

# **Mend The Manger**

**Infant Script**

**by**

**Dave Corbett**

Published by

**Musicline Publications**

**P.O. Box 15632**

**Tamworth**

**Staffordshire**

**B78 2DP**

**01827 281 431**

[www.musiclinedirect.com](http://www.musiclinedirect.com)

Licences are **always required** when published musicals are performed.

Licences for musicals are only available from the publishers of those musicals.

**There is no other source.**

All our Performing, Copying & Video Licences are valid for  
**one year from the date of issue.**

**If you are recycling a previously performed musical,  
NEW LICENCES MUST BE PURCHASED  
to comply with Copyright law required by mandatory  
contractual obligations to the composer.**

Prices of Licences and Order Form can be found on our website:  
**www.musiclinedirect.com**

**CONTENTS**

<b>Cast List.....</b>	<b>2</b>
<b>Speaking Roles By Number Of Lines .....</b>	<b>3</b>
<b>Cast List in Alphabetical Order (With Line Count) .....</b>	<b>4</b>
<b>Characters In Each Scene.....</b>	<b>5</b>
<b>List of Properties .....</b>	<b>6</b>
<b>Helpful Hints and Tips .....</b>	<b>7</b>
<b>Production Notes.....</b>	<b>8</b>
Scene One:           The Mangled Manger.....	11
Track 1:            Busy In Bethlehem.....	11
Track 2:            Mend The Manger .....	13
Scene Two:           Very Important People In A Tent .....	14
Track 3:            Just The Way I Am .....	15
Scene Three:         Pretty Boring.....	16
Track 4:            Prowling Around .....	17
Scene Four:         Busy, Busy, Busy.....	18
Track 5:            Lots To Do .....	19
Scene Five:         Two Very Tired Travellers.....	20
Track 6:            Oh So Tired .....	21
Scene Six:         Dazzling White Angels.....	22
Scene Seven:        The Baby Arrives .....	23
Track 7:            See The Child .....	24
<b>Photocopiable Lyrics .....</b>	<b>25</b>

**CAST LIST**

***N.B. In the following list, the bracketed number shows the number of spoken lines each role has.***

***An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

Announcer	(8)	Shepherd 1	(2)
		Shepherd 2	(3)
Narrator 1	(9)	Shepherd 3	(3)
Narrator 2	(8)	Shepherd 4	(2)
Narrator 3	(8)		
		Bear	(0)
Innkeeper	(16)	Wolf	(0)
Innkeeper's Wife	(10)	Lion	(0)
* Donkey	(7)		
Duck 1	(1)	Cook(s)	(1)
Duck 2	(1)	Servant(s)	(1)
Sheep 1	(1)	Cleaner(s)	(1)
Sheep 2	(1)		
Goat 1	(3)	Mary	(7)
Goat 2	(2)	Joseph	(3)
Camel 1	(3)	Angel	(2)
Camel 2	(2)	Band of Angels	(0)
Camel 3	(2)		
King 1	(4)		
King 2	(3)		
King 3	(3)		

***The Bear, Wolf, Lion and Band of Angels are non-speaking parts. Have as many Cooks, Servants, Cleaners and Angels as you like.***

**SPEAKING ROLES BY NUMBER OF LINES**

***N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

Innkeeper.....	16
Innkeeper's Wife .....	10
Narrator 1.....	9
Announcer .....	8
Narrator 2.....	8
Narrator 3.....	8
* Donkey .....	7
Mary.....	7
King 1.....	4
Camel 1 .....	3
Goat 1 .....	3
Joseph .....	3
King 2.....	3
King 3.....	3
Shepherd 2 .....	3
Shepherd 3 .....	3
Angel.....	2
Camel 2 .....	2
Camel 3 .....	2
Goat 2 .....	2
Shepherd 1 .....	2
Shepherd 4 .....	2
Cleaner(s).....	1
Cook(s) .....	1
Duck 1.....	1
Duck 2.....	1
Servant(s) .....	1
Sheep 1 .....	1
Sheep 2 .....	1

