



The Parched Lands: Teachers pack

**A play script and six classroom workshops
on the theme of climate anxiety
For use with pupils
Years 6 and up**



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The Parched Lands: Teachers Pack

Introduction

The Parched Lands was originally written by playwright Pia Ashberry for Lewisham Youth Theatre (LYT) over 15 years ago, when technology and gaming were very different. Despite the time that has passed, we realised that the themes of the story - focusing on young people's mental health, technology and the global climate emergency - were as relevant to young people's lives today as they were when it was first written.

In 2020, in the midst of a global pandemic, we returned to the story of *The Parched Lands* with our Junior Youth Theatre. LYT's Artistic Director Helen Stanley worked with a group of young writers aged 12-14 to reimagine the script for young people's lives in the present day. They presented an initial version online in July 2021, which you can [view here](#). After further development with young people taking roles as writers and performers, they produced the play at LYT's Creative Hub on Lewisham High Street in July 2022.

The young people involved in writing and performing the play felt a strong connection and empathy with the main character Vanessa, her anxiety about the future and how it affects her own mental health and those around her. But, despite the serious subject, they had a lot of fun creating and performing the play.

We hope your classes will relate to the characters, the subject matter and enjoy the humour in the script.

How to use this pack

The script is split into 6 sections, which can be used as a starting point for 6 different workshops or class discussions. We have suggested some discussion questions at the end of each section and an exercise to lead with your class to help them think about the issues in the script.

We would love to hear your experience of working with this pack. At the end of each section, we suggest a social media post to share how your class is responding to the content. Please remember to tag us on twitter and Instagram: @lewyouthatre and @lewishamcouncil.

Producing The Parched Lands

You can also use the full script to produce your own version of *The Parched Lands* at your school. As the script has been written by young people, the character names were chosen by them, genders reflected the actors playing the role and the language represents how they spoke.

In producing the play, you can feel free to change character names, genders and references to reflect your cohort. (For instance, in LYT productions, the character of Ross (male) was previously Roz.)



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The genders of the actors may also shift between the real-life friends and avatars. Gender attribution in the script reflect Lewisham Youth Theatre's production. For instance, the role of 'Gina' was played by a girl, but her avatar 'Genius' was played by a boy. You are free to use gender-blind casting for these roles and change character pronouns to suit your group.

We'd love to hear about your production! Please contact Lewisham Youth Theatre at info@lewishamyouththeatre.com if you plan to perform *The Parched Lands* with your students.



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Warm-up Exercise

The Parched Lands tells the story of young people taking action to help their friend. Below is a warm-up exercise that you can use to help your students start to think about how they are already involved in social action.

The Sun Shines On (Social Action Version)

The Sun Shines On helps groups start to think about the attributes they have in common.

The game is played in a circle, usually seated on chairs, with one person (the 'caller') standing in the centre of the circle.

The person in the centre says, "The sun shines on anyone who..." and adds a statement or attribute **that is true about themselves**. *While explaining the game, it is useful to play a few rounds with attributes that are obvious, e.g. "The sun shines on anyone who is wearing black shoes."*

Everyone in the circle for whom the attribute is true (e.g. *those wearing black shoes*) must change seats, usually moving to an empty seat across the circle, not immediately next to where they were sitting. The 'caller' in the centre of the circle also tries to find a seat. The last person standing becomes the 'caller' in the centre of the circle and offers another attribute.

Once the group understands the rules of the game, you can introduce the idea of attributes needing to relate to something they have done to make a difference in their community. *Remember: The caller must choose something that they have been involved in.*

Examples could include, "*The sun shines on anyone who...*"

- ...Recycles
- ...Has been to a protest
- ...Has written to their MP

The Parched Lands

From an original idea by Pia Ashberry
Adapted by Helen Stanley & LYT's Junior Youth Theatre
March 2021 to July 2022

Cast and Characters

Vander Ted	Vanessa's Mum Vanessa's Dad
Vanessa	Aged 14. Sister of Carla. Enjoys gaming and has a Youtube channel. Anxiety around global and local issues.
Carla	Aged 12 (Year 7). Sister of Vanessa.
Gina	Aged 14. Best friend of Vanessa
Ross/Roz	Aged 14. Friend of Vanessa. A recent friend that knows her through a shared interest in gaming.
Laura	Aged 14. Friend of Vanessa. Extremely knowledgeable, keen on science.
Stevie	Aged 14. Passionate about football and gaming
Jackie	Aged 14. Fashion conscious, less aware of what's going on for Vanessa than the others.

The Parched Land Game Characters

Phoenix	Queen of the Lands
Griffin	In service to Phoenix
Nerys	Ice Twin and Hood 2
Nixon	Fire Twin and Hood 3
Angelina	The Leader, also Hood 1
Genius	Gina's Avatar
Tech-Nic	Ross's Avatar
Prof	Laura's Avatar
Davus	Stevie's Avatar
Princess	Jackie's Avatar
The 3 Hoods	(Actually Nerys, Nixon and Angelina. When referred to as 'Hoods' they are in disguise with large cloaks)

The cast has roles for up to 17 young people and 2 adults.



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Section 1

In which we meet Vanessa and her friends, and learn about the video game *The Parched Lands*

Scene 1.

The screen of a game. Parched Lands Logo and some funky retro gaming music. The voice and images of the game characters give way to a dried-out land, where a wind blows and nothing seems to grow.

Hood 1 You are now entering The Parched Lands. Ruled by Phoenix and her trusted servant Griffin.

(Griffin and Phoenix appear)

Hood 2 Once the Parched Lands were The Verdant Lands. Once they were green and fertile. Now they are a waste land.

Hood 1 The war between Phoenix and the evil twins shattered the golden token that kept the sacred fountain flowing. Now the water is gone.

Projection or other dramatic device may be used here to show one large golden token shattering into 4 equal parts. Later in the play, characters refer to each piece as a separate token.

Griffin Help Phoenix reclaim the Parched Lands.
Find and unite the golden token.
Return it to Phoenix and the sacred fountain will run again.
Give the people of the Parched Lands water again.
Watch out for the Hoods; they will try to stop you.

Phoenix You can change the future.
You will claim this earth for yourselves.

Scene 2.

Film of Vanessa's Youtube Channel.

Vanessa: Hi, if you're new to my channel – I'm Vanessa and I'm 14. We are out of lockdown at last, oh I know it's not all over. Lockdown has been mainly great for me. I've been able to play so many VA games and win so many prizes. I guess if you met me, you'd think... I looknormal, whatever that is. Normalhmmm (*Vanessa thinks about this*) Think I last felt normal when I was 10 or 11. When I got introduced to the world of video games I was obsessed, immediately, and I completely changed as a person. But no one noticed. Shall I tell you my secret

(from off stage Mum knocks on the door)



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Mum Nessa... Nessa. Who are you talking to? Is Gina in there? Nessa!!

Vanessa No Mum. Just... doing my homework.

So, my secret. Don't get too excited it's justthis (*indicating the filming and her YouTube channel*), not a secret to you, of course, and I don't have that many followers, yet. But my family don't know (*she whispers*) so don't tell them.

So, I'm playing this game, that.. well ..it sort of just ..appeared, I might be a test player, I'm not sure. It's a bit old fashioned, retro, but also ... it's a bit weird. It's like it actually speaks to me, I know what that sounds like, that's why I'm whispering... in case it's listening..... sometimes it's like I'm actually in the game. And now I'm not sure quite where I am or what's happening to me. But I'm okay.... I think.

If anyone asked me 'what's stressing you Nessa?' I'd say... (*sarcastically*) 'oh nothing much just what's going on with the world: Climate change, freak weather, wildfires, rising sea level, you know nothing much! I can't watch those clips with polar bears ...!'

(*Vanessa speaks straight to camera*)

It's hard to know what to do. I don't know how to make a difference. I've tried to talk to Gina but she's just 'decorated her room' and that's all she can talk about. Laura She listens.... But it's like talking to a therapist or a mad scientist sometimes, all that *brain* stuff she goes on about.

I think Stevie and Ross noticed something was wrong with me ages ago.... Not Jackie so much, she likes a laugh (*Carla crashes into the room*)

Carla Ness, dinner's ready, Mum says you're to Errrr what you doing? Is that your Youtube channel?!!!! You know what Mum said: no social media channels. You are in deep trouble when she hears about this.

Vanessa Carla! Get out! And keep quiet!! Understand?!

Carla I'm so telling..... MUM MUM MUUUM

Vanessa Carla you are a brat! (*Carla continues to call for her mum*)
Shut up (*she throws something at Carla; it doesn't hit her*)

Carla Ouch! (*pretending to be hurt*) Muuum Vanessa's throwing stuff at me
....again!

(*Mum enters taking Vanessa's side as usual*)

Mum You two!!! Carla, get out of there now!



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Carla Oh what! This is so not fair!

Scene 3.

Vanessa's room some weeks after the first scene. Lights up on the friends. Ross is setting up the equipment/computer to film the friends as they are making a documentary about what has happened to Vanessa. The others are just on their phones or talking, arriving, and doing what 14 year-olds do when they are together. Screen /film cuts. Lights up on friends.

Ross Who's going first them?

Gina I'll go first, because I've known her longest.

Ross Hold on.... *(he's getting the angle right and the camera ready)*
Okay...and....Ac-

Stevie Action! *(each time Stevie jumps in first and this gets the others a bit annoyed)*

Ross Thanks Stevie! *(Gina is being filmed. We might simultaneously see this live projected.)*

Gina Hi, I'm Gina and I have known Vanessa for 14 years. We live almost next to each other. You should go to Carla next.

Carla Is this live?

Ross Noooo, I'm editing it remember.

Carla OK. ...I'm Carla and I've known Nessa **all** my life, cause I'm her sister. So, that's 12 and a half years.

Jackie I'm Jackie, and I'm the oldest of Vanessa's friends and the coolest *(the others jeer and throw things at her)* What? I can't help it can I? I've known Ness, since primary probably, she makes me laugh - well she did!

Laura I'm Laura, I've known Vanessa for about 1 and a half years. Lockdown has been up and down for me. The best part was reading 3 books about the human brain. The worst thing was online school. Your turn.

