



TAKE ME TO YOUR LITTER

by Joe Claro

CAST:

Amanda Lee

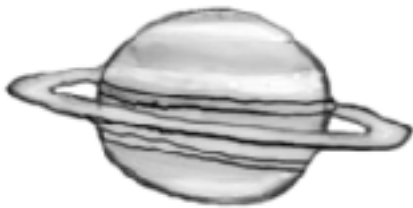
Marcos Hernandez

Commander Glug

First Officer Blug

SETTING:

A Park





Amanda: Hi, Marcos. What's happening?

Marcos: Oh hi, Amanda, Not much, I guess. I'm supposed to meet my cub scout group over by the entrance to the park.

Amanda: Are you going on a hike or something?

Marcos: Nope. I sure wish we were. Instead, we're supposed to sort cans at the recycling center for a couple of hours.



Amanda: What a way to spend a Saturday!

Marcos: My feelings exactly. Hey . . . what's that noise? Do you hear something strange?

Amanda: Yeah, it sounds like a swarm of bees.

Marcos: It's too loud for bees. It seems to be coming from the sky. Can you see anything up there?

Amanda: Just a few clouds and a lot of blue sky. Wait! I think I do see something!

Marcos: Me, too! It looks like a gigantic metal triangle!

Amanda: Look out, Marcos! It's coming closer!

Marcos: AND GETTING LOUDER EVERY SECOND!

Amanda: IT'S LANDING IN THE PARK!

Marcos: WHAT ON EARTH DO YOU THINK IT IS?

Amanda: IT DOESN'T LOOK LIKE ANYTHING ON EARTH! Shhh! The humming sound has finally stopped.

Marcos: It's so quiet. This is scary. What do you think is going on?

Amanda: Look, a door—or something—is opening. And someone—or something—is climbing out. I think we ought to get out of here!





Marcos: Wait a minute. Is . . . is that a person?

Amanda: I'm . . . not . . . sure. It looks kind of like a person. Two eyes and a mouth. And I guess that could be a nose.



Marcos: But where is the hair, and where are the ears?

Amanda: Look! There's a second one! I think we should go home!

Marcos: Wait! They've seen us. One of them is waving.

Amanda: Listen! It's speaking to us!

Marcos: What should we do?

Amanda: Shh! I'm trying to make out what it's saying.



Glug: Blim torp en karben?

Amanda: Blim torpen . . . what? Excuse me? Uh . . . I couldn't catch everything you said.

Glug: Oh, pardon me. My memory functions failed, and for a moment I forgot where I was. I requested you to give us directions.

Marcos: Directions? But who are you? Where did you come from?

Glug: Let me introduce myself. My name is Commander Glug. And this is my first officer, Blug. We arrived from the planet Fargone. Greetings!

Amanda: I don't believe this is happening!

Marcos: Me, either! But I don't think we're dreaming, do you?





Amanda: Okay, Marcos. Here goes . . . Hello, my name is Amanda Lee, and this is my friend, Marcos Hernandez. We're pleased to meet you. . . I think. Listen, Marcos, maybe we had better find out what they want.

Marcos: I think you're right, Amanda. Maybe the best thing to do is to just ask. . . Welcome, Commander Glug and First Officer Blug. What are you doing here?



Glug: We are attempting to locate the planet Earth. We're on a special mission.

Amanda: Well, you've reached your destination. This is Earth.

Glug: Did you hear that, Blug? We're in the correct place!

Blug: Yes, I heard it, Commander. And to think that you wanted to make a right turn at Venus. Who knows where we would be now if we had done that!



Glug: Come. Let us stretch our legs. I feel as if I've been sitting for a thousand years.

Amanda: Just how long have you been traveling?

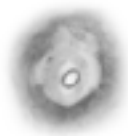
Blug: By the way you measure time, I would say about a thousand years. But in our time, it is only about an hour and a half.

Glug: This certainly is a very desirable planet you two have here.

Amanda: I'm glad you like it, but it isn't exactly ours. We share it with a few billion other people.



Blug: Yes, we are aware of that.



Amanda: Oh? How do you know what the population of Earth is?

Blug: Our scientists have been studying your planet for many centuries.

Marcos: No kidding? Why?

Glug: Because Earth seems to have almost everything we require in a planet, we're seriously thinking of coming here to live.

Amanda: Really? What makes Earth such a perfect place for Fargonians?

