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**Hippity, Hop...Plop!**  
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**Hippity, Hop...Plop!**

CHILDREN'S COMEDY. Whoever heard of a rabbit that can't hop? Whenever Hippity, a young bunny, tries to hop, she goes *plop* and falls down! Tired of her siblings teasing her, Hippity ventures into the forest to find someone to teach her how to hop. In the forest, Hippity encounters an owl that flies, a duck that waddles, and a frog that leaps. But it seems no one can help Hippity learn to hop until a hungry brown bear happens upon her path and shows her how to hop...away, that is! Adorable characters abound in this delightful play for young audiences.

**Performance Time:** Approximately 45-60 minutes.

## **Characters**

(1 M, 4 F, 7 flexible, opt. extras)

**HIPPITY HOP-HOP:** Youngest bunny in the Hop-Hop family who is very clumsy and walks with quick, tiny steps because she hasn't learned how to hop; wears a frilly skirt and a big colorful bow on her head; female.

**FLIPPITY HOP-HOP:** Hippity's older brother/sister who likes to do flips and tease Hippity; wears short pants; flexible.

**GIBBERY HOP-HOP:** Flippity's older sister who likes to talk; wears teen clothing; female.

**MAMA HOP-HOP:** Hippity, Flippity, and Gibbery's mother; female.

**PAPA HOP-HOP:** Hippity, Flippity, and Gibbery's father; can wear an optional fake belly that bounces when he hops; male.

**MR./MRS. OWL:** An owl that hates it when his naps are interrupted; wears eyeglasses and an owl costume; flexible.  
(Note: May be a puppet, if desired.)

**MAMA DUCK:** Mother duck; wears a duck costume; female.

**DUCKLING 1, 2, 3:** Mama Duck's ducklings; flexible.

**BEAR:** A big brown bear who is very hungry; flexible.

**FROG:** A frog that insists he leaps rather than hops; flexible.

**EXTRAS (opt.):** As Ducklings.

**Note:** For flexible roles, change the script accordingly.

## **Production Notes**

Hopping about the stage for the entire play would be tiring for the actors portraying rabbits and would slow down the action. Therefore, a modified hop is preferable—one that gives the impression of hopping and yet allows more freedom of movement. Perhaps a half-hop and half-walk would suffice. Before she learns to hop, Hippity walks with quick baby steps.

Hippity falls many times in the play. To prevent bruises or injury, the actor should develop a fall that is slower than a real fall and is completely under her control. She might also wear kneepads under her costume.

## **Setting**

A forest.

## **Set**

**Front of a rabbit burrow.** A backdrop may be used to depict a rabbit burrow UCS or SL. Trees surround the area. At CS, a hopscotch form is drawn on canvas or a tarp. There is a tree, tree stump, or boulder large enough to hide behind.

**Woods.** A backdrop may be used to depict a forest. There is a tree SRC with a limb that the Owl perches on.

## **Synopsis of Scenes**

**Scene 1:** Front of a rabbit burrow.

**Scene 2:** The woods, a short time later.

**Scene 3:** Front of a rabbit burrow, a few hours later.

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**Props**

Hopscotch (drawn on heavy material so it can be taken off and on)  
Soccer ball (or a similar ball)  
Stone  
Large salad bowl filled with an assortment of vegetables  
Large wooden spoon  
Carrots (Including one that bends easily without breaking)  
Dinner bell or cowbell  
Large eyeglasses for Owl  
One sheet of music  
Large bone (large dog bone may be used)  
Tree limb made into a staff/cane  
Bottle of water

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### **Sound Effects**

Birds chirping  
Music for Hippity's dance  
Music for Duck entrances and exit  
Music for Frog's entrance  
Music for Bear's entrance  
A "clunk" sound when the bone hits Bear  
Upbeat music for the finale

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**“Whoever heard  
of a bunny  
that can’t hop?”**

**-Flippity**

**Scene 1**

*(AT RISE: In front of a rabbit burrow UCS or SL. Trees surround the area. A hopscotch form is drawn on canvas or a tarp and lies on the stage floor at CS. A soccer ball and a stone lie nearby. Gibbery, a rabbit who is wearing a teen skirt, and Flippity, a rabbit wearing short pants, enter hop-skipping from their burrow UCS, laughing and having a good time. Flippity does a flip.)*

FLIPPITY: Wheee!

GIBBERY: Flippity, why are you always turning flips like that?

FLIPPITY: Because flipping is fun. And that's why you call me "Flippity." *(Does another flip.)* Why don't you try it?

GIBBERY: I could if I wanted to. But I don't want to. Why should I do it if I don't want to do it?

FLIPPITY: And why are you always gibber-gabbering? You could just say no.

GIBBERY: Can I help it if I like to talk? I like to talk. That's why you call me "Gibbery." Is that so bad?

HIPPITY: *(From inside the burrow.)* Flippity, Gibbery, where are you?

GIBBERY: Out here, Hippity. Come on out.

FLIPPITY: Yeah. Do a flip. A big flip.

*(Hippity, a rabbit wearing a frilly child's skirt and a big colorful bow on her head, enters from the burrow.)*

HIPPITY: Okaaaay. *(Flippity and Gibbery watch as Hippity enters and tries to do a flip but lands flat onto the ground. Looks up.)* Uh-oh.

**[END OF FREEVIEW]**