

Hull Truck Theatre presents



# Animal Farm

A co-production with Octagon Theatre Bolton & Derby Theatre  
Adapted for the stage by Ian Wooldridge. Directed by Iqbal Khan.

## Show Experience Guide

This show experience guide is designed for anyone who may want to familiarise themselves with the show, Animal Farm, before their visit.

The guide includes a visual story, images of the cast and information about light/sound effects and show content.

We also have a venue experience guide which includes photos and information about the theatre itself and what to expect when you arrive and during your visit.

[CLICK HERE TO VIEW OUR VENUE EXPERIENCE GUIDE.](#)

**Show Running Time:** Approx. 1 hour 50 mins (including a break)

**Recommended Age:** 11+

## Guide Content

- Animal Farm at Hull Truck Theatre Social Story
- About the show
- The stage and set
- Cast
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- The story
- Light/sound effects
- Relaxed performances and pre-show visit
- Sensory items

# Animal Farm Social Story

Many people enjoy seeing stories told by actors at the theatre. This is often called a production. The people watching the production are called the audience.

The production of Animal Farm is a story about animals who take over their farm to try and make life better for themselves.

The actors pretend to be animals and some times each actor will play more than one animal. They wear head dresses or masks to show which animal they are pretending to be.

To make the production more interesting the stage production team use items called props. These are sometimes unusual to have indoors. They are sometimes in unusual places. It may be large pieces of wood, masks or large sticks. They are there to help to create an interesting stage set.

The actors often enter and exit through pretend doors on the stage. These lead to the back of the stage where actors can get changed. The stage and these areas are only for the actors use.

Special effects are also used to create an interesting production. These may be pretend smoke, occasional loud noises and flashing lights.

Many people enjoy these effects. Some people like to bring their ear defenders, sunglasses and a favourite smell sprayed on a tissue, to help them manage these moments and enjoy the production more.

The actors sometimes speak to the audience and might ask you to join in a little. The actors will let the audience know when they would like this to happen.

The production team like to sometimes include jokes, words or phrases that are not true or may seem unkind to one of the other actors. This is to help tell the story and show how the characters are feeling. There are also moments when some of the animals die. This is not real, the actors are pretending.

Many people enjoy the production of Animal. Farm We hope you do too!

# About the Show

The animals of Manor Farm want to make the farm a fairer and more equal place for them to live. They chase away Mr Jones (the Farmer), take over the farm and rename it 'Animal Farm'.

Over time the pigs take control and the other animals realise they are not all as equal as they thought.

## The Stage and Set

When you enter the theatre, you will see the stage and set. The actors will come out on to the stage to perform.

The whole stage is raised off the ground and there are some parts of the stage that are higher up. The actors use stairs to get to the higher parts.

The back of the stage looks like metal sheets and there are animal masks/head pieces hanging from above. The actors will wear these to show which animal they are playing.

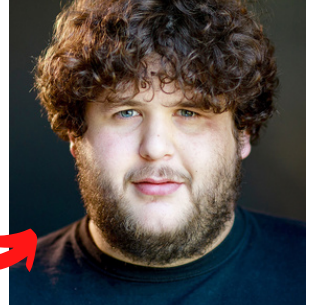
There are more animal shapes hanging from the ceiling.



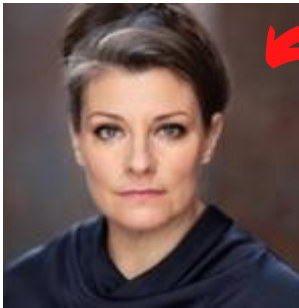
# The Cast



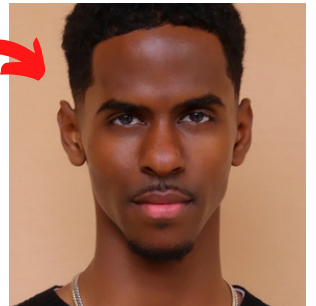
This is Amy Drake who plays Mollie



This is Sam Black who plays Boxer



This is Polly Lister who plays Old Major



This is Samater Ahmed who plays Snowball



This is Ida Regan who plays Napoleon



This is Killian Macardle who plays Squealer

# Key Characters

Here are the main characters in the play. They wear a head piece and move in different ways to show what animal they are. The actors will play other animals as well.

Snowball

A Pig



Boxer

A Horse



Mollie

A Horse



Old Major

A Pig



Napoleon

A Pig



Squealer

A Pig



# The Story



The play starts with Old Major calling a secret meeting of all the farm animals on Manor Farm.

Old Major says that the animals will one day rebel against their human master, Mr Jones.

The animals are visited by a raven called Moses who tells them about 'Sugarcandy Mountain', a wonderful place animals can rest after they die.