Blug: Well, it is not a perfect place for us yet. But it is our opinion that it soon will be.

Glug: Amanda and Marcos, please don't misunderstand us. We're prepared to make a fair trade. We're willing to teach you earthlings things we know. In return, we hope you'll allow us to share your planet.

Marcos: What kinds of things can you teach us?

Blug: Many things. We can teach you how to travel to other galaxies. We know how to read one another's thoughts. And, of course, there is teleportation.

Amanda: What's teleportation?

Glug: That's the ability to travel instantly to any place on the planet.

Marcos: Wow, I would like that.

Amanda: Where do you plan to live when you move to Earth?





Blug: We are not sure. That is one of several things Commander Glug and I were sent to investigate. Today we will travel all over your planet to “check things out,” as you earthlings say.

Marcos: Really? Can we come with you?

Blug: Hmmmm. That I do not know. Our manual does not say anything about taking natives on board the ship.

Marcos: Please? We won't be any trouble. You might even find us helpful in answering some of your questions.

Glug: Well . . . there are no rules against inviting natives on board. I think we could make an exception, just this once.

Amanda: Terrific! When do we leave?

Glug: We'll leave immediately, Amanda. My stars and planets! You're both so tall! Please duck as you come on board our space vehicle. Now, let's see, if you two sit over there, you'll be able to see the view screens.

Blug: Fasten your seat belts and prepare for lift-off!

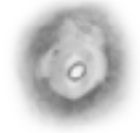
Amanda: I don't feel a thing.

Marcos: Neither do I, but we are moving. Amanda, look at that view screen! There's the park! It's getting smaller and smaller.

Amanda: Now all I see are the clouds.

Glug: Please make yourselves comfortable. In a few minutes we will reach our first destination.

Marcos: Commander Glug, can you explain why the Fargonians want to move to Earth?





Glug: We've looked all over the solar system. Earth is the planet that has most of the features we want.

Amanda: I agree it's a great planet. But exactly what features are you interested in?

Glug: Well, for example, look at view screen number two, on the wall. Do you see that beautiful mound of substances?

Marcos: You mean that garbage? Trash? Litter?

Blug: Litter! Ah-h-h, I've always loved the sound of that word. We want to see more and more litter! You earthlings are true geniuses at producing it.

Glug: Yes, on Fargone we have a saying, "Take me to your litter!"

Amanda: But litter is dirty and ugly. We've been trying to cut down on the amount of litter we produce. When litter mounts up, it has to be destroyed, and that can cause air pollution.

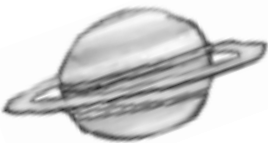
Glug: Air pollution? What's air pollution?

Marcos: It's dirt in the air. If you look at the air from a distance, you can see dark clouds caused by pollution.

Blug: Why, those are the dark clouds that attracted us to Earth in the first place! We have been fascinated by the lovely shapes you earthlings make out of your air.

Amanda: Wait. I don't think you understand. Air pollution is a bad thing. We are trying to do everything we can to get rid of those dark clouds.

Blug: I am shocked to hear that! What exactly are you earthlings doing?





Marcos: For one thing, we're buying cars that create less air pollution.

Amanda: And that isn't all. Businesses are trying to find ways to cut down on the pollution that factories produce.



Marcos: And we're recycling some of our garbage, which means less of it has to be burned. That means less air pollution, too.

Blug: Do you hear that, Commander Glug? If they succeed, the lovely dark clouds may vanish forever.

Glug: That would be a terrible shame! It's a good thing that Earth has so many other features we're looking for.



Amanda: Like what?

Glug: If you observe screen number seven you can see part of the ocean. Even from space, our instruments could detect some beautiful rainbow patterns in the water.

Marcos: You mean oil slicks?



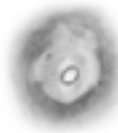
Glug: Oil slicks? That phrase has a nice ring to it. Back home, we call them wevver shoms.

Blug: Yes, and we create them all over our planet. We even have ships that do nothing but sail the Fargonian oceans, making wevver shoms in our water.

Glug: Everyone loves the rainbow designs. In fact, our Planetary TV System has a channel that shows nothing but wevver shoms day and night—all 785 days a year.



Blug: It is called the Wevver Channel.



Marcos: That's some planet you live on. Here on Earth, an oil slick is a terrible disaster. It kills fish, birds, and plants, and pollutes the beaches.

