



## Performance Notes for The Fisherlad and the Mermaid's Ring

### THREE WAYS THAT STUDENTS AND TEACHERS CAN UTILIZE THIS PLAY

1. Students can read the play aloud while sitting in the classroom. Ask the readers to skip all bracketed stage directions. You may prefer to rotate your actors to give all students a chance to read the speaking parts.
2. Students can perform the play in the classroom. Clear an area that can be used as the stage. Have the audience sit on the floor in front of the stage. Students in the play can make simple costumes and/or sets as described below. When the scene change, the characters "on stage" simply walk to the back of the room where they wait until their next appearance "on stage."
3. Students can perform the play on stage. Refer to the production notes that follow. Ask the actors to enter from the back of the room and move through the audience as they approach the stage.



### COSTUMES

- NARRATOR – Simple, plain clothes.
- HAMISH – A long-sleeved button-up white t-shirt, a large brown coat and a red kilt, if possible. The kilt can be made with a red or tartan blanket. If opting other than the kilt, some simple colored trousers will suffice.



- HARBOURFOLK – Black or brown trousers, long-sleeved button-up shirt. They should look a bit dishevelled. They can have suspenders.
- BONNIE – A white blouse and a long blue skirt.
- SORCHA – Blues and greens draped. A red wig and mermaid tail if possible. Tail can be made from colorful cardboard or fabric.  
To make the tail: Start with long pencil skirt, or a long skirt that tapers in towards the feet, made from a stretchy material, such as spandex. It should be a bright color, and preferably shiny. Near the knees to the bottom of the skirt, add some extra bright and shiny fabric. It can be sewn onto the skirt or hot glued, and should be arranged to fan outward a bit. The actress should wear sock or slip on that match the fabric, so that her feet blend in with the tail.  
See images for examples:



- MORAG – A simple blouse, and a dark colored raggedy skirt.



## PROPS

### Scene 1

- Fishing nets for HARBORMAN #1, HARBORMAN #2, HARBORMAN #3, and HAMISH. If an actual net can't be obtained, one can be made with mesh netting, or by weaving paper together, or by using a sheet and lots of holes cut into it. You can also just use any square or rectangle of mesh fabric or a netted laundry bag.

For more ideas and detailed instructions, see these pages:

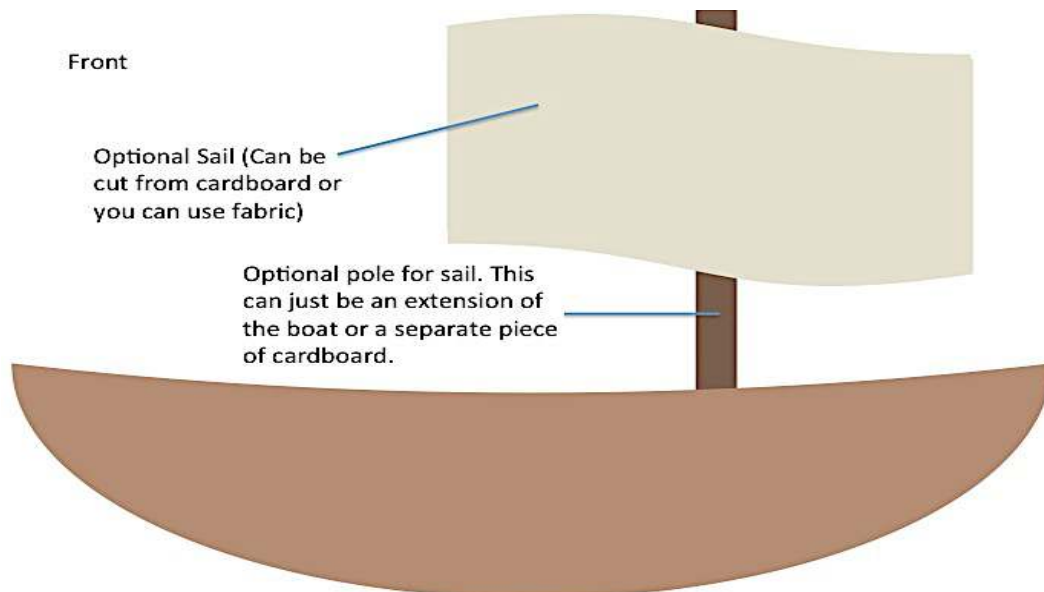
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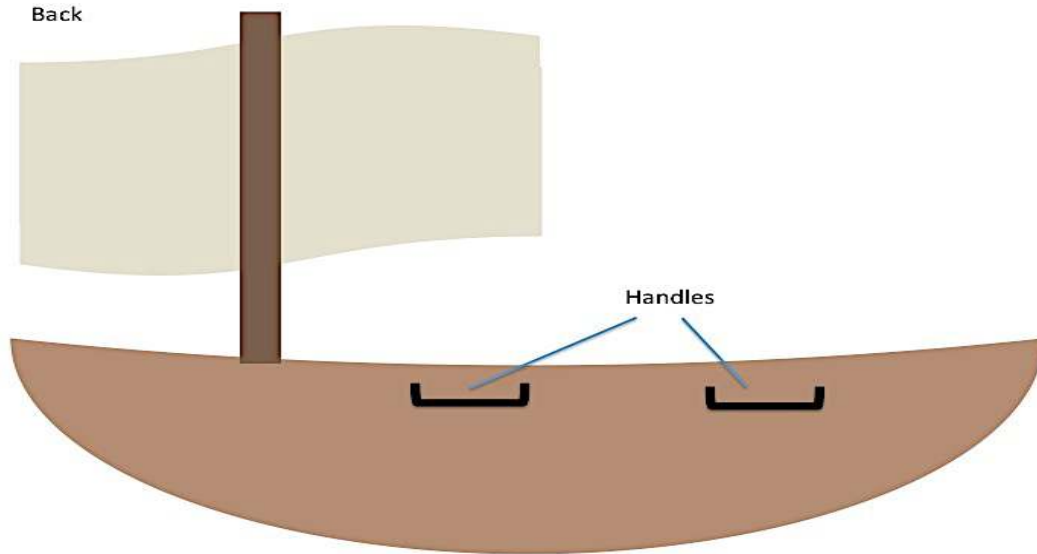
[http://duo.irational.org/red\\_net/a\\_guide\\_to\\_net\\_making.pdf](http://duo.irational.org/red_net/a_guide_to_net_making.pdf)