Stevie I'm Stevie. Well, the lockdown was a bit silly, I can't play football, and that is my passion, and gaming of course. It's like Boris expects me to verse myself like HOW? But I have enjoyed eating all those jam donuts mmm yummy!

Carla You do one Ross.



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- Ross Ok. Hang on, Carla, take over will you? *(Carla takes the camera)* Hi I'm Ross, and I've known Vanessa for just 2 years, after Gina introduced us cause we both liked video games.
- Carla Do best and worst now
- Ross Okay. The best thing about lockdown was being able to play more games and being able to kind of focus on your own hobbies – seriously I feel like ... how do we even have time to go to school - there's so much to learn out there online. The bad thing though is not being able to see anyone, and that's when I noticed Vanessa started being really weird, cause the moment that we could start hanging out again she was more... more distant. We would be hanging out a lot but then she'd started coming less and whenever we would go out, she'd make excuses and she didn't really seem herself ... or sometimes she wouldn't even respond. So, we all got a bit confused and scared honestly.
- Jackie Vanessa was normal the whole of January I'd say.
- Gina I think the last time I saw Vanessa 'normal' was a week before her party so that was.... *(Gina thinks and realises that it has been a very long time)*. Gosh, ages ago... and I don't think she said anything the whole time we were there. I remember thinking she looked ill and glassy eyed. But I know she can get overwhelmed so I guess I wasn't that worried.
- Jackie I just think Vanessa is seeking attention to be honest.
- Carla Nessa was under a lot of stress and she really worried me during lockdown and then going back to school, she was weird. I didn't know what to do. It's like I'm never actually listened to. Even though we may fight a lot or not be on good terms, that still is my sister and I need to find a way to help her, to reach her.
- Stevie Wait, you've got it on photo setting.
- Ross What? Actually?
- Gina Ross!
- Ross Okay no biggie, we'll have to go again.

END OF SECTION ONE



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Workshop 1

1. Questions for the Class:

You've just met Vanessa, her sister Carla, and her friends Ross, Gina, Laura, Stevie and Jackie. From what you know so far:

- Which character do you think is most like you? Why?
- Which character is the most different? Why?
- What are the characters most worried about?

2. Exercise for the Class: Persona Exercise

In small groups, choose a character from the young people you've met in this section: Vanessa, Carla, Ross, Gina, Laura, Stevie or Jackie. Alternatively, you can do this exercise as one class with Vanessa as the character. Draw an outline of the character on a large piece of paper. Write down ideas about the character:

- In the stomach area – What is this character's worries or concerns?
- In heart – What is the character passionate about? What are their interests? What do they do that they're really good at?
- At hands – What is this person struggling with?
- Eyes / Head – What do they think should be different in their lives? In their community? What do they wish would change?
- Feet – What could the character do to make a change?

Students should feel free to imagine the answers to these questions based on what they know about the characters. However, not all the answers need to come from the script!

3. Social Media Call Out: Tell us what your students related to most in the first section of the script. Example tweet:

*[YEAR GROUP] students were excited to read & respond to *The Parched Lands* by @lewyouthatre. They especially related to [issue experienced by a character.] @lewishamcouncil #climateanxiety*



Section 2
In which we learn more about what's been happening to Vanessa

Scene 4.

The friends are in Vanessa's room. Carla gives Ross a USB stick that has her films of the family on, as Ross might use them in the edit.

Carla Here, all the film with Mum and Dad on that I filmed.

Ross Good. And can you film your Mum and Dad now and then I can add it?

Carla I'm not sure they understand.

Ross Just explain it again then.

Carla Okay. *(Carla leaves to film Mum and Dad. Ross has downloaded Carla's footage and is looking through it when Gina sees)*

Gina What you got there?

Ross These are Carla's films - she thinks we can use them in the documentary.

Gina Show us That one.

(Sound of the Parched Land game. Lights down on friends and up on Vanessa. Could be live performed and live projected as Carla films. Vanessa is playing a game on the console. This is still in Vanessa's bedroom. Carla is filming to share with friends what she's seeing as she is worried about her sister).

Carla I don't think she'll notice me if I speak quietly. Look at her *(Carla is narrating as she films, so almost a whisper.)* She's on that game again. She's not left the room this week I swear – she looks..... a mess..

(She directly speaks to Vanessa in a louder voice)

Ness..... Ness... I brought you a sandwich.

(Vanessa doesn't move from the game so doesn't see that Carla is filming)

She's only eaten fruit loops in the last 24 hours, and she didn't even finish that – look.

(She refers to a half-eaten bowl of cereal)

I'm not a snitch but I wanted you to see this, to see her like this.

(Vanessa's phone rings)



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Ness, Ness your phone. It's Ross... Ness... on the phone. Aren't you going to answer.... Ness

(Carla touches Vanessa and this makes her look to camera)

What is wrong with your eyes?

(Vanessa grabs the phone from Carla)

Give it back Nessa, MUM!! Nessa won't give me back my phone!

(Vanessa turns the camera on Carla as she cries out like a young child so the audience see Carla's face on screen.)

MUM! She a zombie! Mum!!!

Mum Carla. Calm down. Calm down will you? How many times do I need to tell you, stay out of Nessa's ... good lord, what have you done to your face? Are you going to a party? It's not Halloween is it? I think you better get off that computer now!

(The film clip/or scene cuts mid-sentence. Back to the friends, watching the film themselves).

Gina You can't put that in, Nessa looks terrible.

Ross No maybe not.

(Carla enters with new footage)

Carla Okay. Got it. Here you go.
(She hands Ross her phone or airdrops the footage)

Ross That was quick.

Carla Turns out my Dad's a natural!

Gina Let's see it then.

(We see the footage projected that Carla has just filmed with Mum and Dad)

Carla Vanessa. Like a documentary, of Vanessa

Mum I don't see how it will help.

Carla It might not help her but it might help us and maybe someone else out there.

Dad You say she has her own channel?



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Carla Yes.

Mum Like what channel 4 or 5?

Carla Sort of but it's on Youtube.

Mum YouTube? Ted? Did you know about this? Ted?

Dad Let them do it Vanda, let them try. What do we have to lose?

(Mum reluctant but defeated agrees, Carla is not seen on screen as she is filming)

Carla Ready? And.....

Dad Action *(They look at Dad)* What? I thought that's what they say?

Dad Ted and Vanda, Vanessa's parents. I'd say things started to change, on the Saturday we were going to Bournemouth.

Mum To see my mother. The girls love their Gran. I'd got up early, thought we'd have breakfast together before we set off. Anyway, I called Vanessa down and I knew something was wrong. She was different ...

Dad Carla was filming so you can see for yourself.

Carla I wasn't.

Mum They are obsessed. Documenting our lives.

Dad That's what people do now.

Carla That's not what I was doing. I was trying to show you.

Dad Alright Carla, calm down.

Carla It was you who filmed it Mum, not me.

Mum What? *(Cut to live)*.

Ross That's powerful stuff Carla.

Laura What film are they talking about?

Carla It was when Vanessa first started to go downhill. I was trying to show them how bad Vanessa was getting but Mum...*(cutting off, frustrated)* They accidentally filmed the whole thing.

Gina Cool. Let's see it.

Scene 5.



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Filmed in the kitchen, film clip of that Saturday. Carla has the phone and wants to show her mum footage of Vanessa as a zombie. The phone is not filming at this point.

Mum I thought you were showing me a photo of Vanessa. What photo?

Carla Of Vanessa....

Mum I can just see myself. Why are you filming me?

Carla I'm not filming. I just wanted to show you this photo of Vanessa...

Mum Vanessa Metcalf! Get down here! You are gonna make us **all** late.

(Carla comes into shot as Mum has managed to turn the camera around and accidentally begun filming. Carla gives up trying to show the photo, sighs.)

Carla Its filming now.

Mum *(about the phone)* There, that's got it. Not now Carla. Vanessa we are going to Gran's in 45 minutes your cousins might be there.

Carla Don't tell her that, she'll never come down.

Mum What do you mean by that?

Carla You know what I mean Mum. And why do we have to call them our cousins? They are not our cousins.

Mum I know that, love, but well it's easier to explain than...

Carla That they are kids from Dad's first marriage.

Dad Carla.

Carla Well they are. It makes them our half siblings and I don't want to see them.

Dad The twins are perfectly nice individuals.

Mum They really aren't Ted.

Dad Alright alright but.... They won't be there anyway, they never come down.

Carla Mum, the phone is f.... *(Mum cuts her off before she can say 'filming')*

Mum No. Not now Carla. **We** are going to see your Gran. Go and tell your sister to get down here for her breakfast.

Dad *(Dad takes the phone and is now on the screen)* Am I on film? Hello world. Ted has entered the building!



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Carla Dad! *(Carla takes the phone back again and films Mum and Dad)*

Mum Ted, don't encourage her.

Dad You have to encourage your kids, she might be a great filmmaker one day.

Mum Get your sister, Carla.

(Mum grabs the phone and we see wonky filming of Mum and Dad as the camera is placed on a hard surface somewhere).

Dad Maybe they should stay here.

Mum They can't stay here together. Can you imagine what we'd come home to! Anyway, the sea air will do Nessa good. You know what she's been like. She's so anxious about everything. I'll make a nice, packed lunch.

Dad Well don't make ham sandwiches unless you want a lecture on how you are destroying the planet. *(Carla re-enters)*

Carla Vanessa's turned into a zombie.

(Carla picks up the phone and films her Mum).

Mum What's she doing up there?

Carla She's on the PlayStation.

Mum I wish we'd never bought it for her.

Carla Oooh here she comes. *(Carla films Vanessa walking in)*

(Vanessa sits down at the table and automatically pours a bowl of cereal. She starts shovelling it in mechanically without pouring any milk on it).

Mum Vanessa are you ill? You look a bit pale. Shall I pour you some milk on those?

(Vanessa carries on shovelling in the cereal at a faster and faster rate. When the cereal is finished, she carries on raising and lowering the spoon to her mouth).

Mum Vanessa stop. Stop it. Ted do something!

