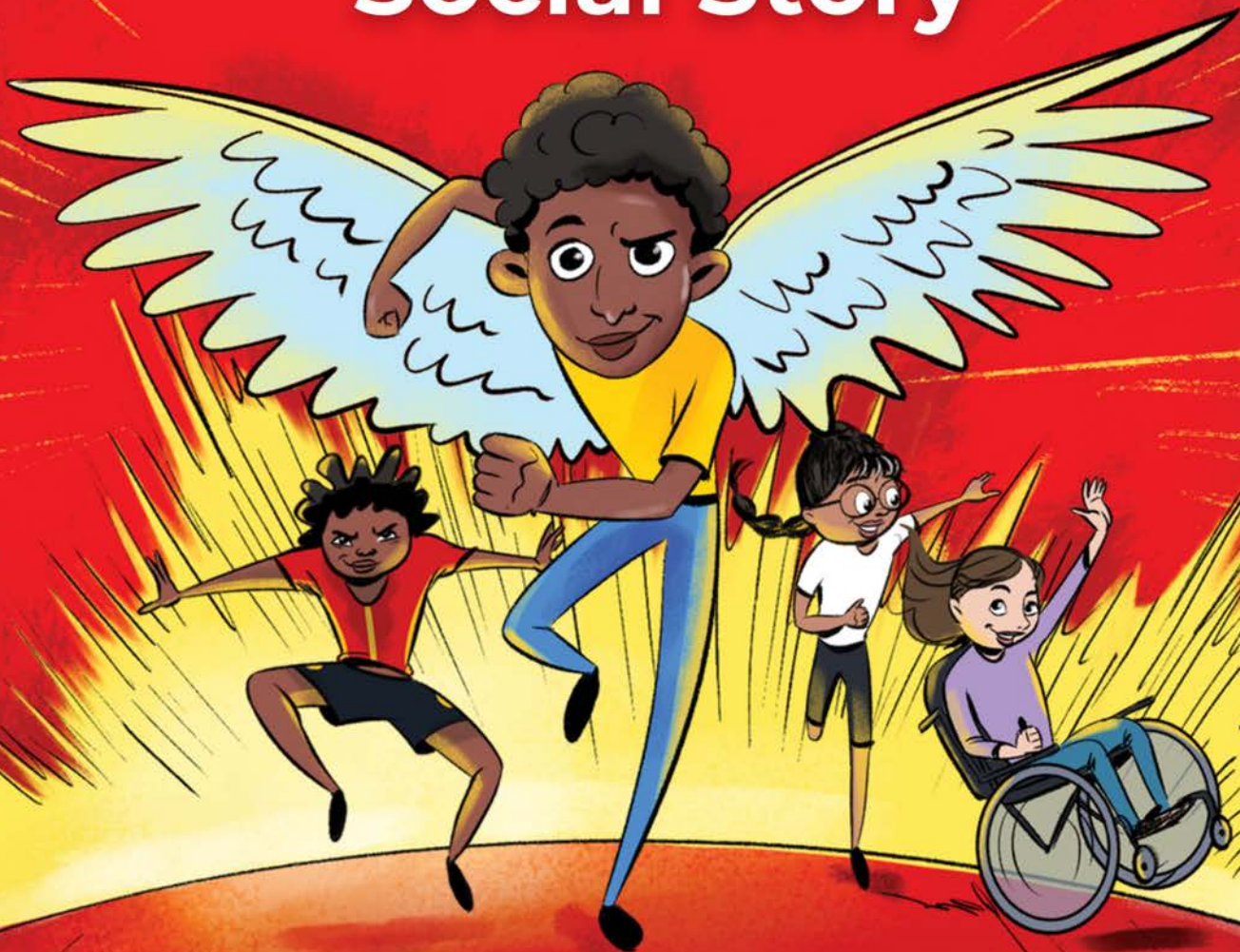


THE BOY WITH WINGS

Based on the book by Lenny Henry

Social Story



The Boy With Wings

An ordinary kid is about to become an EXTRAORDINARY hero!

Wings? Check.

A super-cool, super-secret past? Check.

An impossible mission to save the entire galaxy. Check.

