



About Time

TEACHERS' PACK
2025/2026

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NOTES

- You do not need to do all the activities for your students to follow and understand the play; our performance will make sure of that.
- A description of the story and the characters would be the two things we would most recommend.
- Also, as we perform in different countries with audiences of different levels, this preparation material contains activities at different levels.
- Please just choose the most appropriate activities for your students.

SYNOPSIS

About Time is a funny and exciting story about family, friends, and time travel. Will is 17 years old and loves playing video games, but his parents think he spends too much time on his phone. One day, Will finds a special app that lets him travel back in time. He visits his family in the past and sees their lives in different times, from cavemen to Venice in the 1700s. Along the way, he learns important lessons about family, love, and growing up.

This play is full of surprises, laughter, and moments that will make you think. It's a story about how time can change everything—and how some things never change!

Act 1: The Morning Chaos

The play begins with Will immersed in a Western-themed video game, where he imagines himself as Arthur Morgan, a tough outlaw. After a dramatic duel scene, Will "dies" in the game and returns to the stage in his normal clothes, still glued to his phone. His parents, Mum and Dad, enter the kitchen and begin their chaotic morning routine. Mum is preoccupied with celebrity gossip, while Dad tinkers with his latest invention—a mysterious machine that accidentally causes a small explosion. Will, distracted by his game, barely notices the commotion.

Mum scolds Will for his obsession with gaming and reminds him to get ready for college. She also chastises Dad for his embarrassing tie and his failed invention. The family dynamic is humorous and chaotic, with Mum and Dad constantly bickering and fussing over Will, treating him like a child. In a flashback, they even humorously overreact to Will refusing breakfast, treating him as if he were gravely ill.

The act ends with a shocking twist: Mum hands Dad divorce papers, which he signs without hesitation. Both parents leave the stage nonchalantly, leaving Will in utter disbelief.

Act 2: The Bus Stop

Will, still reeling from the morning's events, heads to the bus stop to meet Kathy. He is visibly confused and distracted, struggling to make sense of his parents' behavior. Kathy arrives, and it becomes clear that she has feelings for Will, but his awkwardness and nervousness prevent him from expressing himself properly. Colin, a new student, interrupts their interaction, introducing himself with charm and ease. Will becomes jealous and uncomfortable, misinterpreting Colin's intentions toward Kathy. Frustrated, Will leaves the bus stop, feeling defeated.

Act 3: The Time Travel App

Will encounters Colin again at school, where Colin reveals that he is not interested in Kathy and introduces Will to a time-travel app he has invented. The app allows users to travel back in time within their own family timeline, but it comes with strict rules:

1. You can only travel backward in time, not forward.
2. You can only travel within your family's timeline.
3. You can only change one thing, and it must be something you personally do.
4. You cannot hurt anyone.

Despite Colin's warnings, Will eagerly tries the app. His first trip takes him back 42,000 years to prehistoric times, where he meets his caveman ancestors. He observes their amusing family dynamics, which mirror his own, and witnesses his caveman father inventing the wheel. After an entertaining talent competition hosted by his cavewoman ancestor, Will decides to try the app again.

Act 4: Venice and the 18th Century

Will's next stop is Venice in 1742, where he meets Giulia, a fiery Venetian woman who is determined to marry Giacomo Casanova. Will also encounters Casanova himself, who offers him advice on love and relationships: the key to success is listening and not always replying. Casanova mistakes Will for his nephew, which boosts Will's confidence. Inspired by Casanova's charm, Will decides to return to the present and finally ask Kathy out.

Act 5: London, 2001

Before returning to the present, Will travels to London in 2001 and meets his parents as their 18-year-old selves. He observes their first date, which is filled with awkwardness and humor. Will helps his father, Rob, plan the date, ensuring that it goes smoothly. He watches as his parents bond over drinks, dancing, and a romantic walk by the river. This experience gives Will a newfound appreciation for his parents and their love story.

Act 6: The Present

Will returns to the present, just in time to meet Kathy at the bus stop. Determined to make things right, he uses the time-travel app to rewind and redo his conversation with Kathy multiple times until he finally musters the courage to ask her out. Kathy happily agrees, and the two leave the stage holding hands as the bus arrives.

Meanwhile, Will's parents, who had earlier signed divorce papers, share a tender moment when Will plays music from their youth. They smile at each other and leave the house together, hinting at a reconciliation. Will reflects on the importance of family and relationships, realizing that it's "about time" he starts appreciating the people around him.

Conclusion:

"About Time" is a lighthearted and imaginative play that combines humor, family relationships, and time travel to explore themes of growing up, self-discovery, and the timeless nature of human connections. Through his adventures, Will gains a deeper understanding of his family and himself, while also finding the courage to pursue his feelings for Kathy.

THE MAIN CHARACTERS

The characters in About Time are a mix of quirky family members, historical figures, and audience participants. Each character adds to the humour, warmth, and exploration of time travel, creating a lively and engaging story. Will's journey through time allows him to meet his ancestors, encounter figures from history, and see his parents as their younger selves — experiences that ultimately help him to grow as a person and gain confidence in his relationships.

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

Put the the description and the speech with the right character

ANSWERS:

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

ACTIVITY 2: TIME TRAVEL RULES GUIDE

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?

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

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

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

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

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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