Dad Stop messing Vanessa.

Mum Vanessa!
(Clip off, back to live. Present)

Scene 6.



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Live. The friends are shocked. They are sat on the end of the bed, the screen on Carla's lap; she closes the laptop.

Jackie She looked terrible.

Carla She snapped out of it that time. They just thought she was...over tired... After that it started happening more. For longer. She just seemed to...

Laura Disappear.

Carla Yes. And now... look at her.

(They look to the bed where Vanessa is lying)

Gina I never knew you had half siblings. Did you see them?

Carla Nope. The 'mysterious' twins are way older than us, they probably don't even know we exist.

Ross I can't believe you got all this footage Carla.

Ross Remember Her birthday. Gina you must remember her birthday?
(Gina nods).

Jackie Oh yes, her birthday party,

Carla It wasn't a party.

Jackie She was weird then for sure.

Stevie The catering was not great, as I remember.

Carla It wasn't a party.

Stevie I was starving.

Jackie You are always starving.

Gina Ness didn't even open her presents.

Carla Cause it wasn't a party! You lot just turned up...

Laura ... and Stevie couldn't stop showing off his body!

Jackie Is that when he thought he was the next Harry Styles?

Stevie I've given up on Styles, I'm thinking; a short glittering career in football – Fulham followed by Man U - and then straight into modelling and product endorsement like Rashford or Beckham.



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Jackie What! You are nothing like either, and especially not Marcus Rashford who is literally a saint in footballer boots.

Laura He's got an MBE from the Queen you know.

Ross An M B what?

Gina Ness do you remember your birthday? Ness?

(Vanessa sits up, as if responding to Gina's voice. They are fully shocked, Vanessa still has the PlayStation controls in her hand).

Jackie Wooooow

Gina Did they take her to hospital?

Carla They've seen a specialist and they said she has had a total retreat into Catatonia...

Laura *(interrupting)*... meaning a trance like state with a deep-rooted cause which has built up over a long period of time, or a single traumatic event which triggers the condition.

Carla There's been nothing like that. Nothing.

Stevie Usually they say it's the parents' fault.

Gina Stevie! Probably lockdown. Did she say anything to you?

Jackie Not really.... maybe..... Can't remember...

Ross I know she hated the online learning.

Carla We all did.

Stevie I didn't mind.

Carla Dad says if she doesn't snap out of it soon, Social Services are gonna put her in a loony bin.

Ross You can't say 'loony bin' Carla. Are we worried about her mental health then?

Gina Yes I think so, I mean look at her.

Laura My mum says if you stay online for too long it changes the neural pathways in your brain, and you get kind of addicted

Stevie What are you talking about Laura? Addicted to pathways? Like walking too much?



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- Laura No Steve. Neural pathways are in your brain – and too much time online makes you addicted to it.
- Carla That's what Mum thinks - it's an addiction. She thinks it's mashed up her brain. Turned her into a ... cauliflower.
- Laura You mean cabbage!
- Carla Well ... some sort of vegetable
- Ross You really can't say that. Do you think we could have helped more? Maybe we didn't listen?
- Gina *(looking at the screen)* Is she playing on it now?

(Carla looks at the console in Vanessa's hand).

- Carla Err, She's in bed!
- Jackie The picture keeps changing.
- Ross This is weird. What's the game?
- Jackie Dunno. Some boring global warming, environment game or something.
- Gina Oh yeah, right Jackie that's really boring. Cause it's like not going to affect us, is it?

(Suddenly a voice booms out from the Playstation, everyone jumps).

- Playstation Return the golden token to Phoenix and the sacred fountain will flow once again.
- Jackie Oh my God, what was that?
- Ross It's just the game. Calm down.
- Playstation Save the people of the Parched Lands. **You** can make a change.
- Jackie I don't like this.
- Stevie You're not the only one.
- Jackie She's genuinely freaking me out.

(Jackie puts the duvet over Vanessa. Vanessa, sitting up, has the duvet over her head and moves her hands in front of the duvet with the controls and continues to play)

- Carla *(Looking at the screen)* What's that?



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Stevie That's not possible.

All What? What you talking about?

(They all crowd round the Playstation)

Stevie Her avatar,

Laura Look! It's got a duvet over its head! *(Black out).*

END OF SECTION 2



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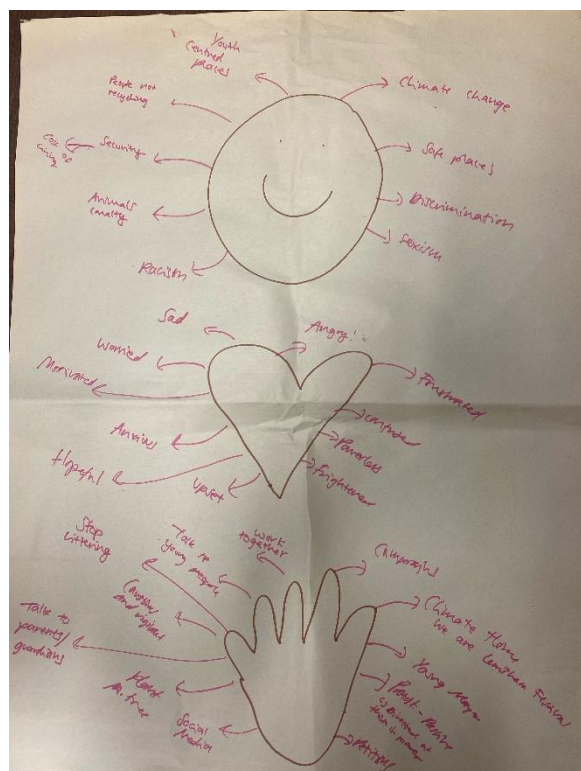


Workshop 2

1. Questions for the Class:

- There's more than just climate change worrying Vanessa. What are the pressures in Vanessa's life that you've noticed from this scene?
- What are her friends worried about?
- What are Vanessa's friends doing to try to help?
- What advice would you give them about the best way to help Vanessa?

2. Exercise for the Class: HEAD, HEART, HANDS



a. On a large piece of paper, draw a head at the top. Ask the class:

What are young people most worried about? What are their concerns? Write down their answers around the head.

You can also narrow the scope of this exercise to a specific cohort, e.g. What are young people in the school worried about? What are young people in Lewisham worried about?

Alternative: If conversation in a large group is difficult, ask students to come up with 3 top worries facing young people. Ask them to walk around the class and share the 3 worries with others. Which worries did they hear more than once?

b. Draw a heart in the middle of the paper. Ask the class:

How do these issues make you feel? Write down the emotions around the heart image.

c. Draw a hand at the bottom of the paper. Ask the class:

What action can young people take to address these worries? What could or should be done to make a change? Write down these actions around the hand image.

3. Social Media Call Out: Tell about the change your students would like to see. Example tweet:

*Great ideas from [YEAR Group] about the change they want to see locally to tackle [Issues]. We're loving reading *The Parched Lands* by @lewyoutheatre & focusing on what young people can do to make a difference. @lewishamcouncil #climateanxiety*

Section 3
In which the friends only have an hour to save Vanessa

Scene 7.

Vanessa is in the game, yet still in bed, she pulls the duvet off her head. It is wrapped around her head. She fumbles for her phone. It's dark. The only lights come from Vanessa's phone that she uses to illuminate her face and shine around the space. We, the audience, become aware of dark shapes, they are hooded so we can't see faces.

Vanessa Hello?Carla?!..... What's going on? Carla! Carla!! Just you wait till I tell Mum about this!I'm not scared....You're not scaring me Carla!

(She is massively scared as something darts across the stage. She takes in a deep breath and covers her mouth to stop herself from screaming.)

Oh god oh god oh god, breathe... breathe... in ... out... It's just a joke... a prank...in ... out... take a loooong breath... there you go... Where am I? ... Any minute Gina and Ross will jump out.... Oh don't jump out.... Come on guys! Guys!

(Again, another darting, like in that game where you are in the middle and you want to get to a place in the circle, but people keep swapping places behind your back.)

(Vanessa shines the torch around and we see dark shadows moving and then still, they are getting closer, they only move when the light isn't on them, but they are moving closer and closer. Then they are on her. Or so we think. The hooded monsters switch on their own head lights and hunt around for her in the central space. But she has disappeared. Hood 3 is the look out and is scanning the horizon for the enemy).

Hood1 Where'd she go? How'd she do that? For Griffin's sake.

Hood 2 No need for that sort of language. Come on we must find her before.....

(Hood 2 was going to say 'before they do' but gets cut off)

Hood 3 Griffin & Phoenix! *(Hood 3 has seen them on the horizon)*

Hood 2 Yes before Phoenix and Griffin.

Hood 3 Nooooo look. *(Hood 3 has seen Griffin and Phoenix)*

Hood 2 I see them.

Hood 1 We were so close.

Hood 2 We need to go!

Hood 1 We can still find her.

Hood 2 No we can't. Go go go. Now. Just run! Come on get out of here....
NOW!

(The Hoods leave fast. The light changes as if it is sunrise. Still low but warm, not like in the last scene which was virtually pitch black).

Scene 8.

Back In Vanessa's room. All the friends are crowded around the screen, which they 'imagine', at the front to the stage, in front of the audience. A light illuminates them their faces, lit up by the light of the game, colours play across their faces.

Ross I've never seen anything that good, it's amazing. It really looks like Vanessa.

Gina What are you saying?

Ross I dunno.

Gina It doesn't make any sense. Even if it was possible. Vanessa's here. How can she be here and in there? She can't be in two places at the same time.

Laura Yes, she can - That's quantum entanglement.

Ross I'm sorry?

Laura It's quantum mechanics: particles can exist in 2 separate places at the same time.

Stevie You're having a laugh!

Laura Nope. All true.

Gina Did you google that?

Laura Yep. *(They all google it).*

Jackie She's right. Is that what's happening here?

Ross Maybe she isn't here. At least, her brain isn't.

Laura What are you trying to say? That her brain's in the Playstation?

Ross Maybe.. what were you saying about pathways?

Laura Neural pathways...

Ross Maybe her brain is connected to the computer?



