

# Social Story of SLIME

SLIME is a play for 2-5 years and their families. At The Herd we're working hard to ensure our theatre is accessible to as many people as possible.

Every performance of SLIME is:

- told with only 12 words, and each is signed using British Sign Language
- a 'relaxed performance' which means
  - you can talk
  - move about
  - come and go
  - the sound isn't too loud
  - the space is bright and inviting
  - there are gentle lights

We understand that some people like to know what to expect before going to the theatre so if you'd like to here's a guide to SLIME. Please note there are a few spoilers in this guide!

If you need any further information about the experience please contact [hello@theherdtheatre.co.uk](mailto:hello@theherdtheatre.co.uk)

## Tickets



When you arrive, follow the signs to pick up your tickets.

You'll get a squishy yellow foam ticket for each person seeing the show! Hold onto these as you find the slime garden.

## Buggy parking



You can park your buggy at 'Buggy park'

Follow the sign arrows to find your way to the slime garden



You'll know you're near when you see these stepping stones..



Next find the 'shoe area' where you can take off your shoes to experience maximum comfort whilst watching the show.

Enter the slime garden and choose a comfy spot to sit, anywhere behind the yellow 'slime trail'

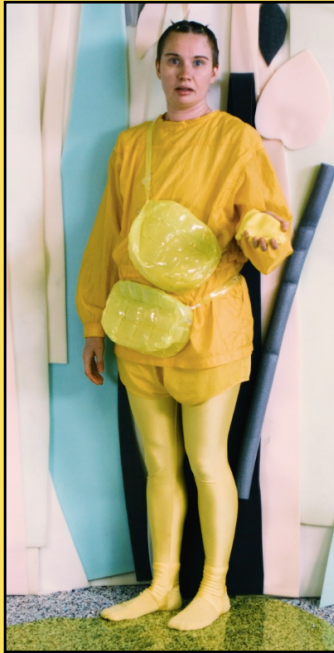


This is what the stage looks like:



You'll hear some gentle electro pop music. Music will underscore the whole show.

Once all the audience are in the garden the show will begin.



You'll meet 'Slug' first, they are dressed in yellow and they look like this

Slug is very hungry and wants to find a leaf to eat.

Slug will look to you and talk to the you.

Slug won't come too close or touch you.

Then you'll meet 'Caterpillar', they are dressed in green and they look like this

Caterpillar doesn't like slime. They are also very hungry and also want to eat a leaf.

Caterpillar will also look at you and talk to you.

Caterpillar comes to the front of the audience and 'tastes' (very gently pretends to taste) a couple of audience members.



Slug and Caterpillar will see each other and realise they both want the leaf.





Slug and Caterpillar will discover a 'Human' above has laid some poisonous pellets to stop them from reaching the leaf.

The sound of a 'Human' passing above can be heard.

Slug and Caterpillar will try everything they can think of to get the leaf reaching, jumping, climbing, acrobatics, magic, but nothing works.



Caterpillar will discover this sweet wrapper in the garden and make a hat to reach the leaf.

Caterpillar and Slug decide to work together to reach the leaf. They figure out a way of moving the poisonous pellets that were laid by the Human.

The leaf is still too far and Caterpillar gives up. Slug tries to cheer caterpillar by playing a guessing game with the sweet wrapper hat. You can join if you want and guess too!

They game gets competitive and eventually Caterpillar destroys the sweet wrapper and name calls Slug.

The Human comes and sees Slug. Slug defies the Human by producing lots and lots of Slime to scare them away. It works.



Caterpillar is amazed at what Slug can do and wants to feel Slug's slime.

Slug realises how their slime can also help them get to the leaf. It works!

Slug and Caterpillar eat the leaf. Slug dips the leaf in ketchup.



Caterpillar can now become a butterfly and out comes their cocoon.

Caterpillar says goodbye to Slug and leaves the garden.

Slug gets out lots and lots of slime and invites the audience to come and play with them.

Slug will point, and a sprinkling of Butterfly confetti is scattered onto the stage to mark the end.

Slug will say goodbye and leave you to play with Slime for as long as you want.



Our Slime is completely non-toxic, made out of food ingredients. (cornflour, salt, water, cream of tartar, olive oil and yellow food colouring)

It's not edible though as it tastes really gross!