, just run right back out.

Miranda: OK (Miranda goes into cave. Boney goes towards Bonehead and holds her hand)

Bonehead: I think she's in

JT: Yah, I can't see her.

Bonehead: Me neither. Wait, there's something coming out of the cave.

(Sound Effects student plays CD track #16. Make sure the sound is not too loud since the actors are talking. Sound Effects student lets the CD player continue to play to track #17 as the song will begin)

JT: Is it Miranda?

Bonehead I think so. No wait, there's something behind her! It's got a big woolly head, and a big fat...

JT and Bonehead, and Boney shout together: IT'S.. WOOLY BULLY! (A good way to cue up everybody saying the same line at once, is to have one of the characters say the word, "It's" and then everybody says "Wooly Bully"!)

JT, Bonehead and Boney all run off towards upstage right where they disappear behind the curtain.

Wooly Bully Song

The choreography for this song is very funny. When the song begins to play Miranda runs from out of the side of the cave, upstage left, with Wooly Bully chasing her. (They can enter the stage just behind where the cave is set up so it looks as though they are coming out of it.) They run directly across the stage and out of sight to upstage right and disappear behind curtain. After a few seconds, JT chases Wooly Bully across stage to upstage left and they also disappear out of sight. They count to three (so there is a bit of a pause) and now Wooly Bully chases JT across the stage to upstage right and disappear behind curtain.

The characters can be very creative and perform different silly antics such as simulating slow motion, exaggerated steps, hand movements, etc. After they disappear behind curtain and wait a few seconds, Bonehead now chases Wooly Bully to upstage left where they disappear behind curtain and then Wooly Bully chases Bonehead back to upstage right. Boney's turn is next and she/he chases Wooly Bully and they disappear to the upstage left where they return with Wooly Bully chasing Boney. Now you can create combinations of characters such as Miranda and JT, or Bonehead and Boney. You can encourage the students to create their own ideas.

It is very important, however to have your stage manager write down the order of the characters so that he/she can be back stage prompting them to go in their right order. The characters should all be behind curtain at upstage right (standing in line with the proper order) except for Wooly Bully and Miranda who will be at upstage left. The stage manager should also be the one to count to 3, for example, to prompt them to when to take their turn on stage.

Wooly Bully Song Track #17

This song plays, both words and music.
Instrumental Part plays at the beginning.

Shari told Jerry about a thing he saw
Two big horns and a woolly jaw
Wooly Bully Wooly Bully
Wooly Bully Wooly Bully Wooly Bully

Watch it now watch it now

Instrumental Music and end

When the song ends all the characters should be off stage and then Bonehead, Miranda, JT and Boney walk back on stage to centre stage out of breath.

Bonehead: Wow, that Woolly Bully was really fast.

JT: I'm glad we all got away.

Bonehead: Are you OK, Boney?

Boney: Yes.

Miranda: You know he was pretty nice. Luckily I had Dr. Forgetasaurus's peanut butter sandwich and I gave it to him. Boy was he hungry!

Bonehead: Yah, those woolly rhinoceroses can never find enough to eat!

Miranda: He also told me that there's a Rock Keeper in the cave and he knows how to find the rock.

Bonehead: I've seen the Rock Keeper before. You know, I think I remember how to get him to come out!

Sound Effects Student play CD track # 18

HEY ROCK KEEPER SONG Track #18

Bonehead:	HEY ROCK KEEPER	Everybody:	HEY ROCKKEEPER
Bonehead:	HEY ROCK KEEPER	Everybody:	HEY ROCK KEEPER
Bonehead:	HEY ROCK KEEPER	Everybody:	HEY ROCK KEEPER
Bonehead:	HEY ROCK KEEPER	Everybody:	HEY ROCK KEEPER
Bonehead:	HEY ROCK KEEPER	Everybody:	HEY ROCK KEEPER
Bonehead:	HEY ROCK KEEPER	Everybody:	HEY ROCK KEEPER
Bonehead:	COME ON OUT NOW	Everybody:	COME ON OUT NOW

Everybody: COME ON OUT NOW!

The Rock Keeper enters stage with wand in hand.

Bonehead: Bow to the Rock Keeper.

(Everyone bows down)

Sound Effects Crew can create a sound effect that is majestic and regal. You can also use drums and have the students create a simple pattern.

Rock Keeper: You may stand up.

JT: Can you help us, Rock Keeper?

ROCK KEEPER: Yes, I have seen where the Time Makers have hidden your rock. It's here somewhere (points to all the rocks on the stage with his wand) amongst these rocks.

Miranda: Can you find it, Rock Keeper?