Amanda: Oil slicks make the water unsafe for people, too. We can't drink it or swim in it.

Glug: Still, you must admit wevver shoms are beautiful to look at.

Marcos: Let's just say that's a matter of opinion. Anyway, we're fighting oil spills all the time.

Amanda: And, as a punishment for being careless, those who pollute the oceans must pay large fines.

Blug: Punishment? For creating such beauty? Commander, I am beginning to think that Earth may not be the planet for us, after all.

Glug: Now, now, Blug, let us not be hasty. Remember, this planet has many other things to offer.

Marcos: Such as?



Glug: Just a moment while I take the ship a little lower, so we can focus on those horrible creatures you are working so hard to wipe out. We admire your determination to rid your planet of them.

Amanda: Why, what creatures do you mean?

Blug: Look at screen number six. Do you see those enormous, frightening beasts?

Marcos: Amanda, I think they're talking about whales!

Glug: Precisely! When we first started watching your planet, the oceans were filled with these awful creatures. If something hadn't been done about them, we never would have considered moving here.



Blug: But now, thanks to you earthlings, these frightening animals have almost disappeared. I cannot wait to congratulate your leaders on a job well done.

Amanda: Once again, I think you're missing the point. Whales are beautiful, peaceful creatures. Governments have passed laws making it illegal to kill them. And most people regret that whales were hunted in the past.

Marcos: Right! Almost everyone is in favor of saving the whales. If we're lucky, someday there will be many more whales in the oceans.

Blug: Let me make sure I understand this. Are you saying that earthlings wish to share their planet with huge creatures that occupy so much space?

Glug: What do you think, Blug? Could we live on a planet that has such frightening beasts?

Blug: I do not know. I just do not know.

Glug: I admit I'm beginning to feel a bit discouraged. Shall we take a short trip south? We can view that ugly place the earthlings are working so hard to clean up.

Amanda: That sounds more like it! What clean-up are you referring to?

Glug: Just sit back and relax. We'll be there in a minute. In the meantime, would you please explain something to me?

Marcos: Sure, if I can. What is it?





Glug: Why are you earthlings doing all these senseless things? Why are you trying to destroy the lovely dark clouds and the pretty oil patterns? Why do you want more whales in your oceans? Can't you see the mistakes you're making?

Marcos: To us, these aren't mistakes. They're things we have to do to keep our planet alive.

Amanda: Marcos is right. We're learning that every animal and every plant adds something to the environment. If one of them disappears, the environment suffers.

Blug: Do you mean to say earthlings worry more about the environment than their own pleasure?

Amanda: Well, not all of us, at least not yet. But more and more of us realize that without a healthy environment, the whole world will be sick.

Glug: Excuse me, but we're here. Look at screen number one. There's that terrible place I mentioned before. We're so grateful to you earthlings for destroying it.

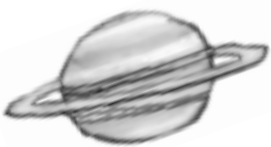
Marcos: Amanda, look! We're flying over a rain forest.

Blug: So, it is called a rain forest, is it? The sight of it makes my skin crawl. All those trees and plants—the words alone make my eyes water!

Amanda: Make your eyes water? But why?

Glug: The pollen in plants makes us miserable. Fargonians are allergic to pollen. We want to come here because you earthlings are doing such a good job of destroying the plants on your planet. That will mean no more pollen some day.

Marcos: But you're wrong, Commander Glug.





Glug: What do you mean? We've been watching for a long time now. We've seen earthlings come into a—what do you call it?—a rain forest and cut down acres and acres of trees at a time. We've seen miles of plants destroyed in a matter of hours. We can tell that you people are on the right track.

Blug: Yes, yes! You have the right idea!

Amanda: No, I'm afraid that isn't the right idea. A long time ago, most people didn't know how much damage they were doing to the planet by cutting down those forests. Now we do know. And we're trying to stop it.

Glug: You mean all these trees and plants might survive? They won't be destroyed after all?

Marcos: Let's hope not! You know, the kids in our school are raising money to buy parts of the rain forest, so that it doesn't get destroyed.

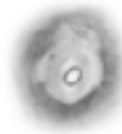
Blug: This trip has certainly turned out to be a terrible disappointment. Not to mention a thousand years of traveling time wasted.

Glug: Let's take Marcos and Amanda back to where we found them, Blug. Then we had better return home with our report.

