



GOODNIGHT MOON

ENVIRONMENTAL CONSIDERATIONS FOR *GOODNIGHT MOON*

- 1 The performance takes place in the Eve Alvord Theatre. Seating is stadium style, on long benches. There is an aisle on each side of the theatre, and a quiet room on the back right.
- 2 The show is approximately 75 minutes in duration and has a 10 minute intermission.

SHOW CONTENT CONSIDERATIONS FOR *GOODNIGHT MOON*

- 1 This show is based on the book *Goodnight Moon*, however patrons should be aware that while the show is similar in some ways to book (e.g. characters with the same names, some lines from the book recited in the show), the show will be different in many ways from the book.
- 2 This show is a musical with live piano accompaniment. The piano is close to the front row of seats, to the right of the stage from the audience's perspective.
- 3 There is a toy starter pistol used several times in the show.

KEY TO SYMBOLS

In the following guide, the performance is divided by song order with moments of heightened sensory intensity in the song, or following the song, listed in the same row.














Auditory Intensity



Suspense



Audience Interaction

SONG ORDER	SENSORY CATEGORY	DESCRIPTION
Great Green Room	 	<ul style="list-style-type: none"> - A soft cuckoo clock sounds at the end of the song - There is a soft siren sound after Bunny & Mouse finish their prayers - After bunny gets tucked in the fire comes alive with lights and sound
Goodnight Moon Sleeping Song		<ul style="list-style-type: none"> - After the old lady leaves the room comes alive with rhythmic musical clock sounds (bong, tick), a xylophone, and cuckoo clock chirps
Mr. Nobody		<ul style="list-style-type: none"> - The lights dim onstage and a shadow puppet appears in the window - The balloon makes squeaky balloon noise - Bunny gets very excited and runs around the stage. The scene erupts into pandemonium with kittens running around, the cuckoo clock repeatedly cuckooing, and the mantel clock dancing, all accompanied by energetic piano music.
You'll Never Get Away		<ul style="list-style-type: none"> - After the old lady leaves the lamp spontaneously lights up and laughs
Hey, Diddle Diddle	 	<ul style="list-style-type: none"> - At the end of the song the dollhouse comes alive with lights and music - When bunny talks on the phone, the voice on the other end responds with growls. The growls get louder and louder as the conversation continues.
Intermission		
Hey, Diddle Diddle Part II		<ul style="list-style-type: none"> - The dog plays a loud drum during the song
My Tooth		<ul style="list-style-type: none"> - After the old lady puts the tooth under Bunny's pillow the room comes alive with movement and objects saying "Hush!"
Tooth Fairy		<ul style="list-style-type: none"> - The tooth fairy tells jokes directly to the audience
North Star		
Positive Attitude		<ul style="list-style-type: none"> - When asked to by the cat, the dog plays a loud drum roll on the snare drum
Sto Mi E Milo		
Goodnight Moon		