



Song: HOW D'YOU THINK I FEEL? (vocal track 14, instrumental track 60)

KATHERINE How d'you think I feel?
Losing my noddle at the age of seventeen.
How d'you think I feel?
Is this really the way to treat your queen?

ALL First came Catherine, of Aragon, of course:
She was lucky, she got a divorce.
She could walk away with her head still attached.
The Pope was rather mad with the plan that Henry hatched.

KATHERINE How d'you think I feel?
One day I'm married and the next I'm on the block.
How d'you think I feel?
Well, for starters, it's a bit of a shock.

ALL Then came Anne Boleyn poor girl, she got the chop.
Then Jane Seymour, who died on the job.
Anne of Cleves was next, but she looked like a horse.
Then came Katherine Howard, and that's you, of course.

KATHERINE How d'you think I feel?
All of a sudden, I've a headache coming on.
How d'you think I feel?
I'll be headless at the end of this song!

*The crowd jeers as the GUARDS drag KATHERINE back to the block.
The TRAVELLERS quietly walk away towards stage left.*

PERCY Come on, Blue. We really shouldn't... Well, we **can't** interfere, you know.

MIKEY Let's find the Bathtub. This is doing my head in.


BLUE At least your head's still on your shoulders.

MRS P Can't we stop for a cuppa in the tea shop before we go?

PERCY MOTHER! (and they make to leave)
All onstage freeze.

PERCY Of Henry the eighth it is said,
He liked to shout, "OFF WITH HER HEAD".
Now he's old, grey and smelly
With a big hairy belly... (a pause – PERCY ponders the last line)

KATHERINE And two and a half wives who are dead!
Unfreeze.

ELIZABETH Let the execution continue!
 *SFX track 61 as the Bathtub lifts off.
Lights fade to BLACKOUT with the HEADSMAN'S axe raised.*

Swish, Chop, Plonk!

Andrew Holdsworth

Medium rock 'n' roll ♩ = 136

GUARD 2 Let your

(piano) (brass)

axe point straight a-head. Keep your eyes right on her head. In two se-conds she'll be dead.

CRITIC Swish, chop, plonk! Cho-pping heads is quite an art. Go-tta keep your legs a-part,

ALL and re-mem-ber what I said. Swish, chop, plonk! No you don't mess with a heads-

man. You keep out of his way. If he says he wants to prac-tise, we su-

ggest you run a way... Watch it chop and roll, watch it roll and chop. Count

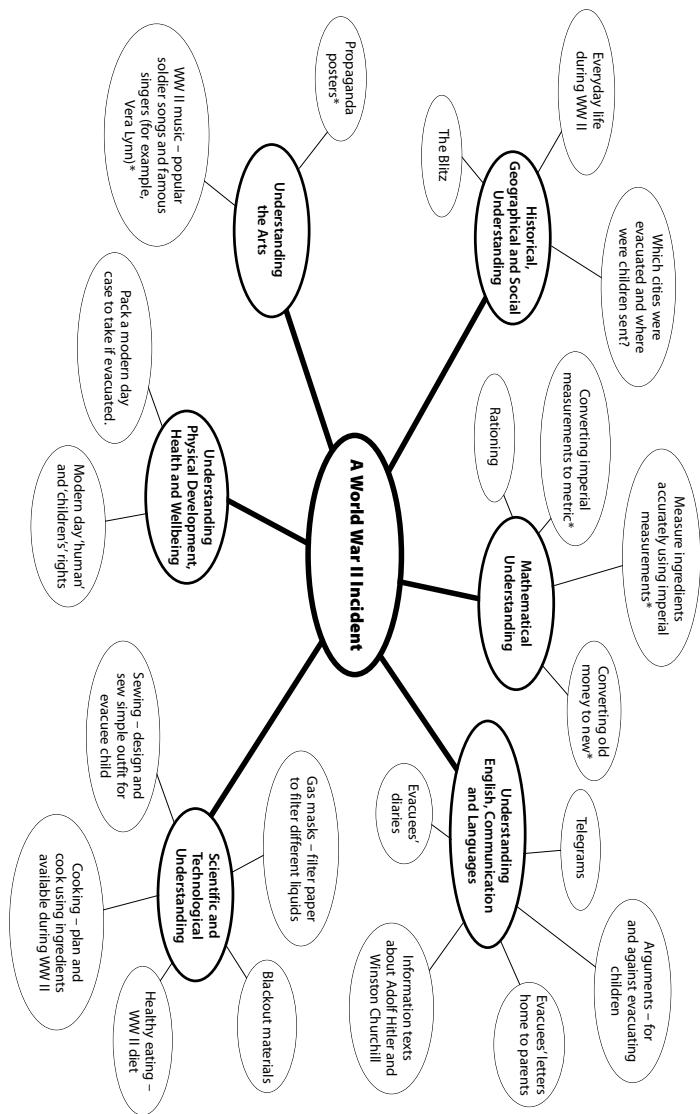
the se-conds down, tick tock. Get rea-dy for the chop and roll rock.