Blug: Our commander in chief is certainly going to be distressed about all this.

Glug: Why can't you earthlings just continue what you have been doing so well? In a short time, you would have the perfect planet—one that Fargonians would love.





Amanda: Maybe so. But it would be a planet none of us could live on. It would be a planet with a dead environment.

Marcos: That's right. In other words, it wouldn't be home.

Glug: You do realize that now we'll never be able to bring you all those nice things we had in mind for Earth.

Blug: No intergalactic space travel. No teleportation. No mind reading.

Amanda: I feel kind of sad about that. But you wouldn't want us to destroy our home, would you?

Glug: I suppose not. You earthlings must do what's best for your own planet. But if you ever change your minds, just leave beautiful piles of litter and lovely dark clouds and wevver shoms and . . .

Blug: And get rid of those whales!

Marcos: Somehow I don't think that will ever happen.

Glug: Well, if it does, we'll be back.

Blug: Here we are over the park. We're right back where we started—in more ways than one.

Marcos: This has been an exciting ride. Thanks.

Glug: You're welcome. I'm sorry we won't be seeing you again.

Amanda: I am, too. . . . Well, kind of. But I'm not sorry that we're trying to stop ruining the earth.

Glug: To thank you for helping us avoid a big mistake, we're going to give you a going-away present. Stand under that light over there, and we will teleport you back to the park.





Marcos: Sounds like fun! So long, Commander Glug. So long, First Officer Blug.

Blug: Good-bye.

Glug: It's been a pleasure to meet you.



Amanda: It's been—ummmm—interesting meeting you. I hope you find another planet you can live on. Good-bye!

Marcos: Look, Amanda, we're standing exactly where we were when the ship first appeared. We've been teleported!

Amanda: Say! Where did they go? Where's the spaceship?

Marcos: Look up! There it is. It's almost out of sight. You know, Amanda, I just had an idea.



Amanda: What is it?



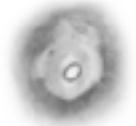
Marcos: Since the Fargonians are so fond of litter, we should have told them to get in touch with the mayor. Perhaps we could have exchanged some of our litter for a teleporter and a spaceship or two.

Amanda: That's a great idea, but they're probably making a left turn at Saturn by now. Well, what should we do next?



Marcos: I know what I'm going to do. I'm heading for the recycling center. I think it's time I got started doing something about the environment.

Amanda: Wait! I'm with you!



★ Activities

DRAMA ACTIVITIES:

TAKE ME TO YOUR LITTER



Say it Like This!

Dialogue is an important part of drama. The characters in a play and the way they say their lines helps the audience better understand the plot, or events. Dialogue also helps the audience better understand who the characters are, their relationships with other characters, and why they do the things they do.

In the play, *Take Me to Your Litter*, each character's traits, or personality, can be explained by what he or she says. Read the following lines from the play.

Marcos: Wait a minute. Is ... is that a person?

Amanda: I'm ... not ... sure. It looks kind of like a person. Two eyes and a mouth. And I guess that could be a nose.

In this dialogue, Amanda seems afraid or unsure at first. Then she tries to make sense of what she sees.

Choose two characters from the play. On a separate sheet of paper, write one or two sentences describing the characters you chose. Use dialogue to help you describe the character's personality.

In Short . . .

Dialogue is an important part of understanding the characters and plot of a play. Reread *Take Me to Your Litter* and think about the play's characters and plot. On a separate sheet of paper, write a summary of the play.

DRAMA ACTIVITIES:

TAKE ME TO YOUR LITTER



Reading Between the Lines

A play's dialogue tells about the characters. It also moves the plot along. To understand a play, you must be able to identify important information using the dialogue.

On a separate sheet of paper, answer the following questions about *Take Me to Your Litter*.

1. Glug says, "You're both so tall!" What does this line tell us about how Glug and Blug must look?
2. Glug and Blug are interested in Earth. Why do they think that Earth would be a good place to live?
3. In the end, why do Glug and Blug leave Earth?

Performance Activity: What Are They Saying?

- In *Take Me to Your Litter*, Glug and Blug speak their own language when they first land on Earth. Amanda and Marcos do not understand them. Luckily, the two space aliens start speaking English. How might the play have been different if they did not speak English?
- With a partner, write a new ending for the play. Remember to use dialogue to help explain the plot and the character's traits and actions. Practice your lines and act out your scene for the class.