



A KIDS MUSICAL ADVENTURE THROUGH TIME

CREATED BY CHRISTY SEMSEN

ARRANGED BY DANIEL SEMSEN

Approximate Performance Time: 40 minutes

COMPANION MATERIALS

Choral Book Listening CD Accompaniment CD (Split) 80689 91712 7 Accompaniment DVD Instructional DVD 0689 52409 7 **DVD Preview Pak** Ď 80689 58839 6 Bulk CDs (10-pa 0 80689 81172 2 Stem Mixes 0 80689 87542 7 Teacher, 0 80689 35497 7 Posters (0 80689 44577 4 0 80689 44677 1 6 79143 05938 3



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Art Production by FUDGE CREATIVE

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FOREWORD

I am so excited to introduce the musical, "Back to the Cross," a sequel to my very first musical, "Back to the Manger." Your kids will have a time travel "blast" reliving the best of the totally tubular '80s, the roaring '20s, the groovy '60s, and even the Wild West in the 1800s! Buckle up as we'll also travel to the future!!

As the musical opens, Norman is trying to impress his sister Ava, and her cynical friend Morgan, who are part of a VBS group in C.W. Worthington Park. As he shows them a pile of scraps, Norman tells an unbelievable story about a time machine, the "H/O-2000." Without explanation, the machine whirrs to life and everything goes dark. When the lights come up, they step into the same park...but in a totally rad 1986 The travelers continue to jump through time, including meeting the original C. W. Worthington in the roaring '20s when a sarcastic Morgan alters the course of history! While in the future, they realize with horror that neither Midway Community Church northe pack ever existed in the new timeline! In their attempt to return to the roaring '20s to fix the damage, the adventurers are awestruck to step out in the Garden of Sethsemane to see a kneeling Jesus deep in prayer. Morgan realizes the gravity of Christ's ultimate sacrifice which leads her to give her heart over to Christ. For the cynical Morgan, going "back to the cross" has changed everything!

In the light of the cross, everything changes, Ish of a wonderful gift to teach children that as they focus on the cross and the cares of the world fade away, knowing Christ becomes the most important thing!

Please feel free to contact me with questions or to share the great things that God is doing in your groups. Become a member of my Facebook group "Christy Semsen's Epic Kids Choir Forum" where you can communicate with other directors who have posted questions, photos, and videos of their productions! My email is csemsen@gmail.com and I'd love to hear from you. I'm thrilled to be part of this journey with you!

ACCOMPANIMENT DVD CUE POINTS

(REFERENCE GUIDE)

1 Back to the Cross2 SFX-Junk

- SFX-Machine Whirring
- 4 SFX-Time Machine 1
- 5 Walkin' by Faith
- SFX-Time Machine & 1920s Background Noise 1
- 7 No Matter the Cost
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 I Wanna Know
 Christ, Walkin' by
 Faith, and Back to
 the Cross
- 22 Bows with Back to the Cross
- 23 SFX-Opt. Atmosphere 1-Kids in the Park

- 24 SFX-Opt. Atmosphere-At the Tool Shed into 1980s
 - into 1980s (Scene 1 into Scene 2)
- 25 SFX-Opt. Surf Noise
 - 26 SFX-1800s Background Noise27 SFX-Crickets in
 - Gethsemane
- 28 *Punching in Date
- 29 *Flipping Switches30 *Pounding on
- Keyboard
 31 *Bible Challenge
 VBS Sign
- *Digital "drag and drop" BONUS sound effects on Disc #2

Christy Semsen



(music begins to 1 "Back to the Cross." Stage lights come up on a large cross and a lovely prayer garden with a bench in beautiful Worthington Park. The children of Midway Community Church are participating in the final day of Vacation Bible School.



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MS. MADDIE MAY:

inees. 56) And the winner is . . . Ava Malcolm! (Ava proudly approaches Ms. May) We are happy to give you this cross necklace in recognition for memorizing 20 Bible verses! (speaking next line as she gives Ava the necklace) See? It's identical to this beautiful cross that stands in our prayer garden. This cross is almost 100 years old—almost as old as our church! Congratulations on all your hard work, Ava!

(Everyone cheers) (music continues)









SCENE 1

[59] [SFX-park atmosphere (opt.)] (Morgan sits by herself on the bench in the prayer garden)

AVA: (approaching with a juice pouch and a cookie) Didn't you want to

have a snack?

MORGAN: (deadpan in a sarcastic tone) Some stale cookies? Yeah, that sounds

"amazing."

AVA: (cheerfully undeterred) Morgan, you don't mean that.

MORGAN: No offense, Ava. I know you invited me to this ... B S ... thing ...

AVA: It's VBS, silly! It stands for Vacation Bible School.