When Tunde sprouts wings and learns that his father is a ferocious alien warrior, he's all that stands between the galaxy and total destruction - suddenly homework and school aren't all he has to contend with.

Luckily, his rag-tag group of pals have got his back, and with his new powers, Tunde is ready to fly in the face of danger - this is his destiny. No pressure then. . .

Creative Team

Based on the book by	Sir Lenny Henry
Adapted for stage by	Arvind Ethan David
Songs by	Arvind Ethan David & Khalil Madovi
Director	Daniel Bailey
Set & Costume Designer	Laura McEwen
Composer & Sound Designer	Khalil Madovi
Lighting & Video Designer	Gillian Tan
Associate Director	Nyasha Gudo
Assistant Director	Eddie H-M
Musical Director	Khalil Madovi
Movement Director	Gabrielle Nimo
Parkour Consultants	George Mayfield & Alfred De-Souza
Puppetry Consultant	Roman Stefanski

Cast

Tunde	Adiel Boboye
Juba	Jessica Murrain
Kylie	Millie Elkins-Green
Dev	Samir Mahat
Aaven	Stephan Boyce
Ruth	Mia Jerome
Bird Brain, Ship Computer & Suit Computer	Sir Lenny Henry

Production photography by Jake Bush and Adela Ursachi

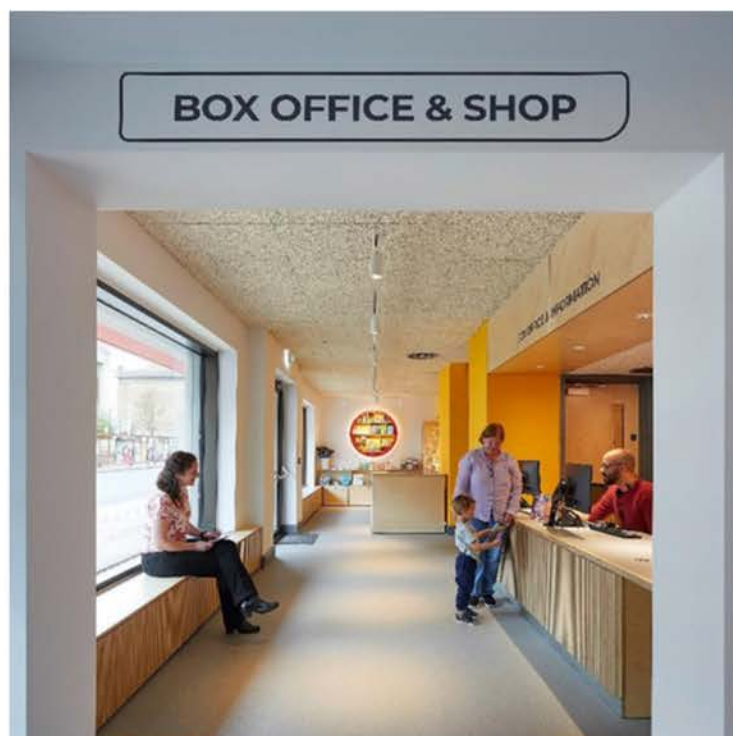
The Location

When you get to Polka Theatre, this is what it looks like:



When you enter through the main entrance, to your left will be the Box Office and the Shop. Please feel free to browse the shop whilst you wait.

Box Office



Shop



Café

When you enter through the main entrance, to your right will be the Café. We serve hot and cold food, pastries, sweet treats, and hot and cold beverages.



Main Theatre

This is where the performance will take place. To get there, you will go up a set of stairs between the Box Office and the Play Den. The Polka Staff will show you where to go, and how to get to your seat.

This show offers a relaxed environment meaning you can move around the space, make noise or leave the auditorium at any time.