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Jackie Shut up you two, you're scaring me.

Mum *(from offstage)* Carla? Where are you? Carla, are you in there with Nessa?

Gina Don't let her in. She can't see this. She'll never understand.
Carla, quick.

(Carla goes to the door to stop her Mum from coming in).

Carla Yes Mum don't worry it's just us.

(Muffled voices from off stage, we can't quite make it out, the others listen intently; Jackie has her ear to the door)

(This is the muffled off-stage conversation between Mum and Carla)

Mum What are you doing in there Carla?

Carla Nothing!

Mum I don't want them in there with Nessa, she's not well.

Carla I know Mum we're just trying to cheer her up.

Mum She needs more than that, we are taking her to A&E.

Carla No Mum.

Mum I want that Playstation out of this house now.

Carla No we can help her.

Mum You? How? Ness needs help, professional help.

Carla Look just let us try. We know her.

Mum No.

Carla Please.

Mum Look your dad will be home in an hour and then we are going.

Carla So we've got an hour?

Mum All right all right just look after your sister. Do you hear?

Jackie *(Back to on stage)* I think she said A and E. Wait... she wants to get rid of the PlayStation!

Stevie Nah nah they can't do that.

Laura Not a good idea to disconnect the brain from the machine in one go.

Gina Oh god poor Nessa. She's gonna be in there forever.

Jackie Calm down, Gina. Carla's on it.

Carla Okay thanks Mum we will. *(Carla comes back into the room)*
We've got 1 hour! Then they're taking her in.

Gina Do you really believe she's in there?

Ross I do.

Gina Stevie? Laura? Jackie?

Stevie/Laura Yeah.

Gina Carla?

Carla *(nods slowly)*

Laura We've got to get her out.

Gina But how?

Carla We're gonna have to play her out.

Ross Play her out?

Carla Come on between us we are the experts.

Ross Suppose.

Jackie At Roblox, Minecraft maybe but this ... what even is this game?

Carla Don't know, but it can't be that difficult.

Jackie We've got 1 hour.

Stevie 58 minutes now.

Ross Did you all bring your consoles?

All Of course/Obviously/I did/ Always/ and I got a spare.

(They all pull out their consoles).



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Ross Multi player mode.

(Sound of the game builds).

Gina I don't think..... we can ...

(Static and the game sound builds and light down sound effect up as they enter the game. After a crescendo, white noise light flashes across their faces, they look scared and determined; youth with a mission!!!)

Carla Don't think Gina

Stevie Just do it!!!

(Black out.....Silence).

END OF SECTION 3

Workshop 3

1. Questions for the Class:

- Vanessa has ‘woken up’ in the game of *The Parched Lands*. Why do you think this has happened to her?
- Why did the friends think they couldn’t ask Vanessa’s mum for help?
- What advice would you give Vanessa’s friends about how they could help Vanessa?

A list of resources to support young people’s wellbeing can be found on LYT’s website: <https://lewishamyouththeatre.com/wellbeing/>

1. Exercise for the Class: Hotseating

Imagine that you are able to have a press conference with the character of Vanessa. Ask one student to take on the role of Vanessa and to answer questions from the rest of the class based on what they have read. For instance, they might ask questions like:

- How did you feel when you woke up in the video game?
- Why didn’t you feel you could talk to your family or friends about how you were feeling?

Make sure to validate what the person playing ‘Vanessa’ says. You can also switch who is playing Vanessa to get a wider perspective.

You can expand this exercise by ‘interviewing’ other characters to explore their perspectives. You can even hotseat characters who aren’t in the script. What might they say about Vanessa’s situation? As well as the characters in the scene, you can consider hotseating Vanessa’s parents or even her GP or Teacher.



2. Social Media Call Out: Tell about your students’ discussions about how they would support their friends’ wellbeing and mental health. Example tweet:

*Great discussions from [YEAR Group] as they explored perspectives of different characters in *The Parched Lands* – a play about climate anxiety and youth mental health by @lewyoutheatre. We loved hearing [perspective of students]. @lewishamcouncil #climateanxiety*

Section 4
In which we try to figure out who to trust.

Scene 9.

Phoenix and Griffin move swiftly onto the stage, whispering furtively, in a panic, maybe even scared. They hide and we now see Vanessa run on and off and about (like you do in Roblox when you don't understand how to achieve what they set for you to do).

Movement sequence of hide and seek, we the audience clearly think that Phoenix and Griffin are hiding/scared of Vanessa and so does she.

Vanessa Wait, please, wait. I can see you. I won't hurt you.

(Phoenix is found and flinches as Vanessa stretches out a hand to touch her beautiful plumage. Phoenix settles, like an animal that was scared and is now beginning to trust the human. We don't know if she is afraid, wary or about to attack.)

Vanessa You've been following me, haven't you? *(Phoenix nods. Griffin appears.)*
Who, who are you? What *is* going on? Where am I?

Phoenix Do not be afeared child. You have escaped from them.

Vanessa Wait, you mean those...those ... things that tried to capture me?

Griffin The Hoods.

Phoenix They have been expecting you.

Griffin Expecting you.

Vanessa Expecting me?

Phoenix Come child, there is no time to rest. You are here for a reason.

Vanessa I am? Who are you?

Griffin This is Phoenix, all powerful queen of the..

(Griffin isn't quite sure if he should say Verdant or Parched, he isn't quite sure how they are playing this scene: is Phoenix good or bad today?)

Phoenix ... The Parched Lands. You can say it, Griffin.

Griffin Yes, indeed, Your Highness. You should bow to her, child.

Phoenix No no Griffin. Can't you see she is confused and afraid? There, there child. Bring her the water, Griffin

Griffin The water?! But.... *(Griffin thinks: but aren't we going to kill her?)*



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Phoenix The water.

Griffin I obey, your highness.

Phoenix There there. (*Vanessa drinks*)

Vanessa This water... it's... so sweet.

Griffin The last few drops from the sacred fountain!

Phoenix Griffin that is not true... not quite, we still have water for the people but no longer for the land.

Griffin The farms are gone now. Without water, the crops and animals died, and the people were forced into the citadel. Only the deepest wells give water now.

Vanessa How did that happen?

Griffin No one listened to.....

(He is about to sound off and maybe give away that they are not what they seem)

Phoenix Griffin! It was more complicated. But really – Vanessa, is it?

Vanessa Yes. But how did you know my name....?

Phoenix Really, we need you. The legend foretold of someone from a green place who would come and save the people.

Vanessa A green place?

Griffin 'Cause they stole the gold!

Phoenix Griffin! Griffin refers to the golden token that controlled the sacred fountain. It was shattered and lostin the great conflict.

(Phoenix has become very emotional in this speech and starts to cry).

Griffin My queen you cry! Real tears!!

Phoenix They are tears that fall with the memory of the past – my loss ... how could I have lost... (*she's sort of angry at the memory of losing the battle*) I would do it differently if I could do it again..... My dear cousins.

Griffin No longer 'dear' cousins, in fact now arch enemies, of each other **and** of my Queen. Oh those twins, those evil twins!

Phoenix Griffin please!



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Griffin Your Highness.

Phoenix You may tell her ... of the legend.

Griffin Sure; this Parched Land was once The Verdant Land; a place of peace, happiness and plenty..... but... umm....

(He looks to Phoenix; how can he explain without telling the truth?)

Phoenix But power was taken from me, Phoenix, by the evil twins – Nixon and Nerys. The sacred pools, once given freely to everyone, stopped running when the golden token was shattered. I hold only this piece-

(She brings out one piece of the broken golden token)

You are the one to save the people of The Parched Land. Retrieve and unite the golden token. Return it to me and in my hands the sacred fountain will run again!

Griffin Yes, it will! *(Snapping his fingers in excitement)*
But take care, there are many false truths and hidden lies.

Phoenix Griffin. *(She looks at him as if to say – ‘not that bit!’)* You will know who to trust.

Griffin You can only trust ... yourself.

Phoenix *(She shoots him a look)* And others, of course

Griffin Us? *(Whispers)* Is that what you mean? *(Speaks out loud again)* Yes, you can trust us.

Vanessa I really don't understand what this has to do with me?

Phoenix Children are the future. You are the ones to change this world.

Vanessa I don't think so...

Phoenix It's your only way forward

Vanessa What?

Phoenix You complete the task, and you escape back to life... back to reality.

Vanessa Woo. Heavy. And... so this is a VR game ... a sort of simulation...about climate change... I'm very passionate about that... but people don't listen...

Griffin Exactly!

Vanessa Or I'm dreaming?



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Griffin This is no dream, this is a nightmare!

Phoenix Griffin, please.

(Vanessa pinches Griffin).

Griffin Owwch!

Phoenix What are you doing?

Vanessa Sorry. Real. Okay game or not I guess it's worth a go something to say on my Youtube channel. So where do I look for these golden tickets?

(She's mistaken 'tickets' for 'tokens')

Griffin Oh they will find you, don't worry about that.

Vanessa K. Don't I get any weapons or powers?

Phoenix Griffin *(She gestures for Griffin to give Vanessa the tools)*

Vanessa *(disappointed)* A shovel and a football?

Scene 10.

In The Parched Lands. The Clock is ticking. The avatars are in the same image that we left the friends in, only now they are in The Parched Lands - this will help the audience recognise that the avatars are the same characters if played by different actors. Some computer-ish sound and music, maybe the avatars can light themselves with torches or other up-lights held in their hands.

Genius (Gina) Did we...do it?

Davus (Stevie) Where are we?

Tech-Nic (Ross) **Who** are we? What am I wearing? Oh! Am I a girl?

(Tech-Nic/Ross has some weird technical tool kit around her body and maybe even on her back)

Prof (Laura) Ross you have severely changed! What on earth happened to my hair?

Genius And your head! It looks...bigger.

Davus How can you tell... *(he looks at Laura and sees)* Yep, it's bigger.

