

GOING TO A FIRST STAGE SHOW AT MYAC

SOCIAL
STORY



In partnership with



**I am going to see a First Stage show
at the Milwaukee Youth Arts Center.**



I am going to see the show with

Watching a play is like watching TV or a movie, except people are on stage in front of us.



They are called actors. They can see and hear me too. I can't turn the channel or turn the volume up and down.

A play is made up of many interesting things.



Costumes



Scenery



Sound



Lighting

When we drive to the Milwaukee Youth Arts Center, we will park in the parking lot or on the street.



We may need to wait in line to scan our tickets.



When we are waiting, I can stay with my family or teacher.

Once we have our tickets, we will go down the long blue hallway...



...into a large and colorful commons area.



There are bathrooms in the commons area. If I need to, I can use the bathroom before we go to our seats.

Someone will show us where to sit.



The audience area is for all of us.



The stage is for the actors only.

When I am in the theater waiting for the show to start:

1. I can talk to my family or friends.
2. I can take a short break in the lobby.



There will be a lot of people in theater and it may get noisy.

If it gets too loud:

1. I can bring headphones if I want.
2. I can put my hands over my ears.
3. I can leave the room and take a short break in the lobby.



I can come back when I am ready.

During the show:

1. I can watch and listen to the actors quietly.
2. I can applaud if I like something.
3. I can hold things in my hand that make me feel comfortable.



If I need to talk:

1. I can talk quietly to my family.
2. I can write down what I want to say.
3. I can leave the room.

After the show there will be a “talkback.”

The talkback is a chance for me to ask questions.

1. I will raise my hand to show that I want to ask a question.
2. I will wait for the leader to call on me to ask my question.
3. I don't have to ask a question if I don't want.

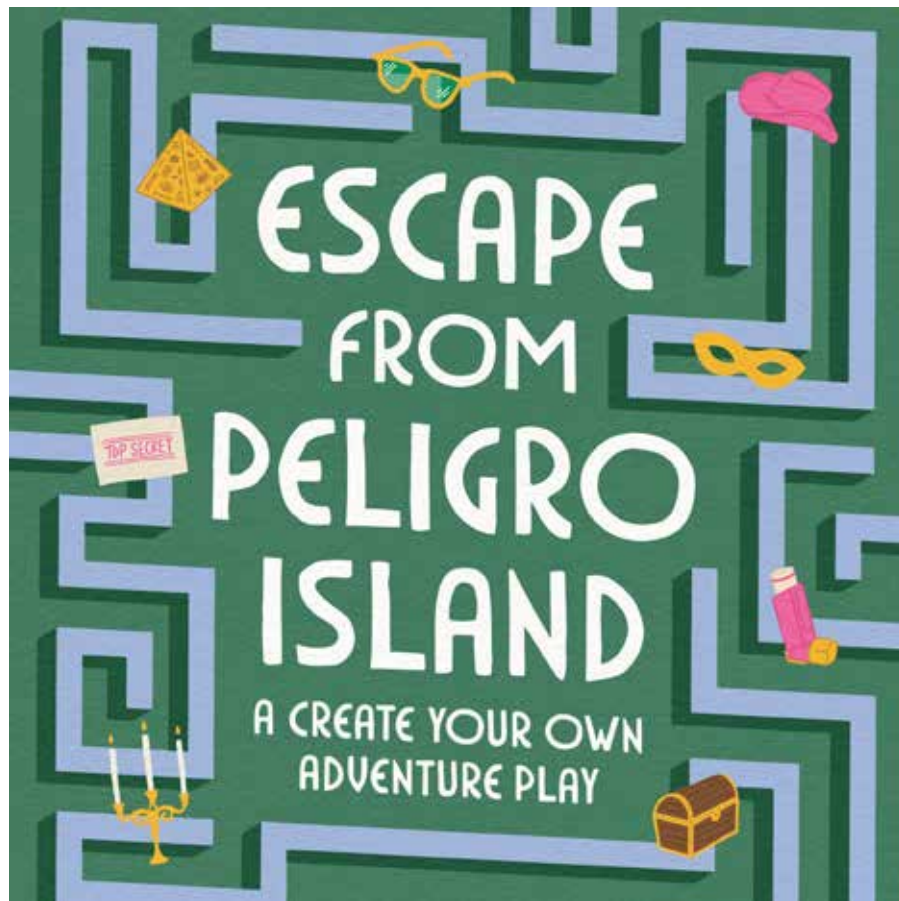


I can ask different kinds of questions:

