



STEPHEN
JOSEPH
THEATRE
SCARBOROUGH



TWO

Schools Resource Pack

Hull Truck Theatre and Stephen Joseph Theatre Scarborough present

TWO

By Jim Cartwright

Schools Resource Pack

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Schools Resource Pack created by Hull Truck Theatre's Creative Learning team.

Creative Learning @ Hull Truck Theatre

Hull Truck Theatre's Creative Learning team run drama activities across the city and region to support children, young people and the community in unlocking their creative potential. Whether its youth theatre and community drama at the theatre itself or bespoke learning projects in school, all our work is designed to be engaging, educational and enjoyable.

If you'd like to arrange for a workshop linked to *Two* at the theatre or in your setting please call our team on **01482 488 209** or email on Engagement@hulltruck.co.uk

Plot Synopsis of TWO

Two is set in a local Pub in the North of England. The play is set over one night and has been written for two actors who perform characters who inhabit the pub.

Act 1

The play opens with the Landlord and Landlady serving customers whilst exchanging belittling remarks with each other under their breath. The Landlord delivers an opening speech about his history with the pub.

Old Woman enters and orders her usual drink from the Landlord. She delivers a monologue to the audience about caring for her sick husband, who is coming to the end of his life.

Moth enters, attempts to flirt with someone before being caught by his girlfriend Maudie. Maudie confronts Moth, accusing him of using her for money. He denies the allegations and manipulates Maudie into buying him a drink. After catching Moth looking at another woman, they have a row that culminates in Moth asking Maudie to marry him. She immediately forgives Moth and agrees to his proposal. We don't get a sense that Moth is going to change his ways.

Old Man enters and orders a drink from the Landlady, which she gives him on the house. The Old man reminisces about his wife who has passed away.

The Landlord and Landlady continue to row whilst serving. The Landlord asks the Landlady what the problem is and she replies "I think you know."

Mrs Iger enters, telling the audience how she loves big, strong men. Her not-so big, strong husband then enters. Mrs Iger belittles Mr Iger for not being able to get through the busy bar to order their drinks. After stealing leftover drinks at the bar, Mr Iger gets frustrated and starts to shout at the bar, still trying to order drinks. Mrs Iger calms him down, and they leave together.

The Landlord and Landlady continue to busily serve customers whilst rowing. The Landlady continues to challenge the Landlord but he refuses to engage.

Act 2

After a brief period of the Landlord serving customers, we meet Lesley and Roy. Roy is very controlling over a timid, quiet Lesley, and accuses her of looking at and thinking about other men in the pub. Lesley snaps back at Roy and he slaps her, telling her, "You'll never do it again."

As the pub winds down, it becomes apparent to the Landlord that the Landlady has been drinking substantially and he tries to stop her from drinking anymore.

Fred and Alice enter the pub to watch television and show themselves to be an affectionate and loving couple.

As Landlord calls for last orders, a woman enters the pub. She informs the audience that she has come to the pub to confront a married man that she is having an affair with who is in the pub with his wife. When he ignores her and leaves with his wife, she runs after them, dropping her scarf in the chase. The Landlord chases after her to return her scarf, leaving Landlady to look after the pub.

A boy enters, looking for his dad. The Landlady lifts him on to the bar so he can get a better look at all the people in the pub, but when he sees that his father is not there, he begins to cry. We learn that his dad, Frank, had left him outside with some pop and crisps while he went to the pub. The Landlady, who is now looking after the boy, eventually spots Frank and the two are reunited.

The Landlord and Landlady close the pub and begin to clean up the glasses ready for the next day. The Landlady again asks Landlord if he knows what day it is. He admits that he knows, and we discover that this is the seven-year anniversary of their son's death. The Landlady reveals that she thinks the Landlord blames her for the death of their son because she was driving the car at the time of the accident. The Landlord reassures her that he doesn't blame her for the accident. The play ends with the two of them telling each other they love one another.

The Characters of TWO

- Landlord is married to and runs the pub with his wife; the Landlady.
- Landlady is married to and runs the pub with her husband; the Landlord.
- Old Woman is a regular at the pub who comes in at the same time and orders the same drink every day. She is a carer for her husband.
- Moth the “lady’s man” of the pub who flirts with everyone he lays eyes on, even though he is in a relationship with Maudie.
- Maudie in a relationship with and very much in love with Moth.
- Old Man A regular at the pub. He is reminiscent of his past life with his wife.
- Mrs Iger talks passionately about her love of strong, tall and masculine men. Married to Mr Iger.
- Mr Iger Mrs Iger’s timid and shy husband.
- Lesley is clearly afraid of her partner, Roy.
- Roy is a controlling, manipulative man who is seen to both emotionally and physically abuse his partner, Lesley.
- Fred & Alice are a middle-aged couple who have come to the pub to watch TV and have a drink with each other.
- Woman is a mistress to a married man who is in the pub with his wife.
- Boy the son of Frank, a pub go-er who has left him outside with some pop and crisps.



About Jim Cartwright

Jim Cartwright was born on June 27, 1958 in Farnworth, Lancashire.

His first play, which was his launch pad, *Road* opened at the Royal Court in 1986, it was revived in 1987, before being taken on a nationwide tour. During its life, *Road* has won Drama Magazine's Best New Play Award, the Samuel Beckett Award and The George Devine Award.

Jim's other works include: *Bed* (1991), *Two* (1991), which was first shown at the Octagon Theatre, Bolton in 1989, before it transferred to The Young Vic, London. winning the Manchester Evening News Best New Play Award.

One of Cartwright's best celebrated plays, *The Rise And Fall Of Little Voice*, performed at the Royal National Theatre in 1992 and at The Aldwych Theatre in London's West End, later that year. The play won the Laurence Olivier Award for Best Comedy in 1993. It opened on Broadway in 1995.