MORGAN: Whatever... but this is NOT my jam. You know I don't like being

outside. You might as well have locked me up in summer school, putting me in this . . . (reads plaque on bench) C.W. Worthington Park. He probably has a hidden camera on us right now, laughing at my misery. (shaking her fist to sky dramatically) You win, C.W.

Worthington, you win!

AVA: (spreading ker arms out) But look how pretty it is! And look at the

plaque on this bench. The prayer garden was built as a place the

community could gather to pray!

NORMAN: *Approaches Ava and Morgan; followed closely by Finn)* Hey, group!

Raying a good time?

MORGAN: (falsely cheerful) Yep. It's totally "peachy keen."

AVA: (still cheerful, but matter of fact) It's not Morgan's jam.

MORGAN: Well, folks, it's been real ... I'm outta here. (she stands to leave)

NORMAN: Wait! You're a part of our group—and we need the whole group

to participate in the Final Bible Challenge. (faces front dramatically and quotes the tagline) "More than just a Bible challenge . . . A QUEST OF CHAMPIONS." (returns focus back to Morgan) You

can't leave...we need you!

MORGAN: (dryly) Wow . . . that is super motivating. Norman, is your life so

lame that you don't realize how boring this is? There's nothing

you could do to make me stay.

NORMAN: What if . . . what if I show you something very few people have

ever seen?

MORGAN: Please don't put on shorts.

NORMAN: I will ignore that. Follow me! (They walk to an area at the edge of

the park that borders the church and Norman opens the door to an old

shed) [60] [SFX-tool shed (opt.)]

MORGAN: The church tool shed? (sarcastically) Fascinating...

FINN: (doting) If the great Norman has a plan, the great Norman has a

plan!

NORMAN: You have to promise not to tell anyone its still here. (he pulls

a tarp off of a pile of scraps that is labeled H/O-2000") The

H/O-2000 Temporal Displacement Modulator!

(SFX-Junk)

MORGAN: (mockingly) A pile of garbage. . Jam impressed.

NORMAN: This (uses hands to illustrate air quotes) "pile of garbage" has

traveled through time! Tell them, Ava!

AVA: Well, I wasn't there with him, but my brother has told me some

great stories about the adventures he's had in this contraption.

FINN: (excited) I don't know the stories! Tell us, Norman!

NORMAN: This machine was created by Henry Olson-

FINN: (interrupts) The pastor??

Well, he wasn't the pastor then ... never mind.

MORGAN: (interrupting with disbelief) The church pastor created a time

machine? (sarcastic) That sounds logical.

NORMAN: Well, he did. And, I actually used it to travel through time!

FINN: WHAT? This is amazing! What are we waiting for? Let's fire it

up!

NORMAN: The last time I used it, I completely used up its power source:

a rare Iridium isotope. But I never got it to work accurately anyway. It would never take us to the correct time.

MORGAN: Convenient. It just (uses hands makes air quotes) "happens" to be

out of power.

NORMAN: Okay . . . you've seen it. (excited) It's time to go back to the

Final Bible Challenge. (Faces front dramatically and quotes the tagline) "More than just a Bible challenge . . . A QUEST OF CHAMPIONS." Come on! (He walks away and Finn follows close the tagline).

behind.)

AVA: On our way! Come on, Morgan. (Morgan ignores her and steps

into the machine) Morgan? (Ava playfully steps into the machine and

grabs her hand)

MORGAN: There's no way this pile of junk could ever—[2023] [8] SFX—

Machine Whirring (machine whirrs and sputters). Whoa! What was

that!? (Both girls jump out and the machine slows and stops)

AVA: (yelling) Norman! Come quick.

FINN: (running up, ever the gendeman) Do you fine ladies need some

assistance?

NORMAN: (out of breat) What's the matter? Does someone need a doctor?

AVA: The machine made a sound!

MORGAN: (a bit shaken) Your weirdo pile of scraps turned itself on!

NORMAN: Impossible! (stepping to the machine, followed by Finn. Nothing

happens) Your imagination was playing tricks on you.

MORGAN: (walking in to look with Ava) Well, that's ridiculous because I don't

have an imagination. [9] SFX-Time Machine 1 (Machine

suddenly turns on again).

NORMAN: I know that sound! How is this possible?! It's happening again.

HOLD ON, EVERYBODY! (Lights flicker and go out)

SCENE 2

[59] [SFX-park atmosphere (opt.)] (Lights come up on the park. A sign says "Vacation Bible School 1985")

MORGAN: That was seriously weird.

AVA: That was seriously FUN! (both girls step out of machine)

WHITNEY: (walking past with a friend, speaking with a Valley-girl accent) And I

was like "totally tubular," and she was like, "no way," and I was like, "Dude, you did not just say that!" And I was like, "Yan so

sure!"