(Prof touches her now big hair do and larger head)



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- Prof That is incredible, a larger skull mass, but how? The growing brain triggers growth signals, that in turn leads to new formation and thus a larger skull...
- Princess (Jackie) Thus?!! Did you say 'thus'?!
- Prof I seem to have acquired a bigger brain.
- Genius Not possible.
- Prof Yet still.... And with that brain comes ... powers....
- Princess OMG, I loove this check me out! I am such a ...
- Prof Princess, that is what you are.
- Davus Sorry?
- Prof She is 'Princess'
- Tech-Nic Jackie? Is that you?
- Princess I was always meant to be this way. *(She flings her arm up and the lights in the arm costume come on)*
- Prof I, too, am of the opinion that I was intended to be thus.
- Davus 'Thus'? She said it again. Who says that?
- Genius What is going on? Look at this place, so dry? And where's Carla?
- Prof I deduce that we are in fact inside the game. We have indeed followed our friend, and our real selves are still in the bedroom. Our 'bodies' lie scattered around Vanessa's bedroom in a catatonic state.
- Davus Am I... 'Catatonic'?
- Tech-Nic I don't know but Carla's not here, where's Carla?
- Genius *(to Prof)* Laura, tell us what's going on!
- Prof When addressing me, for now, you shall call me Prof. You are Geni-us – an interesting play on your name I believe – and Jackie is...
- Princess Princess! Ooooh yes, 'my passion for fashion keeps me ahead in this game'. Don't know why I said that.
- Prof And you... are Tech – Nic.

Genius Tech – Nic? Of course, Ross was always so techy.

Davus Why did you say *was*?

(Tech-Nic has a technical tool kit attached to her costume and has been assembling something).

Tech-Nic Just Nic, I think. I am trying to locate Carla. Everything will be fine Gina, we'll find Vanessa, get out of here and you will get grade 9s in **all** your GCSEs.... What? Why did I say that...

Genius Thanks, Ross... I mean Nic. That makes me feel a lot better.

Prof I believe Genius is showing her power too, getting you to say what she wants to hear but her power is still weak.

Davus Are we.... 'dead' then? What's my power?

Genius There's something written on your back..... Davus Rashbeck.

Princess That is too funny! Davus.

Davus I like it... hmm.. that name sounds familiar....

Tech-Nic Wait.... I've got her.... Carla?

(White noise cuts Carla out and then she returns. She is on film from the bedroom, like Vanessa's Youtube channel with all the friends in a catatonic state around her.)

Carla Can you hear me? ... There's something in there with you ... I don't know 20 metres from you... if metres exist in there... I don't know what *it is but it's getting closer...**(this last bit fades out in static)*

Davus Hey Carla! I'm Davus, I was Stevie, well, I still am Stevie but ... am I Stevie?

Carla *(tuning back in)* Sort of to your right... or your left sugar!!!

Davus everyone's got powers except... I don't seem to have any...

Princess What's she going on about?

Tech-Nic She is warning....

Prof ... is warning us. Something is approaching approximately 20 meters to either our left or right and Carla is not sure what it is, but it is danger of some sort....

Genius Prof! We ain't got time... One of us must have the power of



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invisibility or something.... Where did Princess go?

Princess I'm here.

Tech-Nic/Davus Where?

Genius/Prof She's turned into a rock!

(Princess has shapeshifted into a rock – maybe she has sleeves that when she lifts her arms they hang down as screens and we can project rock onto her and the others hide behind).

Tech-Nic Shape-shifting!!!! Cool.

Prof Princess now you have awoken your special power would you consider oohh... *(Genius gets angry, and with arms outstretched toward Prof, makes Prof speak quicker and more directly)*

(Prof, mind controlled by Genius) HIDE US! NOW.

(Back to self) Oh Genius, you Genius!!

Genius Shut up and HIDE.

(They all hide behind Princess who is now a rock. Enter Hood 1 (Angelina), the brains of the operation, with a hand-held device. She is a member of the PLPLP – Parched Lands People's Liberation Party. Nerys and Nixon (as Hoods) enter behind her in the middle of an argument).

Angelina There was a glitch in the game.... I'd say something came through and it came down....just about... here! This could be it boys.... boys? This could be.... *(She notices they are fighting and this annoys her).* Oh come on! really??

(Nixon and Nerys are in a choreographed fight. Nixon has the power of fire; Nerys of ice, but both powers are fading).

Nerys Don't start

Nixon How am I starting? All I said was it was your turn to hide the token!

Angelina The **token** is...

Nerys Shh

Nixon It **was** your turn! But oh no Mr Nerys- know-it -all has gone and forgotten where he put it!

(Nixon impersonates Nerys)

“I know...I'll hide it this time and I won't even tell **you** where it is. That way the **token** is so safe no one will ever find it!”

Angelina The token is...

Nerys Don't say it out loud!

Nixon How is the **token** safe if you can't remember where it is either?

Angelina I remember, the token is...

Nerys Don't say it out loud!

Nixon Why? Why can't she say it out loud?

Nerys In case.

Nixon In case.....?

Nerys In case of *her*. Of them

Nixon Which: her or them?

Nerys Both, you idiot.

Nixon Rude! So rude!

Angelina Come on guys, not now...

Nerys Are you doing this on purpose?

Angelina Yes. Of course he is!

Nixon Yes!!! Gets you every time!

(Now it turns into a real fight. Nixon and Nerys attempt to have a fight using their powers. They have forgotten they don't have them anymore. Nixon tries to blow snow into Nerys face)

Nixon Oh I'm so cold... not!!

Nerys Very mature.

Nixon Take that...

(A puff of smoke appears from Nixon's hand; not the flame he had hoped for).



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Nerys You are jokes, you know that.

Angelina You both are. Why do you always do this? Can't you just get along?
No wonder Phoenix took over.

(They give up exhausted and sad as they have managed to remind themselves of what they have lost).

Nerys Since Phoenix took our powers, we just move from place to place creeping around, hiding the token.... *(Nixon looks anxiously around and attempts to shh Nerys)* ... alright ... hiding 'it'. There's no one here Nixon. Look ... just a pile of rocks. There's nothing living in The Parched Lands. Everything's dead now.

Nixon If we can just make it to the oasis we'll be...OMG... That's where it is.

Angelina I know.

Nerys You are kidding? The oasis! I said that!

Angelina You so didn't

Nerys ...and you said...

Carla *(voiceover)* I can't help you if you don't listen.....

Nixon *(Mistaking voiceover for Nerys)* I said nothing of the sort.

(Princess sneezes)

Nerys Who?! What!?

Hood1 The rock is alive...
Nerys Aaaaah! *(The twins are scared)*

Princess Sorry...couldn't hold it any longer.

(The avatars are now in a standoff with the twins.)

Carla *(voiceover)*...Are you there?.....

Tech-Nic Carla we are okay, there seems to be some sort of... I don't know, hooded goblins?

Nerys Goblins! Who are you calling goblins?

Davus They're too big for goblins.



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Nixon Nerys, don't they look like that other one? The girl.

(Nixon, Nerys & Angelina look to each other - communicating as if they are reading each other's thoughts)

Prof They are referring to Vanessa. They have no doubt seen her and recognised that we....

Princess Yeah, yeah whatever, I'm Princess... *(she flashes her lights)*

Nixon Impressive.

Princess Thanks.

Carla *(voiceover coming in and out of static)* danger from them....

(Suddenly the Hoods are joined by more hoods who seem to appear from nowhere. They all stretch out their arms and an invisible force field pushes the avatars together. They are encircled)

Genius I thought you said you'd lost your powers.

Nerys Oh yes.... we lost Fire and Ice but we have others. We are...

Nixon/Nerys TWINS.

Angelina Now, if you are with the girl, you are from the Green Lands and you are here to unite the golden token, to overthrow Phoenix and restore the sacred fountains and in turn, the Verdant Lands.

Genius I don't think we are.

Davus Did she say Verdant *Lane*?

Genius No Verdant *Land*.

Davus Oh.

Prof Although the twins, may I call you that, and you Miss ...?

Angelina Angelina.

Prof Angelina, are correct in some ways, our adventure to free Vanessa surely will have a secondary effect of.....

(Vanessa enters)

Vanessa DAVUS!!



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Davus That's me.

Vanessa Here. Take them down.

(Vanessa passes a golden ball to Davus. He instinctively kicks the ball, first at Nixon - who falls to the ground and then at Nerys - who also falls to the ground. Angelina is captured. The avatars are free.)

Angelina What are you doing? No no no!

Davus Goal! *(Davus sings)* Champions champions away away away.

Tech-Nic Nessa! You found us

Genius Nessa, how are you?

Davus Do you have powers?

Princess *(Referring to Prof)* Have you seen her head? I'm a shape shifter.

Carla *(voiceover)*.... What's going on down there? I keep losing the signal?

Vanessa Carla!

Carla *(voiceover)* Ness! Oh Ness are you okay?

Vanessa Yes I am, I really am. Don't worry Carla if we work together I think we got this.

Davus *(referring to the golden ball)* Can I keep this?

Vanessa I think it's yours Davus, it... **looks like** *(Prof speaks the last words with Vanessa)*

Prof ... **looks like** your somewhat lacklustre skills in the real world, seem to have blossomed into a unique set of footballing super-powers. Keep up the training Davus Rashbeck, I think we are going to need you.

Carlaclock's ticking ... only about 40 minutes You're gonna have to get a move on if you want to save the world.

Genius *(Sarcastically)* No pressure then! Wait, I thought we were just saving Vanessa!

(The Hoods begin to awaken.)

Angelina You are here to save The Parched Lands.

Tech-Nic Who are you? And cool gadget *(She takes the hand-held device).*



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- Angelina I am Angelina, leader of the PLPLP. (*The Avatars look puzzled*)
- 'The Parched Lands Peoples Liberation Party'. If you want to save yourselves, you must first reunite all the pieces of the golden token and save The Parched Land, the clock is ticking.
- Carla She's right, Mum wants the Playstation gone and there is only.... sugar... 20 minutes left, how did that happen?
- Angelina Space and time have no meaning here, 10 years here may only be 10 minutes in your green lands.
- Davus How does she know this?
- Angelina That is not important right now.
- (The avatars gather around the hoods as if they are super-heroes each with an individual pose that reflects their powers).*
- Nixon Why does this keep happening? We really aren't the bad guys you know.
- Tech-Nic Well we'll be the judge of that. Tell us all you know.... (*Black out*).

