

Sensory Advisory Guide for The Wizard of Oz: Youth Edition

Based on the Sensory Advisory Guide for the Broadway production of *How to Dance in Ohio*.

Run-time:

Act One: 36 minutes

Intermission: 15 minutes

Act Two: 38 minutes

Total: 1 hour 30 minutes

Plot Synopsis

The Wizard of Oz: Youth Edition is about a girl named Dorothy who finds herself and her dog, Toto, in the Land of Oz. They follow the yellow brick road, determined to reach the Emerald City, where the great and powerful Wizard of Oz will help them get home. Of course, along the way, Dorothy encounters witches (both good and bad), Munchkins, talking trees, and winged monkeys. But most importantly, she befriends three unique characters: a Scarecrow with no brain, a Tin Man with no heart, and a Lion with no “nerve.”

General Sensory Notes:

- *The Wizard of Oz: Youth Edition* has been designed by our production team to be a sensory friendly show.
- People with sensory sensitivities should know that the sound effects and music might be suddenly loud at various points throughout the show.
- The stage can be very bright, and sometimes it is possible that shiny stage elements will reflect light into the audience.
- The projections at the back of the stage are dynamic, so they will often feel like a movie. If you find that watching them makes you feel dizzy at any time, we recommend briefly closing your eyes.
- The show will include some lighting effects, including a green and a pink spotlight moving around the stage, dark lighting, changing colors, and a glowing crystal ball.

- When the audience is enjoying the show, there will likely be loud applause. Typically, this will take place after songs and scenes, but it may also happen sporadically throughout the show.

If you are particularly sensitive to lights and/or sounds, we recommend bringing headphones and/or sunglasses.

Act 1

- 👁️ During the second scene when Dorothy and Toto meet Professor Marvel, the Professor will take out a glowing crystal ball.
- 👁️ When the storm comes in, the projection will change to a “spinning” cyclone.
- 👂 During the cyclone, we hear the witch start cackling from offstage before she crosses.
- 👁️ A circular pink light will appear and move across the stage to reveal Glinda.
- 👁️ Glinda’s costume includes sparkly elements that might reflect light, as well as some of the munchkins onstage.
- 👂 Before the munchkins enter the stage we hear them giggling from offstage.
- 👂 We hear the witch cackling again before she enters Munchkinland. When she cackles, the munchkins get scared and we hear yelling. The munchkins will make the same noises when the witch leaves.
- 👁️ The moving pink light will appear again when Glinda leaves.
- 👂 When the crows enter they make loud “caws.” They also make these sounds sporadically throughout the scene.
- 👂 When the trees begin throwing apples at Dorothy and friends, they will yell at the friends in anger.
- 👂 The witch will cackle again before she enters.
- 👂 When Dorothy and friends are saying “Lions, Tigers, and Bears, oh my!” the lion will jump out and growl when he does that. When he gets bopped in the nose by Dorothy, he will shriek.

Act 2

- 👂 When Dorothy and her friends arrive to the gate of the Emerald City, you will hear a doorbell.
- 👂 At the end of the song The Merry Old Land of Oz, you will hear the witch cackling from offstage.

👁️ The Wizard of Oz is a large puppet. You will likely see the eyes reflect light. In this scene, you will see fake fire moving in the projection.

👂 When the winged monkeys appear onstage you will hear loud monkey noises until they leave the stage. They will get especially loud when they come after Dorothy and her friends.

👁️ When they enter the witch's castle you will see more fake fire moving in the projection.

👂 When the witch tries to take Dorothy's shoes, you will hear her shriek and hear a sound effect that sounds like electricity.

👁️ When we are back in the witch's castle, the crystal ball will glow. There will be a light on the side of the stage where Aunt Em is that turns green when the witch appears. You will see the fake fire moving in the projection again.

👂 When the witch appears, she will do her loud cackle again.

👁️ When Dorothy throws water onto the Scarecrow and witch, you will see shiny tinsel come out of the water bucket. You will then see a moving green light on the witch as she leaves the stage and melts.

👁️ Back in the Wizard's chamber, you will see the large puppet with reflecting eyes, as well as fake fire moving in the projection.

👂 When the Wizard is about to leave on the balloon, you will hear a cat meow, then Toto growl at her.

👁️ Glinda will enter with a moving pink light again. She will be wearing the same gown with shiny pieces such as her crown and wand.

👁️ When Dorothy clicks her heels together three times, the projection will have a multicolored spinning effect.