### CAST LIST IN ALPHABETICAL ORDER (WITH LINE COUNT)

***N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

Angel.....	2
Announcer .....	8
Camel 1 .....	3
Camel 2 .....	2
Camel 3 .....	2
Cleaner(s) .....	1
Cook(s) .....	1
* Donkey .....	7
Duck 1.....	1
Duck 2.....	1
Goat 1 .....	3
Goat 2 .....	2
Innkeeper.....	16
Innkeeper's Wife .....	10
Joseph .....	3
King 1.....	4
King 2.....	3
King 3.....	3
Mary.....	7
Narrator 1.....	9
Narrator 2.....	8
Narrator 3.....	8
Servant(s) .....	1
Sheep 1 .....	1
Sheep 2 .....	1
Shepherd 1 .....	2
Shepherd 2 .....	3
Shepherd 3 .....	3
Shepherd 4 .....	2

***Non-speaking roles: Bear, Lion, Wolf, Band of Angels.***

**CHARACTERS IN EACH SCENE****Scene One**

Announcer  
 Donkey  
 Duck 1  
 Duck 2  
 Goat 1  
 Goat 2  
 Innkeeper  
 Innkeeper's Wife  
 Narrator 1  
 Narrator 2  
 Narrator 3  
 Sheep 1  
 Sheep 2

**Scene Two**

Announcer  
 Camel 1  
 Camel 2  
 Camel 3  
 Donkey  
 Innkeeper  
 King 1  
 King 2  
 King 3  
 Narrator 1  
 Narrator 2  
 Narrator 3

**Scene Three**

Announcer  
 Bear  
 Donkey  
 Lion  
 Narrator 1  
 Narrator 2  
 Narrator 3  
 Shepherd 1  
 Shepherd 2  
 Shepherd 3  
 Shepherd 4  
 Wolf

**Scene Four**

Announcer  
 Cleaners  
 Cooks  
 Innkeeper's Wife  
 Narrator 1  
 Narrator 2  
 Narrator 3  
 Servants

**Scene Five**

Announcer  
 Donkey  
 Innkeeper  
 Innkeeper's Wife  
 Joseph  
 Mary  
 Narrator 1  
 Narrator 2  
 Narrator 3  
 Shepherd 1  
 Shepherd 2  
 Shepherd 3  
 Shepherd 4

**Scene Six**

Angel(s)  
 Announcer  
 Narrator 1  
 Narrator 2  
 Narrator 3  
 Sheep  
 Shepherd 1  
 Shepherd 2  
 Shepherd 3  
 Shepherd 4

**Scene Seven**

All the Animals  
 Announcer  
 Innkeeper  
 Innkeeper's Wife  
 Joseph  
 Kings 1-3  
 Mary  
 Narrators 1-3  
 Shepherds 1-4  
 Whole Cast for Final Song

**LIST OF PROPERTIES****Scene One**

Animal feed (hay, carrots, cabbage leaves etc.)..... Scene Prop  
 Manger, broken..... Scene Prop  
 Brooms ..... Animals and Innkeeper's Wife

**Scene Two**

Tent, with one guy rope prominent (or alternative) ..... Scene Prop  
 3 Collapsible stools, or cushions

**Scene Three**

Camp fire (tissue paper) ..... Scene Prop  
 Assorted camping crockery (pans, cups/mugs etc.) ..... Scene Prop

**Scene Four**

Cooking utensils (wooden spoons!)..... Cooks  
 Sheets (small ones suggested) ..... Servants  
 Brushes/brooms etc..... Cleaners  
 Sign reading "NO ROOMS" ..... Innkeeper's Wife  
 Door ..... Scene Prop

**Scene Five**

Door ..... Scene Prop  
 Manger, repaired ..... Innkeeper and/or Donkey

**Scene Six**

Camp fire and crockery, as in Scene Three ..... Scene Prop  
 Toy lamb (if not using children)..... Shepherds

**Scene Seven**

Manger, as in Scene Five ..... Scene Prop  
 Gold, frankincense, myrrh..... Wise Men  
 Toy lamb (if not using children)..... Shepherds

## **HELPFUL HINTS AND TIPS**

Give your children their words to learn first – enlist the help of parents here. Set a date by which they should know them; you cannot hope to rehearse movement or introduce props until words and cues are learnt.

If sending home words to learn, send cues (the preceding line or two) as well, so children not only know what to say but when to say it!

Songs are best learnt separately (it helps to keep the blood pressure down for all concerned).

Once rehearsing begins on stage, introduce any flats (free standing scenery) as soon as possible, so that children have their positions correct from the start. And don't forget to have one or two rehearsals with props, microphones (and lights if using) before the official dress rehearsal to allow time for children to get used to them.

