



# About Time

STUDENTS' PACK  
2025/2026

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## SYNOPSIS

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About Time is a fun and exciting play about Will, a 17-year-old boy who discovers a magical app that allows him to travel back in time.

This app comes with rules: he can only visit moments from his family's past, change one thing he has done, and must never harm anyone.

Will uses the app to visit different time periods — including prehistoric times, where he meets his caveman ancestors; eighteenth-century Venice, where he encounters Giacomo Casanova; and London in 2001, where he sees his parents as teenagers.

Along the way, he learns more about his family's history and tries to find the courage to talk to Kathy, a girl he likes but feels nervous around.

Through his adventures, Will discovers the importance of family, love, and self-confidence. The play is full of humour, surprises, and lessons about growing up.

## THE MAIN CHARACTERS

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### 1. Will

- **Role:** Protagonist
- **Age:** 17 years old
- **Description:** Will is a typical teenager who is navigating the challenges of growing up, dealing with his quirky family, and figuring out his feelings for Kathy. He is imaginative, often lost in his own world, and has a humorous, self-deprecating personality. Will is awkward and unsure of himself, especially around Kathy, but he is also curious and adventurous, which leads him to explore his family's past using the time-traveling app. His journey helps him gain confidence and a better understanding of his family and himself.

### 2. Mum

- **Role:** Protagonist
- **Age:** Middle-aged (appears as an 18-year-old in the past)
- **Description:** Sarah is a loving but exasperated mother who is often overwhelmed by the chaos of family life. She is practical, no-nonsense, and frequently scolds Will for his lack of responsibility. In the past, she is portrayed as a sweet and slightly nervous teenager, excited about her first date with Rob. Her character highlights the contrast between youthful optimism and the weariness of adulthood.

## THE MAIN CHARACTERS

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### 3. Dad

- **Role:** Will's father
- **Age:** Middle-aged (appears as an 18-year-old in the past)
- **Description:** Rob is a quirky and scatterbrained father who is often preoccupied with his scientific experiments. He has a playful and humorous personality, often cracking jokes that don't land well. In the past, he is portrayed as a slightly awkward but endearing teenager, trying to impress Sarah on their first date. His character adds comedic relief and showcases the evolution of his relationship with Sarah.

### 4. Kathy

- **Role:** Will's crush
- **Age:** Teenager (same age as Will)
- **Description:** Kathy is a kind and confident girl who has known Will for years. She is friendly and approachable, but her presence makes Will nervous and tongue-tied. Kathy is portrayed as someone who is open to getting to know Will better, and she eventually agrees to go on a date with him, showing her interest in him.

## THE MAIN CHARACTERS

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### 5. Colin

- **Role:** New student and owner of the time-traveling watch
- **Age:** Teenager (same age as Will)
- **Description:** Colin is charming, confident, and easygoing, which contrasts with Will's awkwardness. He is new to the school and quickly befriends Kathy, though he assures Will that he is not interested in her romantically. Colin introduces Will to the magical app and explains its rules, setting the stage for Will's time-traveling adventures. He serves as a mentor figure to Will, helping him understand the app and its limitations.

### 6. Caveman

- **Role:** Will's prehistoric ancestor
- **Age:** Adult
- **Description:** The caveman is a curious and inventive character who is trying to create the wheel. He is a bit scatterbrained and often gets scolded by his partner, the cavewoman, for neglecting his responsibilities. He is portrayed as a humorous and endearing character, and his interactions with Will provide insight into the timeless nature of family dynamics.

## THE MAIN CHARACTERS

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### 7. Cavewoman

- **Role:** Will's prehistoric ancestor
- **Age:** Adult
- **Description:** The cavewoman is a strong and assertive character who is frustrated with the caveman's lack of productivity. She is practical and focused on survival, often scolding the caveman for his experiments. Her interactions with Will are comedic, as she mistakes him for her son and criticizes his modern appearance and behavior.

### 8. Giulia

- **Role:** Venetian woman in 1742
- **Age:** Young adult
- **Description:** Giulia is a dramatic and passionate woman who is infatuated with Giacomo Casanova. She is determined to marry him, despite his reputation as a womanizer. Giulia is bossy and self-assured, often dismissing Will as a mere servant. Her character adds humor and flair to the play.

### 9. Giacomo Casanova

- **Role:** Famous Venetian lover and intellectual
- **Age:** Adult
- **Description:** Casanova is portrayed as a gentleman who listens to women and unintentionally charms them. He is kind and thoughtful, preferring to read and write rather than pursue romantic relationships. His advice to Will about listening and responding sparingly provides a humorous yet insightful moment in the play.

## ACTIVITY 1: THE MAIN CHARACTERS: WHO'S WHO?

Here you have: 1) The name of the characters. 2) A brief description of who they are. 3) A sentence that they say in the play.