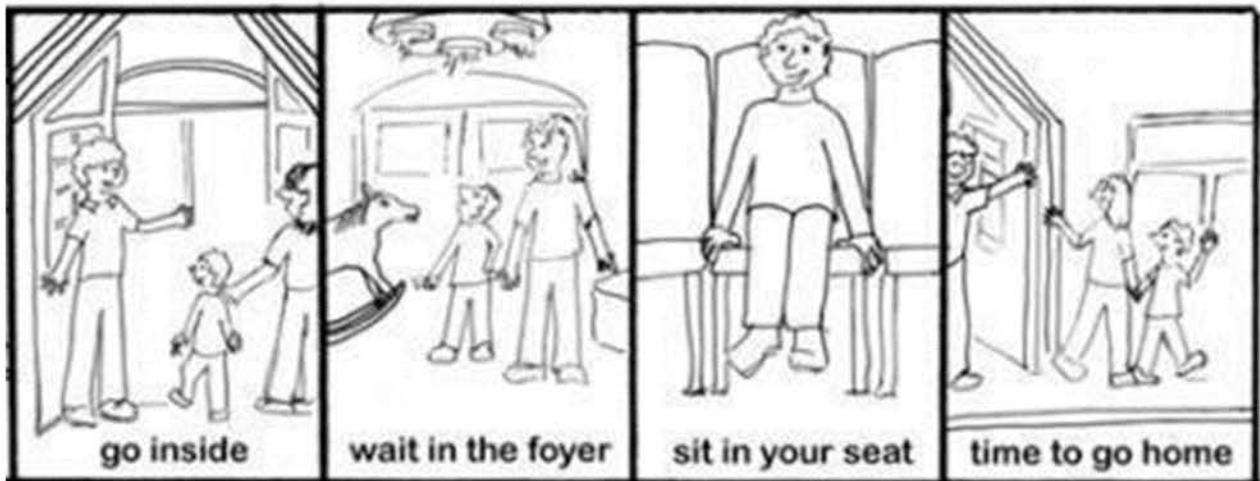


Chill Out Space

This is located outside of the Main Theatre upstairs. You can leave the theatre at any time and come back in when you are ready. There will be a TV monitor which will relay the live action happening on stage, so you don't have to miss anything.



Picture information strip- this is what you will do when you go inside:



To prepare you for your visit to Polka Theatre we have put together a synopsis - this is to help you to understand the story that you are about to see and prepare you for what to expect during the performance.

The performance will last approximately 1 hour and 15 minutes, including an interval.

Please note, we have ear defenders available at Box Office, should you need a pair.

This production contains flashing lights and haze.

The Boy With Wings

This show has 6 actors and some of the actors will play more than one role. They will change costumes to represent their change in character.

This is what the characters look like:

Tunde



Juba



Kylie



Dev



Aaven

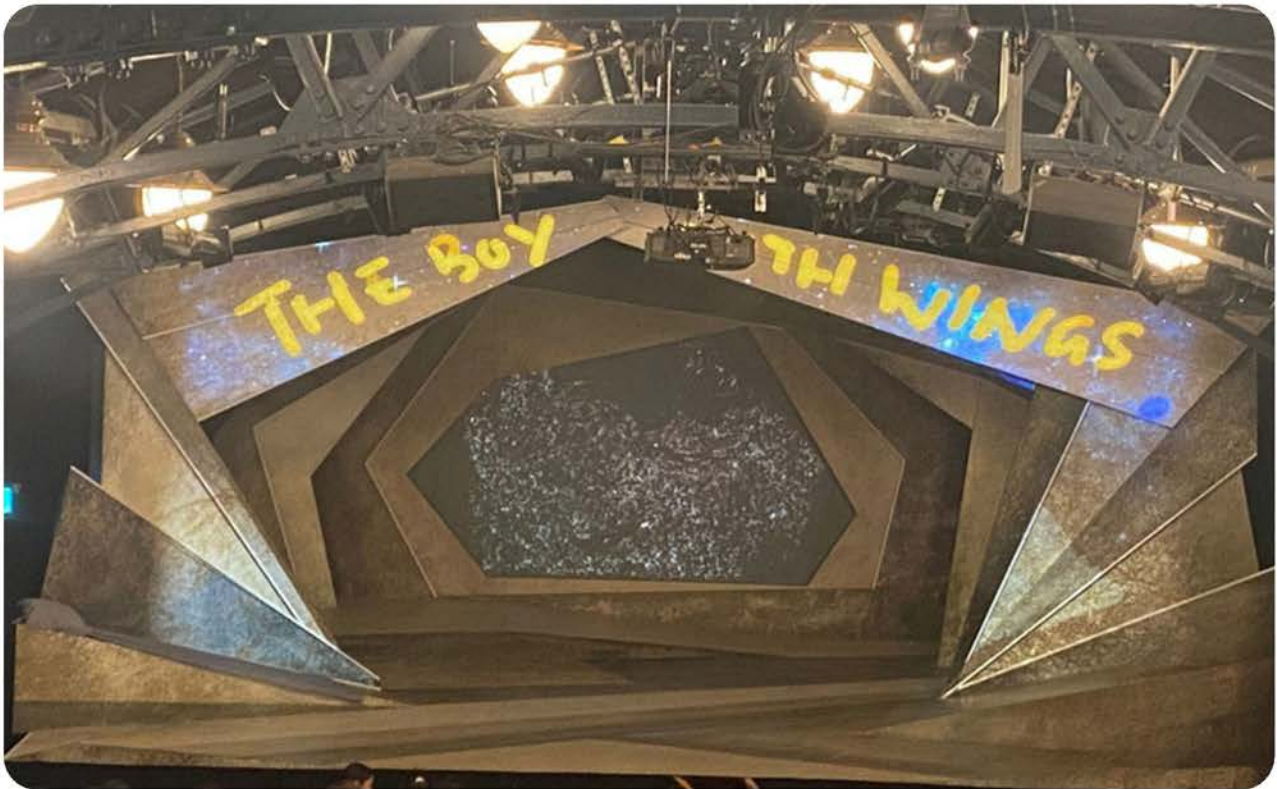


Ruth



Bird Chorus





This is what the stage will look like at the beginning.

As you enter there is pop music playing.

The set is made up of lots of ramps and at the top, front of the stage projected are the words 'The Boy With Wings'.

Projected at the back of the stage are galaxy images.

There are light strips all around the stage and these will light up with different colours throughout the show.

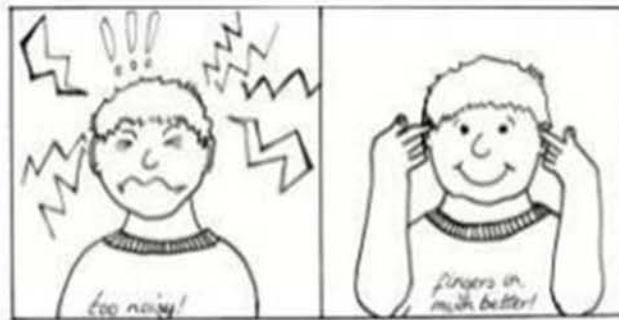
Before the shows begins there will be a voice over announcement from the author, Lenny Henry.



During the show, the actors will interact with you. You are welcome to respond to characters performance, sing along and laugh or smile at any time.



During the show, you might see something that makes you feel sad or scared. You are allowed to feel sad or scared, that is ok.



If you see this symbol, it means there will be a loud or unexpected noise and you can put your fingers in your ears.



If you see this symbol, it means there will be projections, or something visual happening onstage that will help with the storytelling.



If you see this symbol, it means you will hear music or there will be a song.



If you see this symbol, it means you will hear a sound effect coming from the speakers.



If you see this symbol, it means there will be a change in lighting and you can cover your eyes.



If you see this symbol, it means the audience may clap, sing and dance. You can join in, too!

If you are watching our designated Relaxed Performance, some lights will be reduced or removed. The characters will not approach any audience members.

Act 1, Scene 1 - Tunde's Nightmare



The show begins in Tunde's bedroom. His bed is on the ramp at the left of the stage.

The lights are blue and we hear chimes playing 'The Boy With Wings' themes which will be played a lot throughout the show.



When we first hear Ruth's (Tunde's mum) voice, she is offstage.



After Ruth exits, the Bird Chorus puppets appear.

The chimes play again as before, the light strips will turn pink and we hear a ghostly 'oooo' sound effect.



Now the performers start to sing the song 'Everything is Dangerous', which sounds very electronic, with a lot of electric guitars.



During the song, one of the bird puppets will be covered by Tunde's bed sheet and pretends to be a ghost. Tunde will climb ladders hidden on the stage and a character will appear for a moment at the back of the stage in a long, dark cloak.





It is okay if you find this song scary.



One of the bird puppets will come down into the audience on the left.

