

Sensory Guide for Childsplay's Production of *The Hula Hoopin' Queen*



When you enter the theatre, you will see a bright, multi-colored set, representing 139th Street in the Harlem neighborhood of New York City. The lighting is bright and colorful. A hazer is used throughout the play for lighting purposes. The hazer is located just off stage on the audience's right side.

The play is centered around three girls who love to hula hoop. They talk and play with high energy. All of the hula hooping sequences are underscored with a rap/hip hop beat.

Children in the audience usually get vocal in their responses to play, especially during Miz Adeline's birthday party, when the audience becomes partygoers, and are encouraged to speak and sing.

Sensory moments of note: (All timings are approximate)

00:50 to 02:00. Percussive music underscoring hula hooping and a playground chant.

06:00. A loud voice over, "Jamara!"

07:50 to 08:10. Percussive underscoring for hula hooping. Foot stomping and clapping, as the girls "rap and rhyme"

08:20 to 08:55. Percussive underscoring as Jamara does tricks. Flashing lights that change color.

09:05 to 09:10. Two character have a loud argument

10:10. A Loud voice over, "Jamara!"

13:20 to 13:40. Percussive music and Flashing lights during the scene change.

16:30 to 16:40. Loud sound and flashing lights that signify a short flashback scene

18:55 to 19:40. Percussive underscoring to Kameeka hula hooping with "rap and rhyme".
Flashing lights that change color.

24:00 to 24: 30. Percussive music and Flashing lights during the scene change.

25:20 to 26:10. Percussive underscoring and flashing lights with foot stomping and hand claps
as Kameeka and Portia a rap about famous Harlem citizens

27:00 to 27:50. Percussive underscoring and flashing lights with foot stomping and hand claps
as Kameeka and Portia do a "rap and rhyme" challenge

31:15 to 31:35. Percussive music and Flashing lights during the scene change.

32:20 to 32:40. Jamara shouts at Kameeka about Kameeka being too chicken to compete with
Jamara.

35:30 to 36:40. Some flashing lights that change color as Miz Adeline tells Kameeka about the
history of hooping

37:45 to 37:55 Some flashing lights and percussive underscoring as Miz Adeline and Kameeka
"strut your stuff"

38:40 to 39:50. Percussive underscoring to Kameeka hooping and rapping followed by Jamara
hooping and rapping.

39:50 to 40:20. Percussive music and Flashing lights during the scene change

45:50. Beginning of lengthy sequence of percussive underscoring and flashing lights that
change color as Mama and Kameeka rap about cleaning the apartment.

47:15. Mama starts to sing high notes.

48:20. The rap ends with Mama saying "Drop the Spoon," followed by a loud thump.

49:35 to 50:05. Percussive music and Flashing lights during the scene change

50:30 to 50:50. Percussive music and Flashing lights during the scene change

51:45 to 52:15. Percussive underscoring and flashing lights that change color as Kameeka gets
the Hula Hooping Itch "coming on strong"

52:45. The beginning of the hula hooping challenge with more intense and faster flashing lights.

53:00. Audio feedback squeal

54:30. Audio feedback squeal

54:40. Audio feedback squeal

55:00. Bigger audio feedback squeal

55:20. End of the hula hooping challenge sequence

56:00 to 56:30. Percussive music and Flashing lights during the scene change

This scene is the birthday party for Miz Adeline.

59:50 to 59:55. Audience may join in on the chant, "Double Fudge Chocolate Cake, With Strawberries and Real Whipped Cream!"

1:00:50 to 1:01:10 The audience joins in the Chocolate Cake chant, which is repeated several times.

1:03:10. Jamara asks, "You think I went too far?" Children in the audience may shout out, "Yes!"

1:04:50 to 1:05:15. The audience is invited to join in singing the Happy Birthday song to Miz Adeline, followed by applause.

1:06:35 to 1:06:40. Miz Adeline and Miss Evelyn get into a loud argument.

1:07:25. The final big Hula hooping party begins. Loud music, flashing lights that change colors.

1:08:00. Each character does a solo hula hooping routine, accompanied by the other characters clapping in rhythm.

1:10:40. The play ends.