Finally – this may seem obvious but is often forgotten – don't forget to practise your cast bows (arms across tummies or not?) and the order in which they should lead off stage. All too often a super show ends in foot shuffling embarrassment because no one knows quite what to do when the applause ends.

## **PRODUCTION NOTES**

### **STAGING**

This show is set in and around Bethlehem. Depending on the facilities available it can be as simple or as complex as you want. Just remember, this is not supposed to be a West End production. All most parents want is to see their child on stage. All most teachers want is to survive unscathed. So feel free to add, subtract or completely change the ideas below. And don't forget to send your comments and pictures to: [kate@musicline-ltd.com](mailto:kate@musicline-ltd.com)

#### **Scene One: The Stable**

It would be very effective if the stage could be strewn with at least a few handfuls of hay, the odd carrot or a few cabbage leaves. The script does allow for the floor to be swept by cast members. Failing that, use plastic vegetables (from Reception perhaps).

The broken manger can be just a few pieces of wood fastened together. It may help, particularly if you have a stage without curtains, if one side of the stage is kept clear so that whilst sweeping takes place, Scene Two can be set up.

#### **Scene Two: The Tent**

Whilst the stage is being cleared and this scene is being set up, we suggest the Donkey and Innkeeper walk amongst the audience.

If a simple tent can be prepared in advance and carried on stage with a guy rope attached, that would be great. If not, have an elaborate painted flat with one rope attached. The other end will need to be attached to a weight to keep it taut. The Kings can sit on folding stools or cushions if you prefer.

#### **Scene Three: Pretty Boring**

We suggest your campfire is of the crumpled tissue paper variety and that you don't have too many pans and cups. Tin camping ones are great – they make a lot of noise when bashed into and won't break (causing your Health and Safety Coordinator to be overworked).

#### **Scene Four: Busy, Busy, Busy**

Dead easy!

#### **Scene Five: Two Very Tired Travellers**

For this we need a door where a "No room" sign can hang. This can be a painted freestanding flat with a hook for the sign. Failing that, if you have a medical screen in school this can have a suitably painted sheet flung over it with a "No room" sign painted on. Or try a post with "No room" stuck to it.

The manger is now repaired. Use a dolls' bed or if you have a kind parent, grandparent or premises manager...

**Scene Six: Dazzling With Angels**

Bring out the campfire from Scene Three again.

**Scene Seven: The Baby Arrives**

You may like to sit Mary and Joseph on small chairs so that they are slightly elevated. Sprayed or wrapped bottles or boxes will do for the gifts, but try to make containers different shapes. A carved wooden box is a great contrast to the gold.

**BACKDROPS**

Backdrops can be as simple or elaborate as you wish. However, for a really easy solution and fuss free performance, instant scenery is now available with our **digital** backdrops: **Project It!** provides a different backdrop for EVERY scene change and is supplied in both a PowerPoint presentation and as individual JPG files.

**COSTUMES**

All very traditional: Costumes can be straightforward jumpers and tights in appropriate colours with head dresses representing the different animals. Alternatively, whole outfits can be purchased online. We do like our Angels to be in white and tinsel bling and our Shepherds in tea towels though.

## **CHOREOGRAPHY**

### **Track One: Busy In Bethlehem**

An ideal opportunity to bring your cast on in groups so that by the end of the song the stage is full, the tone for the production set and the audience ready to enjoy themselves. The “one and two and three and four” calls out for finger counting.

### **Track Two: Mend The Manger**

Clap along with the final chorus.

### **Track Three: Just The Way I Am**

Keep this simple. A spotlight would be great if you have one.

### **Track Four: Prowling Around**

The Animals enter as indicated and are chased off during the chorus. Your predators can prowl, stalk or dance, whatever you...and they...feel comfortable with.

### **Track Five: Lots To Do**

Generally have the cast bustling about, gently pushing each other out of the way, stirring, folding sheets etc.

### **Track Six: Oh So Tired**

No need for much movement here. Again, a spotlight would be wonderfully effective.

### **Track Seven: See The Child**

The Shepherds and Kings enter as indicated. The rest of the cast should join them during the final verse.

**SCENE ONE:                      THE MANGLED MANGER**

*The stage is strewn with animal feed such as hay, carrots and cabbage leaves. A broken manger is some way off.*

**ANNOUNCER:**        Welcome everybody to our Christmas play, Mend the Manger.

**TRACK 1:                              BUSY IN BETHLEHEM**

**ALL:**                      BUSY IN BETHLEHEM, LONG AGO, BUSY IN BETHLEHEM;  
LIFE WAS DIFFERENT THEN, LONG AGO, BUSY IN BETHLEHEM.