Tunde will come down into the audience on the right.



As the song ends, the music will get softer and we will hear the chimes again. Tunde will get back into bed and a soft spotlight will shine on him.



When the song is finished, there will be a black out.

Act 1, Scene 2 - Juba Arrives



We first see a silhouette of Juba on the screen at the back. The lights will turn orange and smoke will appear. We will hear the chimes and bird song before the screen lifts up to reveal Juba in person.





Juba will interact with you, feel free to shout out answers back to her if you'd like to.



When Juba tries to fix her translator, we hear computer beeping sound effects.



When Juba is talking to the birds bass music is played quietly throughout the scene.



As Juba tells her story, we see projections of what she is describing on the screen at the back. They will look like they are cave drawings.



At the end of the scene, Juba sings 'The Boy With Wings' and the stage will get darker.

Act 1, Scene 3 - Daytime Parkour



There will be a 'swoosh' sound effect as we enter the next scene. A skate park background will be projected onto the screen at the back and around the edges of the stage.



Throughout the scene at a quiet volume, we hear electronic music and chimes.



When Dev starts his parkour sequence the lights will flash multi-coloured and Dev will use the ramps and ladders on the stage to jump, climb and roll.



Dev will then jump onto the stairs in the audience at the right and run around the auditorium, coming down the stairs by the audience on the left. Whilst this is happening we will see a video projected onto the screen at the back of Dev completing his parkour run outside.



When Dev is back on stage, the lights will stop flashing and the skate park image on the screen will return.



The electronic music will play and the lights will start flashing multi-coloured again when Tunde is about to start his parkour sequence. But this will all suddenly stop when we hear Tunde's phone ringing.



Once the three friends have exited, Juba will ask the audience some questions. Feel free to shout out answers if you would like to.



The electronic music will play again during the scene change and the lights will turn yellow.

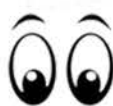
Act 1, Scene 4 - Tunde and Ruth



Back in Tunde's house, the lights will turn blue and a desk will be brought on at the right of the stage. Throughout this scene, background noise of a TV programme will be played.



Act 1, Scene 5 - Gaming



After Ruth exits, Tunde turns on his games console and we hear a game console beeping sound effect. The strip lights will turn green and gaming world projections of green mountains will appear on the screen at the back. There will be a green light on Tunde.



When Dev enters a red projection also joins the screen at the back and a red light will be on him. The strip lights on the left side will also turn red but the right side will stay green.



The same happens when Kylie enters, except everything on the right of the stage will turn blue, the middle will stay green and the left will stay red.





When Tunde stops playing his game we hear a chime sound effect and the gaming projection on the screen at the back has a 'loading' symbol appear.



During the scene change the lights will completely turn blue and string music will play.

Act 1, Scene 6 - The Birdbrain



The lamp from the house will light up and fly down whilst we hear spaceship sound effects. The strip lights at the front of the stage will turn white.



The 'Birdbrain' will have a computerized voice.



After Ruth has entered the correct passcode, the lights on the lamp and the strip lights will pulse.



When Ruth has left, the Birdbrain will reactivate and we hear a swoosh sound effect.



Smoke will appear the the back of the stage and a silhouette of Aaven will be visible behind the screen. The lights will get very bright and turn blue and pink. The strip lights will sparkle and we hear 'The Boy With Wings' theme.



As Aaven exits we hearing the swooshing sound effect and the lights will turn blue.

Act 1, Scene 7 - Nighttime Parkour



The skate park projection will return and as we enter the scene string music will play along with 'The Boy With Wings' chimes.



The lights will get brighter as Tunde begins his parkour run. Then they will pulse as multi-coloured lights and we hear the electronic music again, like previously.



After Tunde exits the stage, green and blue lights will shine into the audience and a projection of Tunde completing his parkour run will appear on the screen. This time it will be green to appear as though it is filmed through a night vision camera. We will also hear a voice over of Tunde.



Soon Tunde loses his balance and we hear him scream, followed by a crashing sound effect. There will then be a blackout and feathers will drop onto the front half of the audience.



The strip lights will pulse white and we hear a sonic boom sound effect.



