

# Bits & Box

*Bits & Box* is 'AndOn Theatre's first family show. The show was created to be suitable for all the family, from age 6+.

Show requirements:

- **Space:** a minimum of 3 square metres on a smooth, flat surface.
- **Set:** a large (90cmx90cmx90cm) cardboard box, a variety of packaging materials (bubble wrap, string, styrofoam peanuts).
- **Get in/get out:** the show flatpicks in seconds. Get in and get out will each take around 4-5mins.
- **Lighting:** largely adaptable. Requires only a bright, warm wash and one blackout (can be operated by cast).
- **Sound:** N/A
- **Seating:** ideally end on, or thrust. Can work in the round. 150max capacity for ideal viewing.
- **Team:** two actors, no technical/front of house team (unless essential).
- **Front of House:** one actor starts on stage; house to open approx 5mins before the start of the show. Each audience member receives a small, cardboard box at the end of the show (placed under each seat).

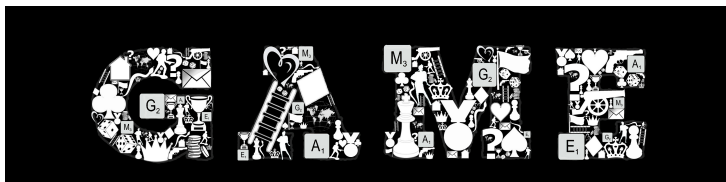
# Fairly Tales

*Fairly Tales* is 'AndOn Theatre's second family show (after *Bits & Box* in 2013). The show is specifically aimed at Key Stage 1 students, but is more than suitable for children aged between 4 and 10, as well as adults.

Show requirements:

- **Space:** a minimum of 3 square metres on a smooth, flat surface (no rake).
- **Set:** a simple, flatpack design just under 2m in height, consisting of 2 door-sized frames on wheels, 12 perspex panels and a holding rack.
- **Get in/get out:** can be assembled or disassembled in approx. 8mins.
- **Lighting:** largely adaptable. Requires only a bright, warm wash and a relatively dark state/blackout (complete black not essential).
- **Sound:** one audio track, lasting approx 2min30secs played in its entirety at the top of the show.
- **Seating:** ideally end on, due to sightline issues. 150max capacity for ideal viewing.
- **Team:** two actors, no technical/front of house team (unless essential).
- **Front of House:** Actors start on stage; house to open approx 5mins before the start of the show. Each audience member receives a small, half-sized pencil at the end of the show (can be co-ordinated by the actors if necessary).

## Technical Specifications



**GAME.** is a past paced blend of devised theatre, live games and spoken word poetry. The show is aimed at GCSE and A Level English students, due to the creative use of poetry, but also has general appeal for anyone aged 16+. Some mild language.

Show requirements:

- **Space:** a minimum of 4 square metres on a smooth, flat surface.
- **Set:** two 50cm wooden cubes, a small table and two stools, onstage sound system, a rotating podium and a line of rope stretching across the width of the space (to be tied to lighting rig/ curtain rail etc.)
- **Get in/get out:** 20-30mins required to get in. Approximately the same to get out.
- **Lighting:** largely adaptable. Requires full wash and blackout state. Some onstage lighting is used (operated by actors).
- **Sound:** one audio track, played from onstage sound system. Operated by actors.
- **Seating:** ideally end on, due to sightline issues. Intimate performance style. 80max capacity for ideal viewing.
- **Team:** two actors, no technical/front of house team (unless essential).
- **Front of House:** house to open approx 5mins before the start of the show. Each audience member is instructed at the end of the show to take a small, poker-chip-sized token.