### Scene 2

- Boat for HAMISH. This can be made from a long flat piece of cardboard. Cut out the shape of a boat and attach handles to the back. HAMISH picks it up and walks with it, to simulate sailing.

See images for examples:





- Net for HAMISH, same as in Scene 1.
- Ring for SORCHA to give to HAMISH.
- Transparent jar for HIAMISH to put the ring in. This should be plastic, to avoid possible breakage.
- Shack for MORAG to “build”. This can be made from three sides of a refrigerator box. Cut the fourth panel off of the box, and paint the shack to look like old wood.

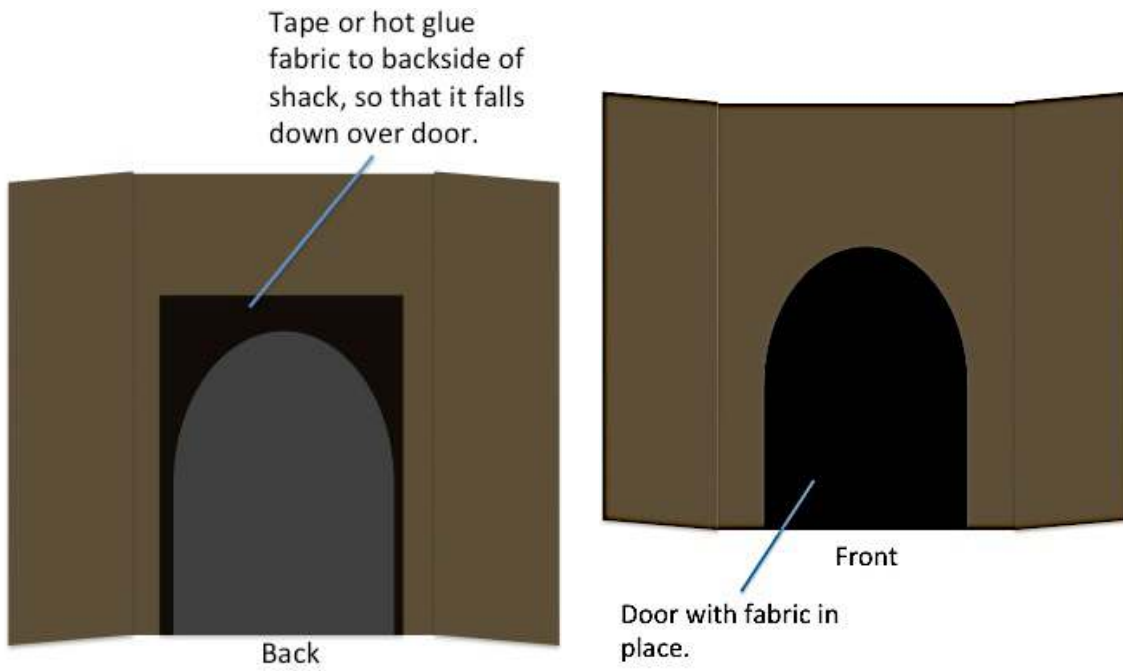
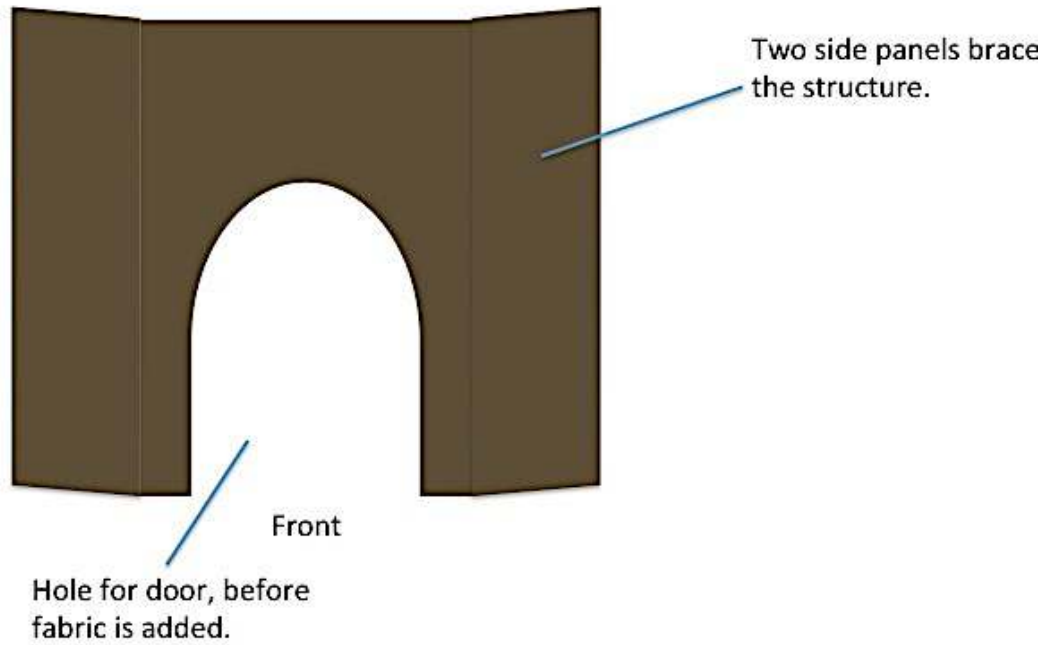
Cut a hole in the middle section to act as the doorway. Tape or hot glue a piece of lightweight black fabric on the back of the flat, so that it hangs down over the hole, ensuring that audience can not see through the door when shack is upright.