ROCK KEEPER: The Time Makers took away my magic. See? **(He waves his wand but there is no sound – or if your sound effects crew can come up with a horrible sound to show that it doesn't work, then that could be very effective as well)** I need an energy transformation to implement my wand's creative powers, but how?

JT: I have an idea. If we use the most basic movement of the universe, maybe the magic will work. We need the vibration of sound. Miranda you sing a song, while we look for the right rock?

Sound Effects Person plays CD Track # 19

JT, Bonehead, Boney, and other characters look or some rocks.

Just Give Me A Song Track #19

Miranda should be at downstage centre:

Miranda: Just give me a song
Don't make it too long
Make everything right that's wrong
Wave your magical wand...

Boney finds a rock and holds it under the Rock Keeper's wand. He moves his wand to the sound effect that plays after the song on the CD track. It is the sound of a swish chime. The students who are playing percussion can use a triangle along with this sound effect to give it greater depth.

Bonehead, JT, Miranda, and Boney put their hand up to their ears and listen.

FUR ELISE (this is also on Track 19) plays

Bonehead: Is that the rock from rock and roll?

Miranda: No Bonehead, that's classical music. It's beautiful but it's not Rock 'n Roll!

JT: Come on everybody, let's find another rock.

Rock Keeper: Yes, my magical wand, it's working again!

Everybody looks for rocks.

(Sound effects student plays CD Track #20).

Bonehead is now at downstage centre)

Just Give Me A Song Track #20

Bonehead: Just give me a song
Don't make it too long
Make everything right that's wrong
Wave your magical wand...

Boney holds another rock under the rock keeper's wand.

Rock Keeper waves the wand. Everybody holds hand up their ear and listens.

Bonehead: Is that it, Miranda? Is that it?

Everybody dances to the jazz music (still on track 20)

Miranda: No Bonehead. That's jazz, I really like that, but we have to find another rock.

Sound Effects student plays CD Track # 21. Miranda goes to downstage centre to sing.

Bonehead finds a ball this time. She picks it up and drops it. She goes to pick it up but kicks it by mistake. JT picks it up and gently tosses it to her. She tosses it to Boney, Boney tosses it back to her.

Just Give Me A Song Track #21

Miranda: I want everyone singing
As long as you're bringing
A melody to life
I know it's alright.
Come on everybody Clap your hands.

Miranda dances as the instrumental music plays. Everybody on stage is dancing, perhaps picking up other rocks.

Bonehead and Boney play with the ball. They can even go into the audience (if you would like) for 10-20 seconds and toss the ball. They must however be back on the stage at the end of the next verse so that The Rock Keeper can wave his/her wand.

Miranda: Just give me a song
Don't make it too long
Make everything right that's wrong
Wave your magical wand...

Bonehead holds it under the rock keeper's wand.

Miranda: That's it, Bonehead, that's our Rock and Roll

Sound Effects person let the CD run as it plays CD track #22

A Rock and Roll song plays and everyone dances and plays along.

Miranda: Thank you Bonehead, we did it! We found our rock and roll!

JT: Yah. We better get back home now.

Bonehead: Well it was great meeting you, wasn't it Boney?

Boney Yah,!

Bonehead: But there's just one problem. I don't have a real name.

Miranda: You're right Bonehead, you really helped us.

JT: Hey, I know a great name for you Bonehead.
We'll call you Louie Lou-I.

Bonehead: Louie Lou-I; I love it!

Sound Effects Student plays CD Track # 23

Song: Louie Lou-I Track #23

As the music begins, all the characters enter upstage and begin to dance and clap Their hands. You can begin by having the Dinomites get on stage, the lion and Grizzly bear, the Dinosaurs, and the Pteranadons. Your stage manager can help

keep it organized by making a list of who goes on stage and cue them when to go on.)

Everybody: Louie Lou-I, oh oh we gotta go
Ya ya ya ya
Louie Lou-I oh oh we gotta go

Miranda goes to downstage centre.

Mir: Now it is time for us to go
We have to get back and finish our show
Before we leave we'll give you a name
Louie Lou I you'll never be the same

Everybody: Louie Lou-I, oh oh we gotta go
Ya ya ya ya
Louie Lou-I oh oh we gotta go
Sing it to them Bonehead,

During this chorus, have all the other characters enter the stage, singing and dancing. Stage Manager cues the Dinomites, Dinosaurs, Pteranadons, Grizzly Bear, Lion.

Bonehead goes to downstage centre stage

Bonehead: I've learned so much since you've been my friends
But now the show it has to come to an end
We've found the rock and you've got to go
Oh ya, You've found my soul

Everybody: Louie Lou-I, oh oh we gotta go
Ya ya ya ya
Louie Lou-I oh oh we gotta go

You can have the Time Makers enter stage.