Watch it chop and roll, watch it roll and chop. Watch that head roll off.

CHIEF WARDER
that block. Get rea-dy for the chop and roll rock. So re-



Topic web



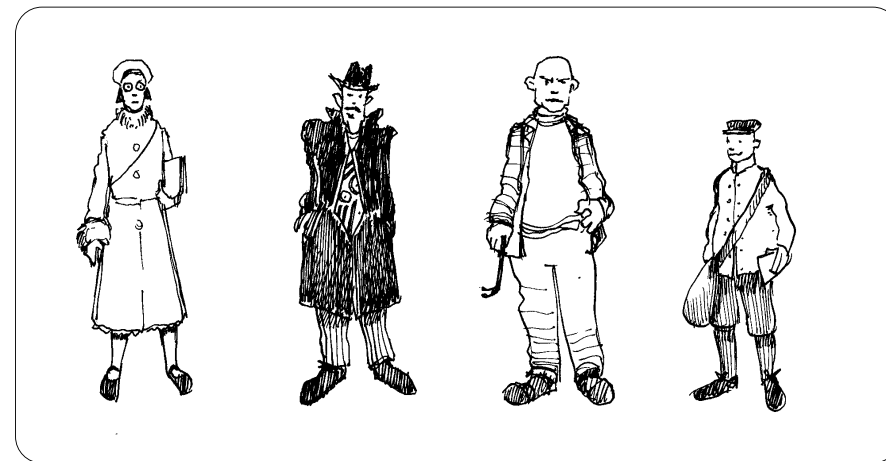
* Note: ideas marked with an asterisk are based on the wider topic rather than facts referenced in the scene.

Costume and characters



Edwina Taylor (32 lines)

8 evacuees (4 to 10 lines each)



Miss Wilson (37 lines)

Arfur (14 lines)

Jim (12 lines)

Telegram Boy (1 line)

Percy (44 lines) Mrs Parker (41 lines) Mikey (12 lines) Blue (11 lines)

Synopses

Opening

'It's the Last Day of School' and Percy Parker, a caretaker, is working on his Flying Bathtub in the school basement. 'It Just Won't Work' until two children from the school, Mikey and Blue, help him to fix it. They discover a stowaway, Percy's mother, hiding in the bathtub and together they 'Jump in the Tub' and set off on their adventures through time and space.

A World War II incident

Our four travellers land in London during an air raid ('Take Cover or Die'). Mikey and Blue join a group of schoolchildren as they are evacuated to 'The Middle of Nowhere'. Percy joins them after being rescued from a couple of 'spivs' by a young evacuee called Edwina, who Percy later realises is his own young mother.

A Victorian venture

The bathtub lands in a coal mine, where our explorers meet a group of young children dragging heavy sacks from the coalface. One of them is injured and imagines what life is like outside the mine ('Sit in the Flowers'). Our explorers emerge from the darkness and join a workers' protest. Percy learns about working conditions in the local factory from its owner, Mr Ramsbottom, as two shoeshine boys look on ('All Right Jack').

