

Visual Story

## The Little Mighty Superhero



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Questions? Contact Geordie Theatre: [info@geordie.ca](mailto:info@geordie.ca)

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### What is a Visual Story?

A visual story is a tool to help audience members familiarize themselves with a venue and/or with a show. It allows audience members to know in advance what to expect from a theatrical experience, so that they can prepare themselves accordingly. Visual stories were created as an aid for people with autism or learning disabilities. They can be used to help anyone prepare for their visit to the theatre.

### About the Performance

#### Performance Time

The performance is approximately 50 minutes in length.

#### Pre-Performance Talk

Geordie staff will tell you a little bit about the show before it starts. They will also talk about the land on which the theatre is located.

#### Post-Performance Talk-back

There will be a 10 to 15 minute talk-back after the show. This is a time where audience members can ask questions to the actors or special guests. Audience members can leave the performance before, after or during the talk-back.

## Things to Look Out for

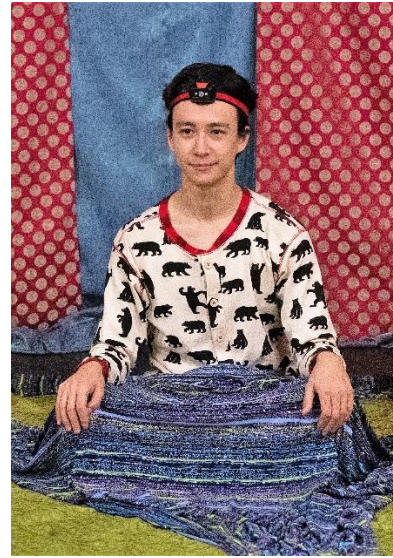
- You are welcome to come and go from the performance as you please.
- There are music and sound effects in the show. If audience members are sensitive to loud noises, they are encouraged to use noise-cancelling headphones or turn down the volume.
- There is a glossary at the end of this document. There you will find the definitions of some of the more complex words in the play.
- Some themes explored in this play are:
  - Mythology
  - Cultural tradition and identity
  - Loss, death, grief
  - Fear/Courage
  - Friendship
  - Personal growth
  - Emotional support
  - Family relationships

## The Characters

This is Douglas:



He plays the role of Max, a young Filipino boy who is afraid of the dark, misses his grandmother, and has an imaginary friend.



Douglas as Max

This is Alyssa:



She plays the role of Jayson, Max's imaginary friend who gives him courage.



Alyssa as Jayson

This is Wahsonti:io:



Wahsonti:io as Lola



Wahsonti:io as The Ferryman

They play the roles of:

- Bathala, creator of the world
- Lola, Max's grandmother
- The Ferryman, who steers the boat from The Land of the Living to The Underworld
- Bakunawa, a water dragon



Wahsonti:io as Bakunawa

## The Locations

These are the different locations the characters go to in the play:

- The Land of the Living:
  - Max's bedroom
- The Underworld:
  - Ferryman's boat on the River of the Underworld
  - The Island of the Underworld: Where souls are. It looks like the beach and courtyard Max has seen in pictures of Lola's childhood home in the Philippines.

## The Story

The play begins with Jayson, Max's imaginary friend, explaining to the audience that Max invented them to help himself deal with the loss of his grandmother, his Lola. Jayson helps Max when he is scared. Max and Jayson tell the story of the Bakunawa, a water dragon who steals the moon.

Max misses his Lola, who used to tell him the story of the Bakunawa. Max cannot remember the end of the story. He is scared that his memories of his Lola are fading. Max and Jayson decide to try to visit Lola in the Underworld. Max is scared to go out in the dark, but Jayson reminds him that he can turn on his headlight.

Max and Jayson find themselves on an island. They ride with the Ferryman, who takes souls across a river to the Underworld. The Ferryman drops them off on a beach that Max recognizes as the place where his Lola grew up. Jayson and Max begin to search for Lola. They meet Bathala, the Creator of the World. Bathala will only let them see Lola if they find the Bakunawa and release the moon.

Jayson's hands and arms start to disappear. He tries to hide it from Max, but Max notices. Max becomes worried that Jayson will leave him, like his Lola did.

Suddenly, the Bakunawa appears before them. The Bakunawa wants to eat them, but Max remembers a lullaby his Lola used to sing to him. He sings the lullaby and the Bakunawa falls asleep. The moon rolls out of the Bakunawa's mouth and floats back up into the sky.

Bathala is impressed that they have fought the Bakunawa. Bathala encourages Max to look around him for his Lola. Max cannot find her.

The Bakunawa gets up and removes its dragon head, revealing Lola. She describes how she got into the underworld: it felt like a very long and magical dream. She also explains to Max that it's okay if he doesn't remember her perfectly. He can use his imagination to help him remember.

Max and Jayson leave the Underworld and go back to Max's bedroom. Jayson explains that Max doesn't need his help to feel brave anymore, but they still make up stories and go on adventures together.

## Glossary

**Anak:** "Child" in Filipino

**Aswang:** "Bad spirit" in Filipino

**Dalena:** "Hurry" in Filipino

**Deserted:** When a place doesn't have any people in it

**Ferryman:** A person whose job is to take people or things from one place to another on a boat

**Ikaw:** "You" in Filipino

**Investigate:** Try to learn about something

**Gwapo:** "Handsome" in Filipino

**Legend:** A very old story

**Matalino:** "Smart" in Filipino

**Myth:** A very old story

**"Napakatalino mo":** "You are so smart" in Filipino

**Polvoron:** A type of cookie

**“Sabihin mo sa akin kung sino ka”:** “Tell me who you are” in Filipino

**Tagalog:** Language that people from the Philippines speak

## Resources

- KidsGrief.ca: website with tools to help parents and educators talk to kids and teens about serious illness, dying and death
  - <https://kidsgrief.ca/>
  
- Child Mind Institute:
  - Helping children deal with grief: <https://childmind.org/article/helping-children-deal-grief/>
  - Helping children manage fears: <https://childmind.org/article/help-children-manage-fears/>