END OF SECTION 4



Workshop 4

1. Questions for the Class:

- Who should the friends trust – the Hoods or Phoenix and Griffin?
- Both groups want to find the golden tokens to restore the sacred fountains. Which group do you think want the best for the Parched Lands?
- Are there real-world examples of people or groups that the Hoods and Phoenix/Griffin might represent?

Teachers can use the links below to explore real-world examples of competing agendas like those of the Hoods versus Phoenix and Griffin.

- [Merchants of Doubt](#): Documentary on how conflicts of interest lead to lies and cover ups on global warming, tobacco, and more, based on the book [Merchants of Doubt](#) by Naomi Oreskes and Erik M. Conway.
- [Shell and the Niger Delta](#): About the oil giant's involvement in the Niger Delta, leading to the execution of Ken Saro-Wiwa.
- [Erin Brockovich](#): Real story of Erin Brockovich's fight to get justice for residents in Hinkley, whose water was poisoned by gas and electric company, PG&E.

2. Exercise for the Class: Opinion Circle

Opinion Circle allows the class to self-assess how much they know about an issue and what they might want to learn more about.

The class stands in a circle. The issue is 'placed' at the centre, either figuratively or by placing a sheet of paper in the centre with the issue written on it. Students place themselves closer or further away from the centre based on how much they know about the issue.

For instance, if they stand very close to the centre, they know everything there is to know about the issue. If they stand on the outskirts of the circle, they feel that they know very little about the issue.

Example issues related to *The Parched Lands* might be:

- How climate change will affect me in the next 5, 10 or 15 years.
- How climate change is affecting people in other countries.
- How governments make decisions about climate action.

(You can also give the group a chance to suggest their own topics.)

Choose one or two people who have placed themselves at the extremes and in the middle of the circle. Ask them:

- Why have you placed yourself where you are?
- What do you think you still need to learn about this issue?



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- Why is (or isn't) this issue important to you?

Make a note of the questions that arise from this exercise.

Teachers can draw on climate emergency resources listed below:

- [UNEP-UN Environment Programme](#): Facts about the climate emergency
- [Guardian Article](#): The Climate Disaster Is Here – This Is What The Future Looks Like
- [COP Information](#): Everything you wanted to know about COP but were afraid to ask

Or contact Lewisham's Climate Team at climate@lewisham.gov.uk and we'll see how we can help!



3. Social Media Call Out: Tell about the questions your students have developed to learn more about the climate crisis. Example tweet:

[YEAR Group] are exploring what they know and what they still need to learn about #climateemergency while reading The Parched Lands @lewyouthatre They want to know [QUESTION] Do you have any resources @lewishamcouncil?

Section 5 In which the friends search for the Golden Tokens

Scene 11.

In Phoenix's Castle. Phoenix stands with her back to the audience as if looking out of a window, the wind roars. Phoenix turns slowly; she is visibly small and ill looking, maybe she coughs, or limps.

Griffin enters. Phoenix pretend-recovers. She doesn't want to be seen frail and weak and we see her move to be the strong presence she usually is. Then Griffin bows ridiculously low and 'humbly' almost as if she is making fun of Phoenix, but Phoenix doesn't seem to see this - a bit Shakespearean.

Phoenix Well?

Griffin It is done my Queen.

Phoenix What name did you give her?

She's referring to the name of Vanessa's avatar.

Griffin Name? *(clearly confused)* I didn't give her a.... *(clears her throat)*.. we just stuck with 'Nessa'.

Phoenix Hmm very well. Nessa - has the sound of a monster, good. And what did you tell her?

Griffin As instructed: how the evil twins used and abused your ... our precious water, never thinking of us or the people... simply playing with their powers – Nerys with his wildfire, burning forests and fields and how we had to use the sacred water to quench the flames!

Phoenix Good, very good....

Griffin ... And of Nixon with his absurd obsession with all things cold; ice snow and blizzards taking our finite resources for his own pleasures.

Phoenix Excellent. And?

Griffin And she knows she must find and unite the tokens to save you.

Phoenix *(looks sharply at Griffin)* What?

Griffin Oh, I didn't say that of course, I said: to save the people of the Parched Lands and return to her own green lands.

Phoenix Better....



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(Sound & light change - electrical or computer-ish, as something entering the game world - it is in fact the moment the friends arrive, but we don't know that yet. It makes Phoenix jump in shock)

Griffin My queen, do you grow weaker?

Phoenix I am weak Griffin, but that was a glitch....

Griffin Am I losing you? Your life, your last life ebbs away...

Phoenix No, no no. Not yet. That was something in the coding Something or someone entered the Parched Lands

Griffin You will soon be reborn and ...

Phoenix *(as if the words burn her ears)* Don't say it! I will not be reborn! Never again! I will bathe in the sacred waters and I will be restored not reborn. Now get out there. Find out what's happening and check that girl has found the rest of my tokens. I will be in my tower.

(Phoenix leaves)

Griffin I go my Phoenix ... take to your perch and rest... rest.. rest *(When Griffin is sure Phoenix can't hear her and speaks in a stage whisper)*. For this night is the last night Griffin will do your bidding.

(Griffin takes a token from her pocket and flips it into the air. Griffin then attempts a gruesome laugh but it comes out as a bird like squawk and Phoenix hears).

Phoenix *(from off stage)* I can hear you, you know!

(Griffin quickly hides the token. Black Out).

Scene 12.

The Oasis

Angelina So, Level 1 - the Oasis. This is the easiest level, so shouldn't take long to find it. Why they hid it here, I don't know.

Nixon Oasis! How I have missed you. *(He runs to the water and drinks)*. Sweet, sweet water.

Nerys Oi, save some for me.

Nixon Don't start.

Nerys How am I starting? I just want a drink.

Davus We all want a drink guys.



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N & N Rude!

Nixon Oi lady... Pass that spade ... please. Thank you.

(Vanessa gives him the spade that Phoenix gave her)

Genius Gees that was some journey. Time seemed to fly. Or did it drag? I'm not too sure.

Tech-Nic It's just like Angelina said. And while we travelled, I made these - for you Princess, and you Genius.

(Tech-Nic gives out the gadgets to the avatars. Genius puts the head gear on which immediately enables her to read minds and get others to speak his words).

Princess Cool. Lipstick and perfume very nice.

Genius And very useful ... see the button on the side of the lipstick? It doubles as a taser and the spray can be deadly when shaken.

Tech-Nic You read my mind Genius...

(Made to speak by Genius) Yes I did and now I'm making you say just what I want: Thanks, Nic these goggles are perfect.'

(Genius removes the head gear).

Genius That is amazing!

Tech-Nic It focuses your powers.

Prof Exceptional.

Davus Don't I get one?

Tech-Nic You have one Davus, Nessa gave you the golden ball. *(Davus does some sort of ball related trick)*

Princess How did you get so good?!

Prof *(to Tech-Nic, re: a gadget)* I believe it to be unnecessary pour moi.

Tech-Nic Yes, I think you got it covered. And this is for Carla.
(Somehow is able to transport a walkie-talkie type device made out of bits and pieces to Carla in the real world.)

Carla Hi ... that's better, I can hear you now. Okay you are on umm...level one, the oasis...



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Tech-Nic What's our energy looking like?

Carla All avatar energy levels.... Good. Actually, Princess you are a bit low, there should be an energy pack nearby. Can you see it...

(They all start to search)

Prof, you're nearest ...no the other way.

Prof Success! *(Picks up the energy pack)*

Princess Wait is that Hawaiian Pizza? That is my favourite. I looove that.

Carla Okay. All good. Sugar!! *(whispers)* It's Mum.... *(shouts)* Yes Mum I know.....*(whispering to the avatars)* 15 minutes left guys!!!!

Angelina Time is running out. We need to find the tokens. Let's split up.

(Everyone goes to split up and then stops as Prof speaks).

Prof Although that idea has its merits, I conclude that solo exploration may not....

Genius Okay, Prof! In pairs and shout if you find anything. *(They split into pairs but all stay onstage)*

Vanessa Do you believe them?

Genius Yes sure, why? Don't you?

Vanessa It's just ...Cause Griffin said stuff about them.

Genius And you believe him?

Vanessa He told me the twins are evil.

Genius Sounds like some other twins we know.

(Referring to Vanessa's real-world 'cousins')

Vanessa Innit.... Griffin said that it was *the twins'* behaviour that made the world what it is today.

Genius The world? You mean the game world? This is just a computer game you know.

Vanessa I know, I know. It just feels very familiar.



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Genius Angelina seems cool. She got us here.

(In another part of the stage.)

Tech-Nic Think I got it, there's something in that tree.

Davus That's a tree?

Angelina Oh no that's not it, it's.....

Davus ...a swarm. *(We hear buzzing of a swarm of bees - the avatars are under attack).*

Angelina Wow that's amazing I haven't seen these in years. Blazin' bees. I thought they were extinct.

Davus Ouch it got me.

Vanessa Davus, use your skills! *(Davus does what appears to be a combination of karate and football and kicks the bees 1 by 1).*

Prof Your efforts are failing.

(Princess uses the perfume spray that Nic gave her.)

Princess That's got em. Tech-Nic you genius... sorry Genius no offence.

Davus I think we should call it 'Scent Away'. *(The others groan at Davus's poor joke).* Oh come on guys!

(Meanwhile elsewhere in the oasis, Nerys and Nixon have been digging around in the sand and have discovered the hidden token in a small box)

Nerys You beauty! You'd buried it!

Angelina Nessa, let's see yours.

Vanessa Mine?

Angelina Yes, it is written in the coding: she who comes from the green land will be given one token and her task is to unite them all ...'

Vanessa *(as if reciting a long-forgotten line)* ... and united she will return hope to the land. One will betray, one will fade away, three will gain a home, the rest will leave the zone.'

Angelina Indeed. You even know the small print.

Davus Deep.



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Genius Ness it's there, look, right in front of us all the time!

(The token is around her neck or in a headdress - clearly hidden in plain sight. The others attempt to piece the tokens together but Nerys and Nixon step in and swipe back their piece).