When the lights come back on they will be yellow, smoke will appear. The screen will lift up to reveal Tunde with a giant pair of wings.



There will now be an interval of 15 minutes.



During the interval, pop music will play and the 'cave drawings' from Juba's earlier story will be projected onto the stage.

Act 2, Scene 1 - Meeting Juba



When the second half begins the lights will turn blue and we hear electronic music and 'The Boy With Wings' theme play. The skatepark projections appear and the lights will pulse yellow.



Juba will appear at the left of the audience.



When Juba taps her computer, we hear spaceship sound effects.



As the rap battle starts, we hear a beatboxing underscore and the lights will turn yellow and red and pulse.



During the rap battle, the actors will encourage you to interact. Feel free to shout out and cheer if you would like to.



As Juba ends the rap the lights will get darker.



When the music stops, the lights will go back to blue.



As Dev and Kylie are making their way to Tunde's house the lights will flash blue and a moving road will be projected on the back of the screen.

Act 2, Scene 2 - Meeting Aaven



Before Aaven enters, we hear a 'flushing' sound effect and hear him talking offstage.



When Dev and Kylie are trying to describe Juba, they will ask for your help. Feel free to shout out answers if you would like to. Lights will appear on the audience for this moment.



When Aaven exits, the lights get darker.



As Aaven is talking about 'danger', we hear bass underscore music.



As Dev and Kylie go over to the Birdbrain, the lamp will fly down again and light up and smoke will appear.



When they are being transported, we will hear spaceship sound effects and the lights will turn, blue, pink and red before going to a blackout.



As the scene changes, projections of galaxies in space will appear.

Act 2, Scene 3 - Juba's Ship



As the new scene starts, the strip lights will turn orange and we will see a 'spaceship console' centre stage.



The screen at the back will lift up to reveal Tunde and behind the screen we will see a vortex of corridors.





When the ship computer alerts Juba of an invader, we hear an alarm sound effect and the lights all will flash red.



As Juba exits and Aaven, Ruth, Dev and Kylie enter, we hear the swoosh sound effect.



After Juba reveals she has lied, the beatboxing music will play again and the lights will turn yellow and red.



When it's Aaven's turn to rap the lights pulse blue, green and yellow.



After the rap battle has concluded, the lights turn orange and the ship alarm sounds again.





When the ship computer starts talking, the strip lights will turn blue and orange and the lights on stage will get darker.



The lights will get brighter again, when Tunde steps in to break up the fight and a 'rumble' sound effect will start to play under the scene.



When Kylie begins her rap, the strip lights will change to pulsing blue and red. We will hear the beatbox music again.



Once the rap has finished the lights will go back to being orange.



As Tunde, Aaven and Juba exit, the lights turn blue and the screen comes down in front of them.



When Kylie and Dev activate the ship's controls, the strip lights turn white and images of stars in space are projected. We hear the rumble sound effect again alongside a computer beeping sound effect.



The lights turn blue as the scene ends and start to pulse before there is a blackout.

Act 2, Scene 4 - Back Home



We are back in the skate park (with the image projected on the screen).



When Aaven and Juba enter, we hear the strings underscore music.



When Tunde is playing with Juba's computer we hear a space swoosh sound effect and 'The Boy With Wings' music plays again, this time as a song, which the cast will sing. The lights and strip lights will pulse, multi-colours.



There is a moment when Tunde talks during the song when the music goes quieter and we hear the chimes again, then the music will go back to how it was previously.



Towards the end of the song, the cast will encourage you to sing-along. You can join in and sing and dance if you would like to.



As the song ends, the music will stop and the actors will bow.

The End

The show has now finished. At the end of the show everyone will clap their hands, which is to show the actors and production team that they have enjoyed the show.

Thank you for coming - we hope you enjoyed the show!

Discover Polka Theatre

Whether you're seeing a show or getting creative in a workshop, relaxing in the Café, or exploring our free-to-access indoor and outdoor play spaces, there's something for everyone at Polka.

Connect with us on social media [@polkatheatre](https://www.instagram.com/polkatheatre)



Polka Theatre
240 The Broadway, Wimbledon, London, SW19 1SB
Box Office 020 8543 4888
boxoffice@polkatheatre.com
polkatheatre.com



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