Although Cartwright's debut as an author happened in 1986, his directorial debut came 10 years later when he first directed *Road* at The Royal Exchange Theatre in 1995. He also wrote and directed *I Licked a Slag's Deodorant* (1996), for the Royal Court at The Ambassador's Theatre in London in 1996; *Prize Night* for the Royal Exchange Theatre (1999), and *Hard Fruit* (2000) for the Royal Court Theatre in 2000.

In 2008 his first novel, *Supermarket Supermodel*, was published.

Jim Cartwright has been made an Honorary Fellow of the University Of Bolton, a visiting Professor at Salford University and his old school, Harper Green, have named a building in his honour.

Other works by Jim Cartwright

1986	<i>Road</i>
1988	<i>Bed</i>
1989	<i>Two</i>
1990	<i>Baths</i>
1991	<i>Eight Miles High</i>
1992	<i>The Rise and Fall of Little Voice</i>
1996	<i>I Licked a Slag's Deodorant</i>
1999	<i>Prize Night</i>
2000	<i>Hard Fruit</i>
2008	<i>Supermarket Supermodel (Novel)</i>
2012	<i>A Christmas Fair</i>
2013	<i>Mobile Phone show</i>
2015	<i>RAZ</i>
2015	<i>The Ancient Secret of Youth and the Five Tibetans.</i>

Drama Classroom Activities

Multi-Role Playing

In *TWO* by Jim Cartwright the actors engage in a style of theatre known as Multi-Role Playing. This idea stems from the practitioner Bertolt Brecht. It has been used to great effect in other plays such as *Bouncers* and *Teechers* by John Godber.

In *Two* the two actors play 12 different characters. It's the actor's job to find what idiosyncratic characteristics they each have, which make them believable and different from each other.

When multi-role playing there are 3 things you need to keep in mind:

- 1) Make each character distinctive – make strong and big choices that are far away from yourself.
- 2) Find the unique fun qualities – don't let the different characters blend into one. Keep it fun for yourself.
- 3) Find your key – What key unlocks this character for you, is it their physicality? Their shoes, the way they speak?

Below are two games designed to support young performers developing their Multi-Roling skills.

The Family (a version of The Hitchhiker)

Arrange four chairs on stage to represent four seats in a car and ask three participants to sit in the car. Two in the front (the right being the driver) and one in back on the left.

The rest of the group arrange themselves as an audience.

The group in the car are a family and are tasked with having a conversation. This can be as simple as: "How was your day in school?"

When the group leader shouts "now" a member of the audience must sit on the empty chair and become a member of the family. Whilst doing this they must also take on a characteristic. This could be:

- Sad
- Nervous
- Needing the toilet

- Angry
- Ill /sick

As soon as they enter the car, all the passengers and driver must also take on their characteristic, which should be played in heightened state. They continue dialogue and upholding this characteristic until the group lead again shouts “now.”

At this point the driver re-joins the audience, the front passenger becomes the driver, the back left passenger becomes the front left passenger and the most recent family member moves to the back left seat. Whilst this is happening the group are joined by a new family member from the audience, who brings a new characteristic that the family must now embody.

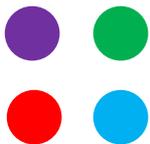
This round robin should move very quickly with the group leader taking note of when energy is dropping and ensuring everyone gets a turn.

Turn Left

The idea behind this game is that four participants get a chance to play different characters in four different duologues.

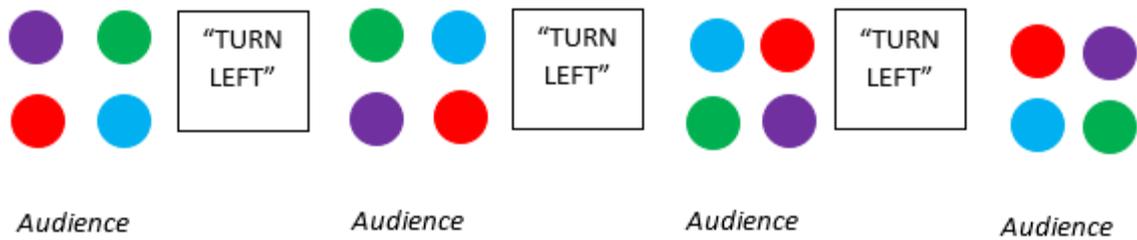
Start off by getting four participants to stand in a square with the audience on one side:

Birds-eye view (each colour denotes a different participant,)



Audience

Secondly explain the turn left rule. Every time you say “Turn Left” each member will move one position anti-clockwise, moving a quarter of the way round. So, the different configurations would look like this (turning left from the participants POV):



If you were to say “Turn left” four times you would end up back at the first configuration.

Once the participants are used to swapping places, we can now give them scenarios. Each pairing that the game creates will need a different scenario (four scenarios in total). Scenarios could be:

- A kidnapper and their victim
- Two people on a sinking ship
- Siblings trying to uncover a secret
- A person meeting a ghost
- Ex-partners after 5 years apart
- Or anything you can think of that has tension in it.

Once the 4 scenarios have been allocated you can now play the game. The two participants at the front of four (from the audience’s view) improvise their scene until the group leader says “Turn Left.” Immediately the next scene begins but the performers will have to keep track of where their scene stopped so they can pick it up again from the same place when it comes back round.

You can say “Turn Left” at any point and as many times as you like. Usually you can end this game by saying “End Scene” after a few rotations notifying the actors that they need to find a conclusion to the scene.

Note: As you can probably tell this game requires a lot of focus, spontaneity and imagination. You can make the game even harder by saying instructions like “Turn left 3 times, Turn Right, Turn Left 2 times” etc.