Nerys Not so fast

Nixon We ain't giving up our token that easily ...

Nerys We only just met you. How do we know we can trust you?

Davus OMG! We all want the same thing, we want the verdant lands back, we want all **this** gone.

(He gestures to the barren waste land)

Princess Impressive.

(Everyone cheers Davus for this new-found passion)

Nerys We want assurances that we'll get our powers back.

Vanessa How can we agree to that? Not after what you did with them last time.

Nixon What's she on about?

Vanessa Griffin told me how you used the water in your games of fire and ice.

Nixon We did no such thing.

Nerys It was Phoenix, our own cousin.

Nixon She wanted it all for herself.

Nerys We told her 'You're a Phoenix...

Nixon ...and you can't escape that fact.

Tech-Nic What do you mean?

Nixon She needs the sacred water to remain as she is.

Nerys I say let her go.

Genius Let her go? You mean... die! What sort of cousin are you?

Angelina She won't die, she's a phoenix, she'll be reborn. But she doesn't want that cause then she loses her power and we the people of the **PLPLP** –



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the Parched Lands People's Liberation Party – we will once again be in charge of our own future.

Nerys Pheonix always thinks she knows best.

Nixon To be fair she did quite a good job at one point.

Carla I'm seeing something overhead. Can you see it? *(goes dark)*.

Prof Shuuger! *(Sound of wind and wings as Griffin lands)*

Griffin: 'Level one is now complete
You found the gold beneath your feet
It's time to go to level two
This won't be so easy for you
The 3rd and final level looms
And it will take you to your dooms'
GIVE ME THAT NOW! Angelina!

(Angelina grabs the token from Vanessa. She appears to give it to Griffin. The friends react – is she conspiring with Griffin???)

Tech-Nic What did you do that for?

Angelina What could I do? Griffin just... took it! *(She's obviously lying)* Look we have to complete the levels to finish the game.

Carla We don't have time for this now. Oh no level 3 is... Phoenix's tower and level 2 is let me see....Griffin's Lair!

Angelina That's where he'll go for sure.

Vanessa We have to go there now. We are so running out of time!

Prof Hmm I think it's time for my brain to work its magic..... Let's see, one piece with the twins

Nerys Too right.

Nixon And that's where it's staying.

Genius One with Nessa - now with Griffin...

Angelina One with Phoenix, at the tower.

Davus So where is the 4th token?

Prof That remains to be seen. Until then I feel a spectacular plan hatching.

(Black out).



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Scene 13.

Tech-Nic, Nerys and Nixon at the oasis

Davus (voiceover) Can you hear me?

Tech-Nic Roger.

Davus (voiceover) Noo, Nic it's Davus, remember, I was Stevie.

Tech-Nic Yes, yes I know, it's just....you say 'Roger' when you are using oh never mind... do you have sight of the tower? Over.

Davus Yes we do it's 'over'... there, right in front of us why?

Tech-Nic Carla, can you see our location on your screen?

Carla Yes I have visuals - the others are nearing the nest. Who's there with you at the oasis, Nic?

Tech-Nic I've got the twins with me.

Nerys Hello. *(They wave)*

Nixon Hello. We're guarding our token.

Nerys That way we know where it is.

Carla Sorry Nic, I've gotta go. I've established communication with the others, they've arrived at the nest. Over and out.

Tech-Nic Roger.

(Blackout).

Scene 14.

Griffin's Nest. Vanessa, Prof and Angelina

Prof Carla, the nest is empty, I repeat the nest is empty... Angelina. Griffin's been here though. Look, Nessa's token. *(She finds the hidden the token).*

Vanessa If you are new to my channel, Hi! I'm Vanessa aaaand...

Angelina What's she doing?

Vanessa ... today I'm coming to you from well...

Angelina Is she filming?

Vanessa ... actually inside a game. How cool is that. Soooo



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- Prof For the YouTube channel! Incredible!
- Vanessa ... oooo we've split up... the others are on their way to level 3, it's a long story.
- Prof Ness! You must cease. Griffin could return at any minute.
- Vanessa Okay, okay I just thought while you are all looking for the token I could, you know, capture a bit of footage. Wait, what's that? *(Nessa points to another area where she's found a hidden token.)*
- Prof Another token! Seems our Griffin has a token of his own. The plot thickens. *(We hear the gust of Griffin's wings flapping).*
- Vanessa What's that noise?
- Prof Griffin!
- Vanessa What are we gonna do?
- Angelina Don't worry guys I got this - GRIFFIN, HERE....
- Griffin Angelina?
- Angelina *(To Laura/Prof/Vanessa)* Just go to Phoenix and get the last token. I got this.
- Vanessa But....
- Angelina Just go. GRIIIIII-FFIN!!!!
- (Angelina leaps up and off, as if to protect the friends from Griffin.)*
- Prof Come on.
- (They exit. Black Out).*
- Carla *(voiceover in black out)* Carla to the tower... Carla to the tower ... the bird has flown.... the golden goose has 2 eggs repeat 2 eggs. Do you get me? Griffin had 2 tokens... Jackie, Gina, Stevie?...

Scene 15.

The tower. Phoenix and Griffin

Princess shapeshifts into Griffin. This might be done by the actor hiding behind a rock, then emerging as Griffin, or another directing device. Genius stays hidden, talking through Princess/Griffin's head. 'Griffin' in this scene can be played by the actor playing



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Griffin, or by the actor playing Princess in a Griffin costume. The voice of Genius is vocalised by the actor playing 'Griffin' in the scene.

Phoenix You took your time. Well?

Griffin Urm.... sorry what was it we were supposed to be doing?

Phoenix The girl! The token and the glitch in the coding. So? What was it?

Griffin Oh nothing...just some 'byte' got stuck... you know had to switch it off and on again.

Phoenix You did what?

Griffin Nothing... no sign of the 'girl' or anyone else really. Can I get you anything?

Phoenix I'll take my usual.

Griffin *(whispering to Genius in her head)* The usual!? Genius what do I do?!

Phoenix You call me Genius now do you? If only I was. Then I would break the riddle of the code, once and for all, find my tokens and be returned to my former self. But the coding can't be wrong. The girl is from the green lands, and she **will** reunite the tokens.

Do you remember the bit we never understood? The small print you called it: 'One will betray, one will fade away, three will gain a home, the rest will leave the zone.' 'Fly away', that could be either of us, but what does it mean Griffin?

Griffin I've had enough of these feathers. Just tell me where the token is.

Phoenix What?

Griffin *(as Genius)* 'Princess, let me do this'
(as Princess) 'No we ain't got time for all this.'

Phoenix You have never called me Princess before. What is this?

Griffin The token, where is it? *(Griffin starts to search recklessly for the gold)*

Phoenix Griffin what are you doing?

Griffin 'Tell me!'
(as Genius) 'Princess Ill handle this'....
(as Princess) 'I'll find it anyway'

Phoenix Princess? But you know where it is, well Griffin does, the real Griffin.



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Who are you?

Griffin 'She's on to us, what do I do?'
'Use your lipstick'
'Genius now is not the time.'
'Now is most definitely the time, the lipstick taser.'
OMG yes...

(Griffin lipstick-tasers Phoenix)

Take that you big bird!!!
'Oh come on no need for that Princess!
'You can get out of my head now Genius! Where are you guys?'

(Enter Davus and Genius)

Davus Here. Look. The token is round her neck!! Rubbish hiding place.

(Davus retrieves the token from Phoenix's neck)

Griffin *(spluttering)* OMG! These feathers are in my mouth. I have to get some air.
(Exit Griffin)

Genius Carla, come in Carla..... we got it, with the twins' one and the two they found at the nest, that's all four. We just need them all together

Carla Code red.... Repeat, Code red... plan B is now active.... It's gone wrong guys ... Griffin's onto us!

Genius But we don't have a Plan B!

(Enter Prof and Vanessa)

Vanessa Wow, did you kill Phoenix?

Prof You can't kill a Phoenix, she is merely stunned.

Vanessa Of course. We got these. *(She shows the tokens).*

Genius *(Showing Phoenix's token)* And we took this one. We just need the twins to play ball and we are home.

(Real Griffin enters)

Real Griffin Phoenix?

Davus It's not dead.

Real Griffin It!!!? What? Who did this?



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Davus Umm, you did Princess.

Real Griffin Princess?

Genius Davus, that's not Princess.

(Angelina enters. She holds Princess hostage and has the spray to her head.)

Angelina Don't move.

Vanessa Looks like you were wrong about her, Genius.

Angelina Griffin, take the tokens. *(Griffin takes the two from Prof and Vanessa and the one from Genius)*

Davus Wait, are you two together?

Griffin *(sarcastically)* No. Of course we are! **We** want to free the People of the Parched Lands.

Prof But you are still short a token, so what do you propose to do?

Angelina Get on that machine and get the twins here now!

Genius Carla...we have a situation here... can you get Nic and the twins here ASAP. Over.

Carla Roger that Genius, but get a move on. Mum's coming up the stairs, actually they are on their way and should be there any...

Nixon Don't push.

Nerys I'm not pushing

Nixon You are pushing..... wow what's going on?

Davus They are holding Princess hostage and they want your token so they can be the ones to free the people.

Nixon No not that, look at Phoenix. It's happening, finally it's happening.

Phoenix Griffin, it's not too late, don't let me go. Unite the tokens and we shall live in harmony.

(Phoenix stand ups, arms outstretch. Sounds of tremendous fire. Phoenix collapses into a heap and from the heap emerges a small, cute chicken puppet: Phoenix reborn.)

Davus What just happened? Did she just turn into a chicken?



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Princess She's a baby again, soooo cute, hello little bird.

Phoenix No no no. Not again! Why does this always happen?

Vanessa You're a Phoenix. You can't fight it. But you can change. Maybe this time you can all learn to live together, and that goes for all of you. Nerys, Nixon, we need to do this. You need to stop your petty arguing and think of a future together. And you Griffin, Angelina - they need your help, they can't manage without you. What do you say?

(They all nod).

Carla Mum's at the door... what shall I do? I got a bedroom full of bodies!!