1. I can ask questions about the show.
2. I can ask questions about the scenery, costumes, lights, or sound.

**After the show is finished,
I will leave the theater with my family.**





ESCAPE FROM PELIGRO ISLAND is a create your own adventure play told from the perspective of Calloway Brown who travels once a month by plane from Adelaide, Australia to Milwaukee, WI to visit one parent to another. Calloway, who sees himself as less than ordinary, is guided on an adventure determined by the audience using their destiny cards. The audience's choices will support Calloway in finding meaning and purpose through his journey on Peligro Island.

ESCAPE FROM PELIGRO ISLAND

MEET THE “DESTINY” CAST

These are the actors you will see at the Sensory Friendly Performance on Saturday, June 1, 2024 at 3:30PM.

ESCAPE FROM PELIGRO ISLAND



This is Charlie. They play **Callaway Brown**. Callaway is stranded on an Island and waiting for you to shape his destiny.

ESCAPE FROM PELIGRO ISLAND



This is Hazel. They play **Ensemble/Narrator**.

ESCAPE FROM PELIGRO ISLAND



This is Natalie. They play **Ensemble/Narrator**.

ESCAPE FROM PELIGRO ISLAND



This is Max. They play **Ensemble/Narrator**.

ESCAPE FROM PELIGRO ISLAND



This is Lola. They play **Ensemble/Narrator**.

ESCAPE FROM PELIGRO ISLAND



This is Elsa. They play **Ensemble/Narrator**.

ESCAPE FROM PELIGRO ISLAND



This is Matt. They play **Adult Actor 1**.

ESCAPE FROM PELIGRO ISLAND



This is Shammen. They play **Adult Actor 2**.

WHAT HAPPENS IN THE PLAY?

(Notice the words **underlined and bolded**. These are the times the actors and sound might get loud. You may want to cover your ears.)

THE AIRPORT

Calloway parents are divorced, and every month Calloway travels by plane from Adelaide, Australia to Milwaukee, WI. "And like every month he is back at the airport with a bag on his shoulder, waiting to go from one country to another, from one parent to another." This month Calloway is sitting in the departure lounge, reading his comic book, and waiting for his plane when a man by the name of Giles Feznik sits beside him. He is a stranger, so Calloway is hesitant to talk with him. But the man continues to conversate with Calloway. Finally, the man decides to leave, and Calloway is relieved. He notices that the man left his ticket and a package sitting on the seat beside him and has taken Calloway's ticket instead. The man left his first-class ticket with widow seating, complimentary massage, and any video game Calloway could dream of. Calloway has never done a bad thing in his life. What will you guide Calloway to do?

1. Take the ticket and enjoy first class.
2. The first-class adventure might be too big.

PLANE RIDE

Calloway aboard the plane. After a six-hour ride there is a large bump and the plane drops. The plane shakes violently again, and people scream. It continues. There is

complete chaos, and the plane is shaking everywhere. Everything seems to freeze for a second and the hostess looks at Calloway. The plane crashes. Calloway comes to, still lying in his seat. No one is around. Calloway stumbles from his seat and inspects his surroundings. Calloway realizes he is on a beach on an island. Along the

beach Calloway sees the bulk of the cockpit but, ahead of him on the sand he notices footprints. It is time for you to decide what Calloway's new life will be. Alright, explorers, what will you guide Calloway to do?

1. Follow the footprints.
2. Go to the cockpit.

Let the adventure begin. Your choices will lead Calloway to explore one of four strands:

1. Vampire Strand
2. Underwater Strand
3. Wild, Wild, West Strand
4. Superhero Strand

You will notice that your "destiny card" has a red side and a blue side. You will be asked to show the red or blue side of the "destiny card" indicating which option you choose for Calloway. In the case where you have three options, you will use an open hand signal which indicates you are choosing the third option. Let the adventure begin. Enjoy!