The animals take over the farm and rename it 'Animal Farm'. The pigs come up with seven rules that they will all live by.

Boxer works very hard for Animal Farm, but Mollie misses the sugar and ribbons the humans gave her.

Boxer and Snowball chase Mr Jones away from the farm and are given medals.



The pigs start to take more control.

Mollie is spotted being stroked by a human. Mollie soon disappears and is not talked about again.

Snowball suggests they build a windmill to make electricity but Napoleon wants the animals to work harder instead.

Snowball is chased from the farm and Napoleon takes charge.

The animals build the windmill.

Napoleon is now leader and things become less equal. The pigs begin to live by different rules to the other animals.



When a storm destroys the windmill, the pigs blame Snowball.

The pigs claim Snowball was on the side of Mr Jones, and make other animals confess to working with him. These animals are called traitors and killed.

The pigs continue to change the rules.

The windmill is rebuilt.



Boxer the horse collapses from overworking. The pigs promise to take him to a vet, but is taken to be killed instead.

Moses tells the animals Boxer is at peace on Sugarcandy Mountain, and begins to echo the pigs new rules.

The pigs now walk on two legs, and it is clear that the animals are not equal at all. A human farmer arrives at the farm, and they greet him as equal.



The puppet in the photo above is the neighbouring human farmer.

# Lighting, Sound Effects and Other Content

<u>Effect / Content</u>	<u>Approx Timing</u>
The stage goes dark and is gradually lit as jarring sounds play as the actors enter	The start of Act I for approx. 2 mins - after pre-show announcement
Loud screeching noise	Approx 2.5 mins in to Act I - after the first actor starts talking
Sudden booming sound	Approx 14.5 mins in to Act I - at the end of the song 'Beasts of England'
Flashing strobe lighting and loud, jarring sounds.	Approx 17.5 mins in to Act I - after "Mr Jones took to drinking more than was good for him" Lasts for approx. 1 min
Loud music with jarring banging sounds	Approx. 30 mins in to Act I - after audience repeats "four legs good, two legs bad" Lasts for approx. 30 secs
The stage goes dark and there is loud, jarring music that builds into a growl	Approx. 38.5 mins in to Act I - after Snowball gives a speech: "in this white heat of technology" Lasts for approx 1 min
Loud soundscape of rain	Approx. 56.5 mins in to Act I - after Boxer says "I told you not to meddle" Lasts for approx 30 secs
Act II begins in darkness, with a single flash of light once the actors have entered	Start of Act II
Strobe light with loud booming noise	Approx. 5.5 mins in to Act II - when Napoleon enters "had it not been for our heroic leader, comrade Napoleon"



<u>Effect / Content</u>	<u>Approx Timing</u>
Four moments of strobe lighting with loud zapping noises	Approx 6 mins into Act II - after "Snowball admitted to us that he had been Jones' secret agent for years" Lasts for approx. 45 secs
Loud jarring sounds	Approx. 31.5 mins in to Act II - after "four legs good, two legs bad" Lasts approx. 1 min
The human character (puppet) speaks with a booming and distorted voice	From approx. 34 mins into Act II - after the door bell rings. This character is present to the end of the show approx 4 mins later
The play ends with loud and jarring noises	Approx. 38 mins into Act II - after they toast to "Manor Farm"

There is some water based haze used throughout the show - this can look like smoke but is perfectly safe.

There is some strobe lighting and the lights often change colour.

At some points the stage will be very dark.

There are loud noises throughout the show. These can sometimes be quite jarring and may sound like animal squeals, scraping or scratching noises.

# Relaxed Performances

There are relaxed performance of Animal Farm on:

Saturday 6 April 2024 at 2pm

Wednesday 12 April 2024 at 10.15am

During the relaxed performance the lights inside the theatre will be a bit brighter than usual and we don't mind if you need to get up, move around a little bit or leave the theatre for a break.

There will be a quiet space on the First Floor should you need it.

There will be a resource table on the Ground Floor before each relaxed performance and a pre-show introduction at the advertised show start time. This will allow customers to familiarise themselves with the actors, characters and some of the effects within the show.

If you would like to arrange a pre-show visit to the theatre, to familiarise yourself with the space, please contact [paul.bennett@hulltruck.co.uk](mailto:paul.bennett@hulltruck.co.uk) or call 01482 488208.

## Sensory Items

We have a small number of ear defenders available to loan (suitable for baby, toddler and adult) which can be useful for patrons with auditory sensitivities.

We also have a small number of wobble cushions, weighted lap blankets, sunglasses and a range of sensory toys available for loan from the Box Office.

Please feel free to bring with you any items that usually assist in coping with busy or noisy environments.

We hope that you enjoy the show and your visit to Hull Truck Theatre.