Griffin Come on Phoenix. *(Phoenix perches on Griffin's shoulder)*. What do you say boys? You might get your powers back.

Angelina And the Parched Lands will be the Verdant Lands once more. Come on boys. You can still wear your hoods.

Carla Hurry up!Oh my godohmygodohmygod!

(We hear Mum knocking and asking to be let in)

Nerys/Nixon Alright/Okay.

All together, they take the pieces and unite them. The avatars form the same image as they were when they entered the game).

END OF SECTION 5



Workshop 5

1. Questions for the Class:

- Did you solve the riddle? Which characters betray? Fade away? Find a home? Leave the zone?
- What finally motivated Phoenix, Griffin, Angelina and the Twins to work together to restore the Parched Lands?
- In the real world, what keeps people from working together to take action on the climate emergency?
- What might need to happen in order for people to work together on the climate crisis?

2. Exercise for the class: Agree / Disagree or 'Statements'

The suggested statements for this exercise were developed by LYT's Members' Committee as part of their work on the My London Youth Social Action project.

- Designate one side of the room 'fully agree' and one side of the room 'fully disagree'.
- Read out each statement and ask students to place themselves in the room based on how much they agree/disagree with the statement.
- Ask students to explain their opinions.
- Give students the opportunity to move positions after hearing others' opinions. Ask one or two students why they moved.

Suggested statements:

- Young people in Lewisham don't care about the Climate Emergency.
- Older people are the ones destroying the world/young people are taking more action on climate change.
- I feel stressed most days of the week about climate change.
- I think the world will end in my lifetime.
- Young people in Lewisham need clean air and green spaces more than they need new houses.

3. Social Media Call Out: Tell about your students' discussions on the climate crisis. Example tweet:

[YEAR Group] had some great responses to provocations from @lewyouthatre after reading their play The Parched Lands. They agree that [action] is necessary to make progress on the climate emergency. @lewishamcouncil



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Section 6
In which we return to the real world

Scene 16.

Vanessa's Bedroom.

Mum Times up... that's your hour! (*Mum enters the room*). What on earth. Nessa? You're back. Carla, you did it. Nessa you're back! (She hugs Vanessa). Let me get your Dad... Ted... Ted... (Mum exits).

Laura Did we... do it? Are we here or there?

Carla Nessa, you are back. Oh my, I was so worried I thought I'd lost you.

Stevie That was sick! (*Or add in another appropriate slang*). Did you see what I could do?

Jackie Do we still have the powers?

Laura Obviously not. Wait, what happened in the game?

(*They look at the screen*).

Ross Game over! What's this?

Phoenix (or Other Parched Lands Character)

And so the prophecy was fulfilled, and the land returned once more to the Verdant Lands and harmony reigned..... For now...

Stevie Typical, leave it ready for a sequel.

Gina How you doing, Ness? You know it's okay not to be okay. Life is complicated, it's not like a game.

Vanessa Tell me about it. I think what with lockdown and all the anger in the world I just felt like... what's the point? What can I do? And sometimes it just all gets too much.

Gina I know what you mean.

Vanessa Sometimes you wish you could just start again...

Gina Just like in a game where you get chance after chance to do stuff differently.

Jackie Maybe that's what makes games better.



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- Gina Maybe, but we live in the real world, not the Parched Lands.
- Vanessa It might be the Parched Lands soon if they don't do something.
- Carla If we don't do something you mean.
- Vanessa What can we do?!
- Laura Gosh, Vanessa, haven't you learnt anything from this?
- Vanessa Well I suppose....
- Carla You have power. We have power. We can do it together.
- Vanessa It's just.... it's just... I feel....
- Jackie I know, you feel like.... you're the only one, that no one listens to you, you're just a kid, from Lewisham, and that everyone's life is better than yours cause you've seen it online.
- Vanessa I guess.
- Gina But that's what we all feel, isn't it Ross?
- Ross I guess.... yes.
- Vanessa So what are you saying?
- Gina **Do** something.
- Vanessa Like what?
- Gina Like.... like...oh I don't know

(Ross has been on his phone and has now found something of interest on Twitter or Instagram or some other platform)

- Ross I know.... did you see that post on Insta from Phoenix Housing?
- Stevie Phoenix Housing? You're kidding, is that what they're called?
- Ross It's a housing association... you know affordable housing you know the phoenix is the bird that rises from the ashes.
- Jackie We know that now, Ross.
- Vanessa What's it say?
- Ross They are asking for volunteers ...



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- Vanessa For what?
- Ross Listen to this, and I'm not making it up; ' just past Verdant Lane lies a small piece of wilderness, this once green and fertile spot is in danger. Danger of becoming.... a parched land
- Laura You are kidding!
- Carla Let me see! *(Carla grabs the phone from Ross and continues to read)*
 climate change and neglect have left this once beautiful spot in desperate need. You can make a difference and help return this small part of Verdant Lane into a verdant land. *(Gasp)*
- Stevie I don't believe it!
- Carla ... Call Nerys and Nixon for more info.
- All No way no way no way!

(Fade to black)



THE END

Workshop 6

1. Questions for the Class:

- What advice would you give Vanessa at the end of the play? What should she do when she starts to feel anxious?
- What have you learnt from reading and working on *The Parched Lands*?
- What can young people in Lewisham do to make a difference on the climate emergency? Do you know of any projects or actions you can take now to make a difference?

2. Exercise for the Class: What Are You Gonna Do?

This adaptation of the classic drama game Zip-Zap-Boing was created by LYT's Members' Committee as part of the My London Youth Social Action project.

Stand in a circle. Pass a phrase around the circle using the words and actions below.

- Mime holding out a microphone with your right hand to the person on your right and say 'Use Your Voice' (*Practice passing around the 'Use Your Voice' to the right all the way around the circle*)
- Mime holding out a microphone with your left hand to the person on your left and say 'Use Your Voice' (*After learning these movements, 'Use Your Voice' can be passed to the person next to you in either direction, by using the left hand to go left and right hand to go right.*)
- Mime putting your hands on your head as in frustration and then pointing them at someone across the circle and say 'Don't Pollute'. (*'Don't Pollute' cannot be sent to someone standing next to you.*)
- To bounce back to the person who sent 'Don't Pollute' to you, put your hands up as in defence and say 'I recycle!' (*'I recycle' can only be said in response to 'Don't Pollute'*)
- Finally, you can choose to put your hands up in a question motion and say 'What are you gonna do about it?' At this point, everyone in the circle responds by showing their hands palms up and saying "Social Action".

Although Zip-Zap-Boing is commonly played with 'outs' when someone uses the wrong phrase or movement, we would suggest playing with only one person out at a time. When someone gets 'out', they should squat or kneel down. When the next person gets out, the person who was out should come back 'in' and start game play again. The 'What Are You Gonna Do About It?' action brings everyone back into the game.



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3. Social Media Call Out: Tell about what your students have gotten out of working with *The Parched Lands* script and pack. Example tweet:
It's been great thinking about what students can do to support their mental health and take action on climate change @lewyouthatre play The Parched Lands. [YEAR Group] have had some great insights into [INSIGHTS] @lewishamcouncil



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With thanks to....

The Parched Lands was created and performed by the following members between 2021-2022:

Amazing Kousassi	Jackson Barclay
Anna Gomes	James Ranger
Amelia Orungbeja	Jim Burke
Aubrey Cole	Joe Gregory
Bruno Gomes	Julian Kosek
Caitlyn Gadson	Leah Okubanjo
Charlie Baldeon Abril	Mardea Otin
Ciyara Ferreira-Pollack	Pierce Duncan
David Somefun	Samantha Kiwanuka
Deanie Phillips	Sara-Marie Ssali
Dorothy Warren	Savannah McKenzie
Esme Green	Sharonna Hinkins
Holly Akpotor	Subira Damali
Isis Johns	Victoria Odofin
Isobel Brookes	

For Lewisham Youth Theatre's productions of *The Parched Lands*:

Directed by	Amy Lewis & Lakeisha Lynch-Stevens (2021) Angus Scott-Miller & Lakeisha Lynch-Stevens (2022)
Designer:	Anna Yates
Directing Assistants	Micah Ologbenla & Stella Aboaba
Stage Manager	Aoife Brennan
Technician	Galina Rin
Performance Photography	Tunde Euba

This pack includes exercises adapted by LYT's Members' Committee:

Amazing Kouassi	Marley Litchmore
Ana Gomes	Marvin Gordon
Ava Drew	Pierce Duncan
Blessin Tate	Sarah-Jane Ferguson
Doussou Traore	Savannah McKenzie
Holly Akpotor	Tatyana George-Ibiama
Jim Burke	Veronica Owens
Joe Moon-Michael	

Teacher Pack Editors: Victoria Shaskan (Lewisham Youth Theatre) and Victoria Willis (Lewisham Council Climate Resilience Team)



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For Lewisham Youth Theatre:

Artistic Director:	Helen Stanley
Executive Director:	Victoria Shaskan
Participation Manager:	Angus Scott-Miller
Progression Coordinator:	Subira Damali
Creative Producer:	Nicole Alison
Administrator:	Isla McGregor
Outreach Producer:	Carys Williams
Workshops Coordinator:	Monique Day
My London Manager:	Molly Cox

Contact Lewisham Youth Theatre:

www.lewishamyouththeatre.com / info@lewishamyouththeatre.com

Twitter/Instagram: @LewYouTheatre

Contact Lewisham Climate Resilience Team:

climate@lewisham.gov.uk

For more information and resources for Lewisham schools, see

<https://schoolsservices.lewisham.gov.uk/Page/21135>



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The Parched Lands

During lockdown, Vanessa has been alone - spending most of her time playing a video game. Now she's become trapped in the wasteland of this game. Can her friends help her restore the parched lands to the verdant lands they once were?

This pack includes a dramatic script of 'The Parched Lands' created by Helen Stanley and Lewisham Youth Theatre's Junior company, along with classroom exercises to help students explore issues around climate anxiety and what young people can do to take action on the climate crisis.



Photograph of 'Griffin' by Tunde Euba, Lewisham Youth Theatre, 2022



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