Use this same technique for the extension.

From the beginning of the scene, the cardboard lies flat on the ground, unseen by the audience. You can also cover them with sand-colored sheets, to obscure them further. When MORAG “builds” the shack, she simply lifts up the cardboard, and sets it up, so that it stands freely, the two sides bracing the structure. When HAMISH “builds” the extension, he does the same thing.

You might also want to prop the shack and extension up against something, perhaps stools that were being hidden behind other set pieces. See images on next page for examples:

Note: When a character ENTERS the shack (usually HAMISH) they enter through the small door in the front. When a character goes BEHIND it, (usually MORAG) they walk literally behind the cut out.





- Bunting and streamers (can be purchased in party supply sections of stores or can easily be made from colorful paper). Examples of what it could look like are below:



*1 Maybe use Saint Andrew's flag to make it more Scottish!*

### Scene 3

- Boat for HAMISH, same as Scene 2.

### Scene 4

- Boat for HAMISH, same as Scene 2.
- Ring for HAMISH to give to MORAG, same as Scene 2.



## SETS

The entire stage is set like the Island, since that is where the majority of the play takes place. If you have a backdrop you can paint it to show green hills, cliffs, and trees, with water in the distance. There is also another location in the play, the Harbour, which will be a pop-up location for Scenes 1 and 4. More on sets below:



**Scene 1**— The Harbour. A pop-up scene. This scene can happen at the front of the stage, off to the side, in front of where the water is (see below for details on water). It isn't necessary to bring anything on for this scene, as long as the actors are far enough in front of the other set. However, if you'd like to add some more set dressing or further separate the scene, you can either have STAGE HANDS bring on a smaller, separate backdrop and hold it up for the Scene. It can show a pier. Another option would be to bring on a flat piece of cardboard, painted like planks, and place it on the floor. Actors can stand on the cardboard "pier" for the scene.

**Scene 2**— The Island. You can make large cardboard free standing cut-out rocks, hills, and trees, and place them towards the back of the stage. To make these, cut the shapes out of large pieces of cardboard, paint them, and brace them with stools, milk crates, or other objects that will give enough weight and sturdiness to hold them up.

You can use a tan sheet(s) to represent sand, spreading it/them over the stage. You can use a blue/green sheet or piece of fabric to represent the water. This can be spread out on one side of the stage, in about 1/3 of the space. This is where HAMISH will "sail" on and off from".

Note: From the start of the play, a cut out of both the shack and its extension lie face-down unseen by the audience to be later picked up by Hamish (See prop notes). These can be hidden under the tan sheets.

**Scene 3** — The Harbour, same as Scene 1.

**Scene 4** — The Island, same as Scene 2.

