



# Visual Guide

Welcome to the Visual Guide for 25/5  
This guide will tell you all about the story you are  
about to see and what to be prepared for.

You might find this helpful if you have sensory  
needs or if you haven't been to see a theatre show  
before.

# What to expect during the event



This event is relaxed.

This means that you can enjoy it however you like. The lights will stay on low and you can come and go.



The event will last approximately 2 hours.



Throughout the performance signs will be used to help tell the story.



There is music in the show. In the visual story below any moments of song will have a music note so you can be prepared.



There will be different lights used in the event. There will be no flashing lights and the auditorium will be gently lit throughout.



There are some puppets in the shows. Sometimes this means an object being used for things they are not, such as a chair for a horse.

# Pocklington Arts Centre

The event takes place at Pocklington Arts Centre. We will be using lots of different spaces in the building for the event.



## Box Office

There will be a touch table in the box office to be able to feel what some set props and costumes feel like.

You can also borrow a fidget, ear defenders if this would be helpful.



## Auditorium

This is where the performances will take place.



## Bar

In the bar you can get a drink at the interval, this is between the two performances.



## Oak Room

In here there will be lots of heritage material and talks to learn more about Burnby Hall.

# Act 1: Breaking Ground

This story is told by lots of actors.  
They play different characters.



## Workers

Wear jumpsuits  
and bandanas



## Foreman

Wear shirts  
and braces



## Architects

Wear brown  
caps



## Mr Burnby

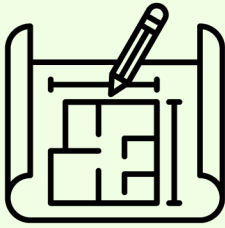
Is a cat puppet  
The person  
puppeteering him  
wears a red  
bandana



## The Beavers

Wear brown hats  
and brown and  
white gloves

# What Happens in Breaking Ground?



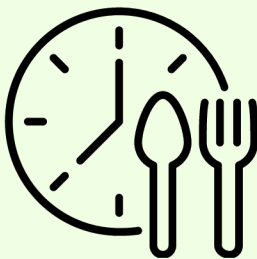
We meet the workers, the Architects visit and give the Foremen the plans for the lake.



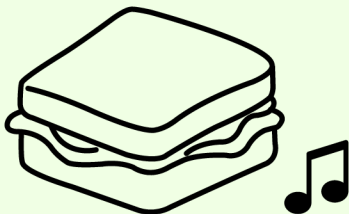
The workers sing a song about digging



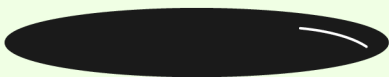
The workers take a tea break in the breakroom.



At lunchtime, the Forement send the workers to get silly objects that don't exist.



The workers are annoyed. Then Mr Burnby steals a sandwich!



The workers use the plans to cover the hole they dug.



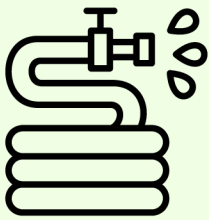
Beavers come in the night and eat the plans!



In the morning, someone falls in the hole



It starts to rain, the workers complain and the Foremen send them home



The workers begin to fill the lake



The Architects arrive and tell the workers there is something wrong with the lake



The workers come up with a solution. They fill the lake and add a time capsule



Everyone celebrates!

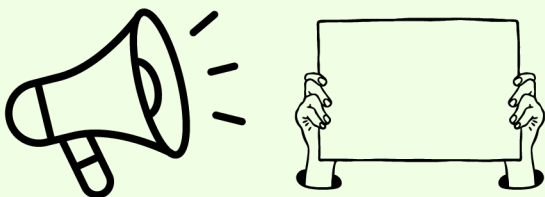
# Interval



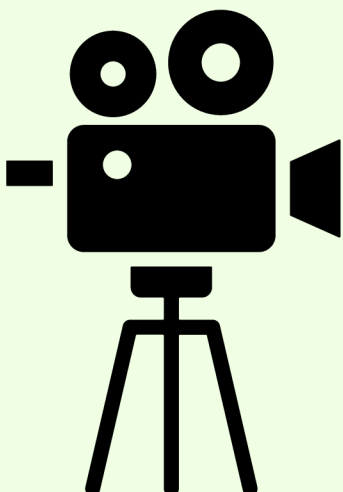
An interval is a break in the show. This will separate the first and second half of the performance.