WHAT HAPPENS IN THE PLAY?

VAMPIRE STRAND

Calloway receives a letter and package from Mr. Freznick. The package contains cookies, but the letter lets Calloway know that he has been chosen for a secret mission. The mission is to locate the man with the scar.

Captain Chatts, a skilled swordfighter, renowned throughout the continent, jumps down from the tree and pushes Calloway to the ground. Maggie asks for Captain Chatts to include Calloway in their plan. Calloway finds himself in a fight with Captain Chatts. Chatts lunges and Calloway's arm is slashed. Maggie creeps up behind Captain Chatts and strikes him on the head and he passes out.

Calloway and Maggie sit silently and then begin to share information about themselves with each other. Calloway shares that he is not very popular and Maggie shares that she is a vampire and reveals her teeth. Suddenly, Calloway leaps up and stands defensively. The scene dissolves and a new moment in time is established through a flash back scene. The audience learns how Maggie became a vampire and the flash back ends. The audience also learns that Captain Chatts, the great-grandson of Mr. Chatts, is working with Maggie to recover the stolen inheritance and get revenge on the vampire Lorca.

Captain Chatts recovers from the hit on the head and finds Maggie and Calloway. He reveals to them that they are standing on

Vampire Island. Otherwise known as Peligro Island. Maggie must avoid the sunlight to stay alive and Calloway also gets nose bleeds if he stays in the sun too long.

1. How will your choices help Maggie and Calloway avoid the sun?
2. How will you support Maggie, Calloway, and Caption Chatts' arrival at Lorca's mansion?
3. Will your choices help them make it to the castle?
4. Will your choices help them defeat Lorca and recover their stolen inheritance?

INTERMISSION: ENJOY YOUR BREAK

You will decide their journey after intermission. Enjoy your break.

WELCOME BACK

It's time for you to strategize your next steps. Your choices will determine Calloway's journey through the remainder of the vampire strand.

LORCA'S MANSION PURSUIT QUESTIONS

1. Will Calloway arrive at the mansion?
2. How will you get past the party guest of vampires?
3. Will Calloway become a vampire?
4. Will you help Calloway find his way back home and reconnect with his family?
5. Will Calloway return home as a human or a vampire?

You decide.

WHAT HAPPENS IN THE PLAY?

UNDERWATER STRAND

The plane crashes and Calloway swims to an underwater cave. On the way he has a fight with a squid and makes it to the cave with the pyramid that contains a diamond.

Calloway passes out while he is underwater.

A man pokes Calloway with a harpoon.

Calloway awakes. "Can you please not point that harpoon at me asked Calloway?" The man thrusts the harpoon at Calloway and tells Calloway that he is his prisoner. Calloway begins to yell for help. The man reminds Calloway that he is at the bottom of the ocean yelling for help and no one will hear him. The man threatens Calloway by asking him to give him the pyramid or get harpooned. Calloway's challenge is to find a way to escape from the man and the cell.

1. How will you help Calloway escape from the cell at the bottom of the ocean?
2. Will you guide Calloway to take the corridor or attack the man with the harpoon?
3. Will you travel with the man to meet the boss or investigate the laser?

INTERMISSION: ENJOY YOUR BREAK

It's your choice after this intermission. Enjoy your break.

WELCOME BACK

It's time for you to strategize your next steps. Your choices will determine Calloway's journey through the remainder of the underwater strand. **The journey becomes frenetic, with the cart flying all over the place. It stops suddenly. Calloway sets upon the Man and incapacitates him. Calloway claims the harpoon and finds out that Lady Catherine Granger, multimillionaire tycoon, and evil criminal boss has a secret hideout and a giant laser.** She plans to use the diamond to transport a beam that can be used to cut through the solid ground. As a result, every continent will be chopped up. All the countries will be separated, floating, and crashing into each other. She hopes the government will pay her to use the underwater cable her team invented. If they refuse, each nation will float forever, caught by the waves, and sent smashing into one another.