A Minuet with Mozart

Mikey and Blue are introduced to instruments of the orchestra by the young Mozart, who is rehearsing one of his compositions to perform to a countess. Mrs Parker can't believe her luck when Wolfgang gives her his autograph ('My Dearest Mr Mozart'). Percy introduces Mozart to sandwiches and the 'air guitar' ('I Just Wanna Rock').

The Great Fire of London

After flying over Samuel Pepys, the bathtub lands behind a group of fire-fighters ('Hot! Hot! Hot!'), who argue about the causes of the fire and discuss the difficulties they're facing putting it out. Our travellers struggle with a 'fire engine' and then, after a visit from the incompetent Mayor ('London's Burning' – adapted), Mikey and Mrs Parker join the king's army in blowing up houses around the fire. Percy and Blue escape across the Thames with a desperate survivor in the 'floating' bathtub.



A Tudor Tale

Mikey is mistaken for the new 'headsman' at the Tower of London and is taught how to chop a head off properly ('Swish, Chop, Plonk!'). Blue meets the young Elizabeth I and, together with Percy and Mrs Parker, joins an excited crowd to witness the beheading of Katherine Howard, who bemoans her lot. ('How D'you Think I Feel?') Mikey is spared his beheading ordeal when the real headsman arrives late and gets to work.

Closing

After losing various essentials, the bathtub is clearly starting to fall apart. Our explorers land at home, safe and sound, and plan their future adventures together ('All Around the World').

Synopses



Opening

'It's the Last Day of School' and Percy Parker, a caretaker, is working on his Flying Bathtub in the school basement. 'It Just Won't Work' until two children from the school, Mikey and Blue, help him to fix it. They discover a stowaway, Percy's mother, hiding in the bathtub and together they 'Jump in the Tub' and set off on their adventures through time and space.

Invaders

The Bathtub breaks down in an intratemporal void and our travellers encounter three groups of ancient invaders. The Romans explain their civilising influence on the British Isles before everyone is suddenly plunged into the Dark Ages. The Angles, Saxons and Jutes try to recruit Percy and the gang ('Giant Sacks') before being scared off by an approaching Viking longship. The scene ends with the three ancient armies arguing about who was the best invader ('Kicked You Out').

A Roman rock-out

Our explorers join a group of Roman soldiers making plans for their next invasion ('The Roman Army Rocks'). Mrs Parker is mistaken for a spy and captured and taken to a fort, to the north of Hadrian's Wall. She has a lovely time being pampered in a bath house with two Roman ladies ('Absolutely No') until Percy comes to her rescue with an army of Picts.

A Greek gathering: part 1 – gods and philosophers

After a bumpy landing on Mount Olympus, Mrs Parker brings the statues of five Greek gods to life by tickling them with her feather duster. The gods argue among themselves and Hera explains to our explorers that 'Being a God Ain't as Easy as it Looks'. Percy, Mikey and Blue go in search of the god of bathtubs, while Mrs Parker discusses the meaning of life with Socrates and Plato.

A Greek gathering: part 2 – the Olympic Games

Mikey and Blue volunteer to take part in the ancient Olympic Games. Mikey is disqualified from the long jump for taking a run-up, but Blue manages to pip Euclid to the post in the horse race. After treatment from Doctor Hippocrates, Mikey manages to throw a discus out of the Olympic stadium and over the river Alpheus (with a bit of help from Zeus and Mrs Parker). Zeus presents our explorers with winners' laurels and Archimedes makes an important discovery in the Flying Bathtub.

An Egyptian episode

Mikey and Blue look on as a group of trainee embalmers learn how to 'Pickle People's Organs'. The high priest's preparations for the pharaoh's burial are interrupted by news that our travellers have been caught snooping around the 'big pointy thing'. Before being locked up in Khufu's tomb, Percy asks the architect of the pyramid to reveal the secrets of its design ('The Pyramid Song'). The pharaoh recovers from his illness, so the architect auctions off his vacant sarcophagus to the audience.

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