During the interval you can visit the toilet, get a drink or snack and do anything else you would like to. You could visit the Oak Room to see the heritage group!



Before the show starts again, there will be an announcement and someone will walk around with a sign to tell you to take your seats



There will be a short film before Act 2.

# Act 2: Burnby in Bloom

The story is told by lots of actors, aged 5-18.  
They play different characters.



## Frogs

Wear headbands  
and tie dye t-shirts



## Discoverers

Wear scruffy clothes  
perfect for adventures



## Ancients

Wear clothes you  
would wear in the past



## Katharine

Wears a shawl



## Edith

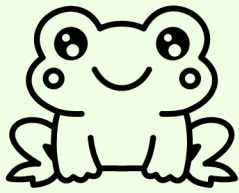
Wears an apron



## Percy

Wears a top hat

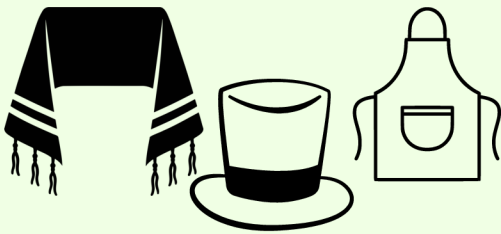
# What happens in Burnby in Bloom?



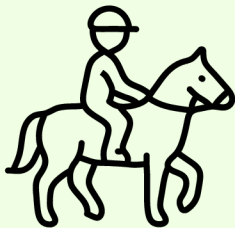
The frogs introduce the story as the Discoverers find a mysterious trunk in the gardens.



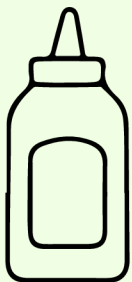
The frogs celebrate rubbish as treasure and the Discoverers recruit a drama group called the Ancients to help explain the trunk.



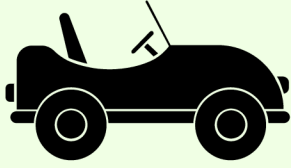
The Ancients bring Katharine, Edith, and Percy to life through objects - Katharine a shawl, Percy a top hat, and Edith an apron



Percy and Katharine meet while horseriding, showing her confidence and his awkward charm.



A bottle of Yorkshire Relish reveals the history of Burnby Hall Gardens before the Stewarts.



Toy cars show Percy's love of cars and his infamous car crash at Sutton Bank



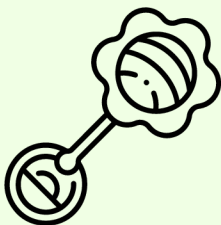
Everyone dances at the Captain's Ball on the SS Victoria (which is a really big ship!).



A hunting skull shows Percy's adventures and Katharine's steady, practical nature.



A suffragette flag shows Katharine's political beliefs and her fight for women's rights.



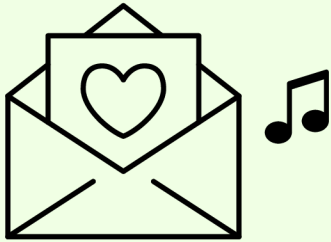
A baby rattle shows that although the Stewarts had no children, they cared for the whole town.



We see Percy's generosity and kindness toward local children.



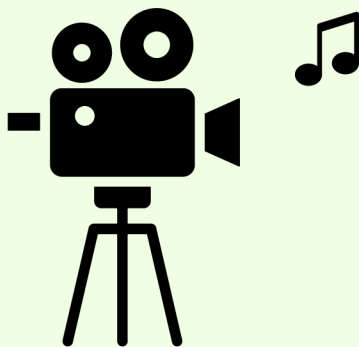
Katharine's paintbrush shows how she shaped the lakes and gardens into a living artwork.  
The frogs sing a song.



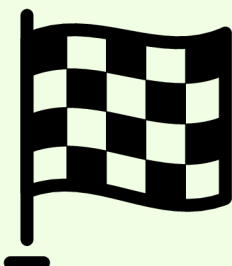
Percy's farewell letter reveals his deep love for Katharine and their shared legacy. The group sings a song about how they think Katharine would've responded.



The Discoverers add their own objects to the trunk and commit to carrying the story forward.



A film of all the cast members singing a finale song.



The end. It is time to leave the event.  
We hope you had fun!

