



Sample Pack

www.zephaniah.org.uk/sparksofhopexmas



Contents



<i>Pg</i>	
11	Introduction
13	The Walking Nativity - <i>A Community Story Walk</i>
15	The Walking Nativity Script
25	The Historians' Nativity - <i>An All-Age Nativity</i>
27	The Historians' Nativity Script
45	The Innkeeper's Nativity - <i>An All-Age Nativity</i>
48	The Innkeeper's Nativity Script
59	The Midnight Nativity - <i>Stories for Christmas Eve</i>
60	The Midnight Nativity Stories

The Walking Nativity

THE WALKING NATIVITY is a great way to help people experience the Christmas story through an interactive guided walk around your community. The walk stops at six different 'stations' with a part of the story being enacted at each stop. In planning the event, you will need to think about where each of these six locations could be.

The story begins in Location One - you will need to advertise this as the gathering point for your event. If you have one, you could choose your own building. The remaining locations need to be planned as an accessible circular walk, thinking about your potential audience, appropriate walking distances and so on. Locations can be inside, outside, or a mix of the two.

Choosing your locations is a great way to build links with your community. You could work with churches or other places of worship, schools, businesses, cafes, pubs, restaurants, shops; think creatively - where are the opportunities to bring the story to life in a multi-sensory way? How can you recreate the sights, sounds, smells and feelings of the story? Is there somewhere with real sheep for the shepherds' scene? Are there any interesting buildings or landmarks you could incorporate? Might a local business owner be willing to serve refreshments halfway round? Could a school provide a choir to sing at one of the stops? Think laterally - how could you capture the eastern opulence of the magi or the hustle and bustle of a busy inn?

THE CAST

You will need actors who are confident and able to project their voices (unless you have access to amplification at each stop). The casting of the Star is key as this character leads the walk. You may also want to consider having volunteer marshals along the route to keep people safe crossing roads and point them in the right direction if they get left behind.

Consider how you can make your cast stand out - can you make your star shine in some way, using lanterns or fairy lights?

Characters need to be in costume and easily identifiable. What kind of costumes do you want, traditional or something a bit different? Will you use a doll for the baby Jesus or a real baby?

If your walk is at night, you'll need to think about how to light each scene - are there existing lights you can make use of at each location or will you need to bring something with you? Either way, make sure your marshals have plenty of torches.

Think too about how to lead the carol singing - traditional and unaccompanied or with a band/musicians? You may also want to produce a carol sheet with words so that the crowd can sing along.

ADVERTISING

Think about how you will advertise your event. Can you send flyers out through schools or clubs? Are there local businesses who would be willing to display posters? Where do you already have links you could build on?

(The Angels make their move. Angel 2 grabs Joseph's head and makes him look directly at Angel 1.)

ANGEL 1 *(Gazing into Joseph's eyes and pointing to their own.)* Look into my eyes, look into my eyes, not around the eyes, not above the eyes, look into my eyes ... Aaaaaaand ... You're under ...

(She clicks her fingers, Angel 2 lets go of Joseph's head and it falls onto his chest, eyes closed. Angel 1 pulls up a chair to face Joseph's and sits in it.)

ANGEL 1 You're asleep. When I click my fingers, you will open your eyes, but all this is a dream, just a dream. And ...

(She clicks her fingers. Joseph wakes up and stares at them. Angel 1 gestures at Angel 2 to start talking.)

ANGEL 2 *(Stands behind Angel 1, who is in front of Joseph.)* Don't be afraid! We're angels – messengers from God. There's something you should know ... *(Angel 2 nudges Angel 1.)*

ANGEL 1 *(Leans forward)* Ok. That story Mary told you – all that stuff about angels and God's special Son. Well, you can see the part about the angels was true *(The Angels pose for a moment, showing themselves off.)* – and that means the rest of it's true too. She really **is** carrying God's baby Son.

(Joseph's mouth falls open and his eyes widen. He sits frozen in shock. Angel 1 waves her hand in front of his face and, on receiving no response, leans back in the chair, picks up a magazine and starts flicking through it. After a moment, Angel 2 leans forward. Throughout the next lines, Joseph remains frozen in position.)

ANGEL 2 And, God's chosen you to be his dad. He wants you to call the baby 'Jesus' because he's going to save God's people from everything that's wrong in the world. Mary and Jesus will need someone to look after them – and God wants it to be you. You're going to be a dad!

(The Angels both sit back and look quizzically at Joseph.)

ANGEL 2 How long d'you think it'll take him to come round?

(Angel 1 shrugs, gets up, walks round Joseph, bends down to look right into his eyes, then sits down again. She leans forward.)

ANGEL 1 Look into my eyes, look into my eyes, not around the eyes, not above the eyes, look into my eyes ... When I click my fingers, you're going to wake up. You will remember that this was a dream. You will remember everything we have said. You will know that Mary told the truth. 3, 2, 1 – and you're back in the room.

(She clicks her fingers as she speaks. The two angels exit on tiptoe as Joseph shakes himself and wakes up.)

INNKEEPER: Oi! Cor blimey! What is going on? You've only gone and woke everybody up, that's all we need! (*Spots the shepherds.*) Oh, I might have known – you lot, is it? Shouldn't you be out in the fields, you know, with your sheep? Instead of running through the streets raising merry hell. I don't know what you're thinking, coming down here, up to no good, I'll be bound. Well don't you be thinking you're stealing anything from me, got it? I won't have it. Filthy little shepherds ... What d'you think you're smiling at? Little toe rag, come here and explain yourself!

(During this speech, the shepherds have been unable to stop smiling, excitedly hopping from one foot to the other, nudging each other etc.)

SHEPHERD 1: (*Stepping forward.*) You won't believe me if I tell you!

INNKEEPER: This should be good – go on, then, spin us a yarn ...

SHEPHERD 1: Well, there we were in our fields. Same as always. (*Other shepherds nod.*)

SHEPHERD 2: It was dark! (*Other shepherds make "wooo" noises.*)

INNKEEPER: It is night time.

SHEPHERD 3: There were sheep! (*Other shepherds make baa-ing noises.*)

INNKEEPER: You are shepherds.

SHEPHERD 4: It was ordinary... (*Other shepherds yawn.*)

INNKEEPER: Amazing.

SHEPHERD 1: Suddenly, the sky filled with a light brighter than any we've ever seen ... (*Other shepherds cover their faces with their hands and pull back as if from a bright light.*) I'd never seen anything like it!

SHEPHERD 2: It were an angel! (*Other shepherds gasp in awe.*)

INNKEEPER: (*Aside*) Of course it was ...

SHEPHERD 3: I have never been so frightened in my life ... (*Other shepherds look terrified.*) Then it spoke!

SHEPHERD 4: (*In a big voice*) DON'T BE AFRAID! (*Others scream.*)

INNKEEPER: Yeah right. And what did a angel want with you lot then?

SHEPHERD 1: Well, that's where it gets even weirder ... The Angel says, "God has sent me with Good News for you!"

INNKEEPER: For you? (*Shepherds nod.*) Shepherds? (*They nod again.*) What were it – have a bath! (*Innkeeper laughs at himself.*)

SHEPHERD 2: No.

SHEPHERD 3: The Angel said God's Son had been born – and God wanted us to visit him.

INNKEEPER: You?

SHEPHERD 4: Yep. It said we'd find a baby lying in a manger.

Stillness. Stunned. The angels look at one another and each face echoes the same question.

A baby? God's great plan to save humanity – is a baby?

Gabriel stands. "We must be ready – there will be work for us to do," he says. Then, he turns and walks away.