PEOPLE COME FROM FAR AND WIDE,  
COME AND BE COUNTED NOW;  
PEOPLE WALK AND PEOPLE RIDE,  
COME AND BE COUNTED NOW.  
THERE'S ONE, AND TWO, AND THREE, AND FOUR,  
AND MAYBE A MILLION MORE!

BUSY IN BETHLEHEM, LONG AGO, BUSY IN BETHLEHEM;  
LIFE WAS DIFFERENT THEN, LONG AGO, BUSY IN BETHLEHEM.

PEOPLE CROWD AROUND THE TOWN,  
COME AND BE COUNTED NOW;  
PEOPLE RUSHING UP AND DOWN,  
COME AND BE COUNTED NOW.  
THERE'S ONE, AND TWO, AND THREE, AND FOUR,  
AND MAYBE A MILLION MORE!

BUSY IN BETHLEHEM, LONG AGO, BUSY IN BETHLEHEM;  
LIFE WAS DIFFERENT THEN, LONG AGO, BUSY IN BETHLEHEM.

PEOPLE WONDER WHERE TO STAY,  
COME AND BE COUNTED NOW;  
PEOPLE HERE FOR CENSUS DAY,  
COME AND BE COUNTED NOW.  
THERE'S ONE, AND TWO, AND THREE, AND FOUR,  
AND MAYBE A MILLION MORE!

**ANNOUNCER:**        Scene One: The Mangled Manger.

**NARRATOR 1:**        All was not well in the stable at the Bethlehem Inn.

**NARRATOR 2:**        The stable was in such a mess.

**NARRATOR 3:**        Hay and food was all over the floor.

***The Goats, Sheep, Ducks and Donkey enter.***

- GOAT 1:** What a mess in here!
- GOAT 2:** ***(Picks up some leaves)*** Who's been throwing my food on the floor?
- SHEEP 1:** ***(Picks up a carrot)*** And who's been throwing *my* food on the floor?
- SHEEP 2:** Well it wasn't me. I'm a tidy sheep.
- DUCK 1:** Well it wasn't me. I am not strong enough.
- DUCK 2:** ***(Points to broken manger)*** Here's the problem: the manger's broken.
- DONKEY:** ***(Looking very worried)*** It was me. I'm sorry. My feet got in a muddle and I tripped over it.
- GOAT 1:** Dopey donkey, you're always in a muddle.

***Enter Innkeeper and his wife.***

- INNKEEPER:** What a mess in here. What's going on?
- GOAT 2:** Dopey Donkey has mangled the manger.
- GOAT 1:** And all the food has tipped over the floor.
- WIFE:** ***(Pats the Donkey)*** Oh dear, Donkey. Have those clumsy feet been tripping you up?
- DONKEY:** Sorry, they got in a muddle again.
- INNKEEPER:** Well never mind. My brother is a good carpenter and he can mend the manger in no time. We'll take a shortcut over the hills to his workshop. Come on Donkey.
- WIFE:** We'll clean the floor while you're gone.

***Exit Innkeeper and Donkey. The animals and the Innkeeper's Wife clear the stage and exit.***

**TRACK 2:****MEND THE MANGER****ALL:**

GOT TO MEND THE MANGER, MEND THOSE BITS OF WOOD,  
GOT TO MEND THE MANGER, MAKE IT LOOK, MAKE IT LOOK,  
MAKE IT LOOK REAL GOOD.

MEND THE MANGER, MEND THE MANGER, MEND THE MANGER,  
MAKE IT LOOK, MAKE IT LOOK, MAKE IT LOOK REAL GOOD.

COWS CAN EAT, MUNCH A TREAT, ALL THROUGHOUT THE DAY;  
SHEEP CAN EAT, MUNCH A TREAT, GRASS OR OATS OR HAY.

MEND THE MANGER, MEND THE MANGER, MEND THE MANGER,  
MAKE IT LOOK, MAKE IT LOOK, MAKE IT LOOK REAL GOOD.

MEND THE MANGER, GOT TO GO MEND THE MANGER.  
MEND THE MANGER, GOT TO GO MEND THE MANGER.

