Once upon a time, in a faraway land, a young prince lived in a shining castle. Although he had everything his heart desired, the prince was spoiled, selfish, and unkind. But then, one winter's night, an old beggar woman came to the castle and offered him a single rose in return for shelter from the bitter cold. Repulsed by her haggard appearance, the Prince sneered at the gift and turned the old woman away. But she warned him not to be deceived by appearances, for beauty is to be found within. And when he dismissed her again, the old woman's ugliness melted away to reveal a beautiful Sorceress.

The Prince tried to apologize, but it was too late, for she had seen that there was no love in his heart. As punishment, she transformed him into a hideous beast and placed a powerful spell on the castle. The Prince was doomed to live out the rest of his days as a beast, unless someone liked him enough to shed a tear for his predicament.

In a little town, a quiet provincial village where every day is like the one before, we meet Belle, a young woman who lives there with her father, Mr Duchant, who is an inventor. Although Belle is admired by the villagers for her beauty, she is seen as odd and peculiar, as is her father, whose inventions never amount to anything except an explosion. He decides to take his invention to the big city to find his fortune.

On his return from the city, he stumbles across the Beast's castle. The Beast, believing that Mr Duchant was intending to steal flowers from his garden to give to his daughter Belle, imprisons the inventor in the castle. He will only release him if he decides to send one of his daughters in his place.

Belle chooses to go to stay with the Beast instead of her father and despite the Beast's terrifying appearance and unkind manner, he softens and warms to his new guest.

Fleshcreep, the villain of the play, wants to marry the beautiful Belle, and will stop at nothing to see that this happens. He instigates the arrest of Belle’s father, suggesting that he is mad and has murdered his daughter, and as a result of this Mr Duchant is arrested.

The Beast allows Belle to see her father through the magic mirror, and she sees that he is in trouble. The Beast, in an act of kindness, allows her to leave the castle, believing it to be forever. When Belle reaches the village, the people learn of the Beast and vow to kill him.

At the castle, Fleshcreep deals the Beast a nasty blow, and he falls down, believed to be dead. However, a tear from Belle and the utterance of an ‘I love you’ cause the Sorceress to appear and restore the Beast to his natural beauty. And needless to say the Prince and Belle live happily ever after.
Beauty and the Beast is set in France. Here are some fun activities to give children a greater insight into the country.

**Match the Words**
Have a go at matching the French words listed below to their English meanings.

<table>
<thead>
<tr>
<th>BONJOUR</th>
<th>NO</th>
</tr>
</thead>
<tbody>
<tr>
<td>AU REVOIR</td>
<td>RED</td>
</tr>
<tr>
<td>OUI</td>
<td>BOOK</td>
</tr>
<tr>
<td>NON</td>
<td>HELLO</td>
</tr>
<tr>
<td>LIVRE</td>
<td>YES</td>
</tr>
<tr>
<td>ROUGE</td>
<td>GOOD BYE</td>
</tr>
</tbody>
</table>

**Make your own flag**
See if you can make your own French flag. Remember, the colours to use are red, white and blue, but do you know which order they go in, and whether they are horizontal or vertical? If you are having trouble we’ve given you a little helping hand.

You can use a number of materials; paper or card for the flag; and plastic, card, metal for the flag pole/handle.
Looking back at the stock characters of Pantomimes, see if you can match up the characters in Beauty and the Beast with their character type.

<table>
<thead>
<tr>
<th>Character</th>
<th>Character Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belle</td>
<td>The Dame</td>
</tr>
<tr>
<td>Beast</td>
<td>The Double Act</td>
</tr>
<tr>
<td>Sarah the Cook</td>
<td>The Good Fairy</td>
</tr>
<tr>
<td>Fleshcreep</td>
<td>Principal Boy</td>
</tr>
<tr>
<td>Sorceress</td>
<td>The Baddie</td>
</tr>
<tr>
<td>Dusty and Shammy</td>
<td>Principal Girl</td>
</tr>
</tbody>
</table>

**Creative Writing Exercise**

Choose one of the characters from the play and re-write the story from your chosen character’s perspective. If your character would not have chosen for things to end the way they did, then you could write an alternative ending for the story.
Things to make and do.
Belle’s father, Mr Duchant, was an Inventor in the story, although he wasn’t very good! Try and have a go at making the following, and don’t worry, this one shouldn’t blow up, unlike Mr Duchant’s!

Fishing Game

You will need: A plate
Thick card
Thin card
Scissors
Glue
Sticky tape
Ruler
Felt tips
Sticks
String
Paper clips

1 Use the plate as an outline for a circular shape on a piece of thick card and cut out the circle. This will be the base of the pond. Measure out a long piece of card for the sides. Tape it to the base.

2 The sides of the pond will prevent the fish from jumping out! Use felt tip pens or coloured tape to decorate the sides.

3 Draw the fish and the star fish on a piece of thick card and decorate them using the felt tip pens. Cut them out carefully. You will need to make quite a few fish and star fish for the pond.

4 Now make the hoops on the decorated fish and star fish from the paper clips. You will need to sticky tape the paper clip to the under side of the fish, with a folded up end which you can catch the fish with.

5 The fishing rods are made from garden sticks. Tie a piece of string to one end of each stick and a paper clip to the end of each piece of string. Shape the paper clip into a hook.

You are now ready to start fishing! See who can catch the most fish in a given amount of time, and score points: one point for a fish and two points for a star fish.