Everybody: Louie Lou-I, oh oh we gotta go
Ya ya ya ya
Louie Lou-I oh oh we gotta go
Louie Lou-I, oh oh we gotta go
Ya ya ya ya
Louie Lou-I oh oh we gotta go

JT can go downstage centre and the entire cast sings:

Everybody: Now it is time for us to go
We hope you enjoyed, watching our show.
Before you leave, join in this song
Thank you so much, and clap right along!

Louie Lou-I, oh oh we gotta go
Ya ya ya ya
Louie Lou-I oh oh we gotta go

Louie Lou-I, oh oh we gotta go
Ya ya ya ya

Louie Lou-I oh oh we gotta go

WE GOTTA GO!

As everyone is singing this finale, the characters can begin walking backwards waving good-bye to the audience. Choose which characters you would like to exit first until everyone is off stage. Have the main cast: Miranda, JT, Bonehead, Boney be the last to be on stage, either at upstage or right off stage.

The audience will clap and the director enters stage. The director can speak to the audience and introduce the characters as everybody takes a bow. You may also want to mention the following information about creativity and what research has proven about children who participate in drama productions. You may choose to tell the audience the following information before or after the play.

“Did you know...that children who regularly engage in dramatic play are more friendly, popular, cooperative, verbal and creative. They are usually less impulsive and aggressive.(Fein & Kinney, 1994) Even young children who participate are more advanced in general intellectual ability, have better memory, and display higher reasoning ability”. (Berk, 1994)

“There is ample evident that the arts helps students develop the attitudes, characteristics, and intellectual skills required to participate effectively in today’s society and economy. The arts teach and foster the thinking skills and creativity so valued in the work place. It teaches teamwork and cooperation”.

Performance rights must be secured before production. For contact information, please see the *Dinosaur Rock* information page (click on your browser’s Back button or visit <http://www.singlelane.com/proplay/dino.html>).

Performance rights to the following songs must be obtained separately from their respective publishers:

“Alley Oop” (Trio Music Co., Inc/Alley Music Corp.)

”Wooly Bully” (c and p 1964 Beckie Publishing Company)

”Louie Louie” (Richard Berry/Windswept Pacific Corp.)

Helpful Hints

Have the students highlight their parts.

There are areas of the script in which you and the stage manager will need to fill in to help decide where you will set up your props and where the characters and stage crew will be when they enter and exit the stage. The director will need the stage manager to make a few lists of which characters enter and exit stage during Louie-Louie, and Wooly Bully.

Use the Stage chart in the Production Notes to help students understand stage areas and directions

The following pages deal with the songs and sound effects:

The Dinosaur Rock Practice Songs

1. Welcome To the Dinosaur Rock
2. Bonehead Enters
3. Ankylosaurus Is My Name
4. Sticks and Stones
5. Where'd She Go
6. Alley Oop Song
7. The Bird Dance
8. Wooly Bully
9. Hey Rock Keeper
- 10 Give Me a Song/chime/fur Elise
- 11 Give Me a Song/chime/jazz
- 12 Give Me a Song
- 13 Louie Louie

The Dinosaur Rock Play

1. Welcome To the Dinosaur Rock
2. Time Makers Enter
3. Time Makers Exit
4. Time Machine Starts
5. Dinosaur Rock Filler for Backdrop changes
6. Bonehead Enters
7. Ankylosaurus Is My Name Song
8. Time Machine Lands
9. T-Rex Sound Effect
10. Sticks and Stones Song
11. Where is Bonehead Effect
12. Where'd She Go Song
13. Alley Oop Song
14. Pteranadon sound effects
15. The Bird Dance
16. Wooly Sound Effect
17. Wooly Bully Song
18. Hey Rock Keeper
19. Give Me a Song/chime/fur Elise
20. Give Me a Song/chime/jazz
21. Give Me a Song/chime
22. Rock 'n Roll is found!
23. Louie Louie

Special Instructions for Songs

Welcome to the Dinosaur Rock:

Even though there are four bars of music at the beginning of this song, the applause makes it a little tricky to begin singing. On the karaoke version, you will hear two sounds to help cue the students to begin. You will hear a few bars of music for the introduction. The swish chime is used to tell you and your students it is time to get ready to sing. You will hear the sound of a triangle – at this sound the students should be singing the word, “Welcome”. Everyone should listen to it a few times so that they can anticipate when to begin singing.

Where'd She Go

Listen carefully to the way this song begins. There is a 23 second introduction and the singing echoes the musical part as you will hear.

Louie Louie

The last verse has been changed to give you a grand finale. You will hear a different verse on the practice song, however use the words from the script and use the phrasing to help you fit the words in, if needed.