1. How will you stop Lady Granger's plan to separate the continents and destroy the world?
2. Will you guide Calloway to Steal the diamond or Steal Lady Granger?
3. Will you climb to the top of the laser and end this madness once and for all? Or push the button, run away, and hope things don't go wrong?
4. Will your choices guide Calloway Brown to save the world?

WHAT HAPPENS IN THE PLAY?

WILD, WILD, WEST STRAND

Calloway meets the cowboys and must decide which group of cowboys he will explore the ones on horseback from the town of Long Reach or the ones who live in the town of Maynard? Calloway learns that the towns are having a water war. Ten years ago, the Mayor of Long-Reach didn't like sharing anymore and created a water dam up in the mountains to block off the water. Therefore, all the water flows to Long-Reach. The cowboys in the town of Maynard are thirsty, and all their crops are dying. Once a month Ebenezer Clyde and his children drive through every town and sell them water for a price. Calloway offers to lead them to victory in the water war. The town think Calloway is a spy and working with the water police.

Margie challenges Calloway to prove himself and his ability to lead by taming Matilda, a wild, violent psychopathic horse. Calloway is thrust into the pen with Matilda the horse. Matilda, the horse, charges toward Calloway and he dives out of the way. Calloway notices that he has those areophone headphones that he took from the plane wreckage. He also has an inhaler and glasses.

1. How will you guide Calloway to defend himself from Matilda. He can't survive Matilda's charge much longer.
2. Will your decision help the town to recognize Calloway as their leader?

INTERMISSION: ENJOY YOUR BREAK

It is time for intermission. Calloway's Wild, Wild, West Journey is in your hands. Enjoy your Break.

WELCOME BACK

Calloway discovered that Matilda is a horse that talks. Calloway arrives in Long Reach riding Matilda on horseback. In the beautiful town of Long Reach, the water runs through the middle of the large and peaceful town. Calloway tells the people of Long Reach that he has come to invade their town because they stole all the water from the other towns. The cowboys from Long Reach offer Calloway an opportunity to switch sides.

1. Will you guide Calloway to switch sides and attack the town of Maynard?
2. Will you guide Calloway to invade Long Reach?
3. How should Calloway solve this water war?
4. Will Calloway make it back home to see his parents?
5. Will Calloway be stuck in the Wild West forever?
6. The answers to these questions are all in your hands.

WHAT HAPPENS IN THE PLAY?

SUPERHERO STRAND

The entire structure explodes, Calloway is electrocuted, and he feels amazing energy flowing through his body and veins shooting him forward. Calloway seems different and he feels more in control than he ever has before. The explosion made him into a superhuman. Will you choose for Calloway to explore the island on foot with super speed or to fly sky high?

When someone commits a crime on Peligro Island they will have to face “Explosive Boy”. The “Explosive Boy” theme song plays, and it is time for a break. While you are on break decide:

1. Will you guide Calloway to use his Karate Combat Technique to fight the criminals of the city?
2. Will you guide Calloway to use the massive impact fire ball to fight the criminals of the city?

INTERMISSION: ENJOY YOUR BREAK

It's your choice after this intermission. Enjoy your break.

WELCOME BACK

The police in the city take notice of all the crime fighting that Calloway has done as “Explosive Boy” and takes him to the mayor of Peligro Island. The protection center is built into a large volcano. While there he stops a bullet that was meant for the mayor. Their

protection center has been compromised. The theme song for Explosive Boy plays. “Explosive Boy” has a view of the entire city from the top of the mayor's office building. He notices an armed assassin. The mayor is concerned that the assassin is destroying the city. “Explosive Boy” is assigned to find the one arm man who is believed to be the boss of the criminals on Peligro Island. To fulfill his assignment “Explosive Boy” needs to dive down the storm drain and enter the dark underbelly of the city.

1. Which tunnel will you guide explosive boy to take?
2. Should he take the low tunnel or the high tunnel?
3. Remember one way may lead to a deadly trap.
4. Will “Explosive Boy” find out the location of the robbers?
5. If captured, how will you help explosive boy get away?
6. Will “Explosive Boy” help the mayor of the city fight crime?
7. It is up to you. What will “Explosive Boy” do?

THE END