**Put the the description and the speech with the right character.**

CHARACTERS	BRIEF DESCRIPTION	SOMETHING THEY SAY
Will	A new student who owns a magical time-traveling app and helps Will understand its rules.	"Look. It's the shape. I saw this rock and I kicked it and watch—it moves!"
Sarah	Will's quirky and scatterbrained father, obsessed with his experiments.	"I'm sorry. This is Will. He's always a bit rubbish but..."
Robert	Will's loving but exasperated mother, often overwhelmed by family chaos.	"I listen. That's it. I listen."
Kathy	Famous Venetian lover and intellectual, known for his charm and wisdom.	"William! It's about time you stopped... all this. You'll be late for school!"
Colin	A 17-year-old boy, the protagonist who is awkward, imaginative, and curious about time travel.	"You can only go back from your present time, not forward."
Caveman	A dramatic Venetian woman from 1742, infatuated with Giacomo Casanova.	"My parents. Not the most normal beginning to the day. But not unusual."
Cavewoman	Will's prehistoric ancestor, a strong and practical woman who scolds the caveman.	"Giacomo Casanova belongs to me. He just does not know it yet."
Giulia	Will's prehistoric ancestor, an inventor trying to create the wheel.	"You spend too much time at home doing nothing. You need friends to hunt, run, play, fight with."
Giacomo Casanova	Will's crush, a kind and confident girl who likes him but makes him nervous.	"Have we had breakfast?"

## ACTIVITY 2: TIME TRAVEL RULES GUIDE

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### **RULE 1: Backward Travel Only**

The app allows the user to travel only backward in time, never forward. This means Will can revisit past events but cannot skip ahead to see future outcomes.

Example from the play: Will travels from the present day back to prehistoric times (42,000 years ago), then to Venice in 1742, and finally to London in 2001.

#### **Why do you think this rule exists?**

### **RULE 2: Personal Participation Required**

The user can only change events they personally participated in. They cannot alter historical events where they weren't originally present.

Example from the play: Will can go back and change his conversation with Kathy at the bus stop because he was there originally. However, he couldn't go back and prevent a historical disaster he never witnessed.

#### **What do you think the potential consequences of breaking this rule would be?**

### **RULE 3: No Harm Allowed**

The app user cannot harm anyone during their time travel adventures. This serves as a moral safeguard built into the device.

Example from the play: When Will meets historical figures like Casanova or his prehistoric ancestors, he must interact peacefully and cannot use violence or cause injury.

#### **Why does this rule exist?**

**If you could add one more rule to Will's app, what would it be and why?**

**Do you think changing past moments would actually improve your life?  
Explain your reasoning.**

**In pairs or groups: Create a "Personal Time Travel Code of Ethics" with  
5 rules your group agrees on.**

## ACTIVITY 3: WHERE WOULD YOU TRAVEL TO?

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The app specifically allows travel within the user's family timeline only. This means Will can visit periods connected to his family history but cannot explore completely unrelated historical events.

Examples from the play:

- Will visits his prehistoric ancestors (family connection)
- He observes his parents' first date in 2001 (direct family history)
- His encounter with Casanova occurs because it somehow connects to his family's story

**What historical period would you travel to and why?**

## ACTIVITY 4: MY TIME TRAVEL WISH LIST

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### Individual Reflection (15 minutes)

Create your personal "Time Travel Wish List" by identifying three moments from your life you would revisit if you had Will's app. For each moment, complete this reflection:

#### **Moment 1: A Missed Opportunity**

- Describe the situation in 2-3 sentences
- What would you do differently?
- What did you learn from this experience?

#### **Moment 2: A Family Memory**

- Choose a moment with family members.
- What made this moment special or challenging?
- How has your relationship with this family member changed since then?

#### **Moment 3: A Social Situation**

- Think of an awkward or difficult social moment
- What held you back from saying or doing what you wanted?
- What advice would you give your past self?

## ACTIVITY 5: WORD SOUPS

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### CEFR A2 – “Time” Expressions

on time, in time, at the same time, at that time, all the time, one at a time, for a long time, it's time, take your time, waste time.

O P N T I M E K Q L E  
L A L L T H E T I M E  
F O R A L O N G T I M  
E A T T H A T T I M E  
I N T I M E M N O E R  
T A K E Y O U R T I M  
E O N E A T A T I M E  
S W A S T E T I M E X  
A T T H E S A M E T I  
M E I T S T I M E O P  
G H L R E A K M T N Q

## ACTIVITY 5: WORD SOUPS

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### CEFR B1 – “Time” Expressions

spare time, free time, in my spare time, make time, save time, kill time, have a good time, just in time, run out of time, at any time.

S P A R E T I M E H D  
A T A N Y T I M E N Q  
K I L L T I M E R O U  
N O U T O F T I M E M  
A K E T I M E J U S T  
I N T I M E F R E E T  
I M E H A V E A G O O  
D T I M E I N M Y S P  
A R E T I M E S A V E  
T I M E X Q R O P H E  
L G A N D T I N E S V

## ACTIVITY 5: WORD SOUPS

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### CEFR B2 – “Time” Expressions

ahead of time, behind the times, pressed for time, in no time, out of time, at times, in the nick of time, time after time, time will tell, about time, at one time, before my time.

A H E A D O F T I M E N  
B E H I N D T H E T I M  
E S P R E S S E D F O R  
T I M E I N N O T I M E  
O U T O F T I M E A T T  
I M E S I N T H E N I C  
K O F T I M E T I M E A  
F T E R T I M E T I M E  
W I L L T E L L A B O U  
T T I M E A T O N E T I  
M E B E F O R E M Y T I  
M E Q W L N O P X R S J Z



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