GOT TO FIX THE FEEDER, FIX THOSE BITS OF WOOD,  
GOT TO FIX THE FEEDER, MAKE IT LOOK, MAKE IT LOOK,  
MAKE IT LOOK REAL GOOD.

FIX THE FEEDER, FIX THE FEEDER, FIX THE FEEDER,  
MAKE IT LOOK, MAKE IT LOOK, MAKE IT LOOK REAL GOOD.

DONKEYS EAT, MUNCH A TREAT, ALL THROUGHOUT THE DAY;  
CAMELS EAT, MUNCH A TREAT, GRASS OR OATS OR HAY.

FIX THE FEEDER, FIX THE FEEDER, FIX THE FEEDER,  
MAKE IT LOOK, MAKE IT LOOK MAKE IT LOOK REAL GOOD.

FIX THE FEEDER, GOT TO GO FIX THE FEEDER.  
FIX THE FEEDER, GOT TO GO FIX THE FEEDER.

**SCENE TWO:                   VERY IMPORTANT PEOPLE IN A TENT**

***At one side of the stage there should be a simple tent. One guy rope needs to be very prominent, as the Donkey has to trip over it and make the tent fall down. The Kings are seated nearby. At the other side of the stage are stood Three Camels.***

- ANNOUNCER:**       Scene Two: Very Important People In A Tent.  
**NARRATOR 1:**       The Innkeeper and Donkey set off to get the manger mended.  
**NARRATOR 2:**       Along the way they met Three Kings in their tent.  
**NARRATOR 3:**       The Kings were very important people.  
**CAMEL 1:**            I'm getting a bit fed up with this journey. Do you think these Kings know what they're doing?  
**CAMEL 2:**            Well they sure don't seem to know where they're *going*.  
**CAMEL 3:**            They're following that star. **(Points)** They go wherever the star goes.  
**CAMEL 1:**            Well I wish the star would hurry up and get there.  
**CAMEL 2:**            Wherever that is.

***Enter Innkeeper and Donkey.***

- KING 1:**             Hello strangers.  
**INNKEEPER:**       **(Bows)** Hello oh Kings.  
**DONKEY:**           **(Bows)** Hello oh Camels.  
**CAMELS:**           Hello Donkey.  
**INNKEEPER:**       Are you going to Bethlehem to be counted?  
**KING 2:**            No, we're following that star. **(Points)** It is leading us to a baby king.  
**INNKEEPER:**       **(Rubbing his chin, looking at the star)** Very, very interesting.  
**KING 3:**            We have travelled a very, very long way.  
**CAMEL 3:**           **(Aside, rubbing his hoof)** Very, very boring!  
**INNKEEPER:**       Well, we must be on our way. We have to get this manger mended. I hope the star leads you to the baby King.

***Donkey trips on the tent rope and falls down. The tent falls down on the Kings. The Camels laugh.***

- DONKEY:**            Oops, sorry. My muddled feet again.

***Innkeeper helps Donkey and the Kings to their feet.***



**SCENE THREE:****PRETTY BORING**

***The scene is set by the campfire. Pans and cups are nearby.***

**ANNOUNCER:** Scene Three: Pretty Boring.

**NARRATOR 1:** The Innkeeper's brother lived over the hills where the Shepherds watched their sheep.

**NARRATOR 2:** It can be pretty boring watching sheep.

***Shepherds enter and sit around the campfire.***

**NARRATOR 3:** But Shepherds have to be very brave when dangerous wild animals attack their Flocks.

***Sheep enter and sit behind Shepherds. Innkeeper and Donkey enter.***

**SHEPHERD 1:** Hello Innkeeper. Is it very busy in town?

**INNKEEPER:** Yes, hundreds of people have come to be counted.

**SHEPHERD 2:** ***(Pointing to mugs)*** We've just made a cup of tea. Will you stop for a drink?

**DONKEY:** / will.

***Donkey moves to take a drink. In his haste he knocks into the pan and cups.***

**INNKEEPER:** ***(To Donkey)*** Donkey, *do* be careful. ***(To Shepherds)*** Thanks, but no thanks. We are hurrying to get this manger mended.

**SHEPHERD 3:** Well, don't take the shortcut through the forest; we heard wolves howling last night.

**SHEPHERD 4:** And we've seen huge bear prints as well.

**DONKEY:** Let's go over the hills Innkeeper. I don't want to meet bears and wolves.

***Exit Innkeeper and Donkey.***