'80s DUDE: **Dude! That's gnarly.**

FINN: (smiling) Classic 1980s vernacular. I can't believe it! Your time

machine works, Norman! We traveled to the ancient time of the

1980s!

NORMAN: This can't be happening. There's no Iridium left in the power

supply. How could it have worked?!

FINN: I don't know, but the display here (pointing at machine) says 1985!

Let's go out and explore (stepping out to join the girls)

NORMAN: We'd better not. (Junn quickly steps back in) The machine is too

unreliable, plus I'm in charge of getting you all back safely. Let me program it back to the present. (punching in a date*) There ... girls, get back in the machine (Morgan and Whitney step back in the machine) and hold on, everyooooooone!! (He *flips several

switches but nothing happens)

FINN: Was something supposed to happen?

WHITNEN: You girls, like, want to join, like, our VBS group? It's like totally

rad!

20s DUDE: Totally righteous, dudes!

AVA: Sure! (walking over to join the group)

MORGAN: Eh... (not especially interested but not opposed either)

NORMAN: (*pounding on the dashboard) Why isn't the machine working?

This makes no sense!

*"punching in date," "flipping switches," "and "pounding on keyboard" SFXs are available on Disc 2 of the Accompaniment DVD.

WHITNEY:

We've been learning this week that, like, one of the great mysteries of the faith is, like, (music begins to 10 "Walkin' by Faith") that our life as a Christian is not just, like, imitating Christ, but, like, the indwelling of Christ.

'80s DUDE:

And that's EXCELLENT! That means that Christ actually, like, lives in us! Galatians 2:20 says, "I have been crucified with Christ and I no longer live, but Christ lives in me."



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[59] [SFX–park atmosphere (opt.)]

FINN: **Any luck with the machine?**

NORMAN: I'm afraid not. Now we're stuck in 1985, and my group won't

make it to the final Bible Challenge! (dramatically faces front and starts to quote the tagline until he is cut off) "More than just a—"

MORGAN: Okay, buddy. "The champion, the quest . . . " We got it.

AVA: (introducing outrageously-dressed girl to Norman) Norman, this is

Whitney. She just gave me a gift; it's called a . . . "scrinchy."

WHITNEY: That's "scrunchy." Like, it's, like, for your bair. Like, you've

never used a scrunchy??

AVA: It's big. It's puffy. I like it!!

MORGAN: (not unkindly) You would. But L gotta say, this is slightly more fun

than sitting at that boring YBS. (Arrying her attention to Norman) How do you control that contraption, anyway? (She walks into

H/O-2000 with Norman

NORMAN: If it was working perfectly, I would just punch in the day and year

I want to go here, in the time destination module, see? May 11, 2015 (or insert current date). Then I would push this lever and ...

(clicking sound, It still won't turn on.

AVA: (walking into the machine) Let's just stay here for awhile, then. I

want to get my hair done like yours, Whitney. Super retro!

WHITNEY: (walking in the machine with her) I could, like, totally give you, like,

the raddest home perm, Ava.

AVA: Cool! (SFX-Time Machine and 1920s Background)

NORMAN: It's working again! Get in and hold on, everyone!

(lights out)

SCENE 3

(Lights come up on the park. Sign says "Vacation Bible School 1928") (15 1920s SFX Background noise continues from previous scene)

FINN: The machine worked! We made it back!

NORMAN: Look again. If I were to guess, I'd say we're...sometime in the

1920s!

WHITNEY: (stepping out from behind the group) The 1920s? Totally tubular!

NORMAN: (panicked) AAAH! Whitney came with us in the time machine?!

WHITNEY: (hyperventilating) Time machine? Like, work like, I don't even,

like, know what to, like, . . . whoo . . . I'm, like, wigging out!

That's, like, totally impossible, like, to the max!

MORGAN: (coming alongside) Okay, girl, you're tonna be fine.

AVA: She's right; we are going to have so much fun! And look, I'm

wearing the scrinchy!

WHITNEY: (politely correcting her authough she's hyperventilating) Scrunchy.

C.W.: (approaching the group) You folks want to join our Bible

Celebration? It's really the cat's meow!

MORGAN: I'm actually allergic to cats.

FINN: Not real cats, Morgan. This dapper dude is using an expression; it

means "it's really great!"

Not only are we doing a food drive for the needy today, my family is also starting construction on a park here. We will be planting a prayer garden and putting up a huge cross for people to enjoy.

Want to join us in the celebration?

FINN: I sure would!

C.W.: In Matthew 16:24, Jesus said, "If anyone would come after me, he

must deny himself and take up his cross (music begins to "No Matter the Cost") and follow me. For whoever wants to

save his life will lose it, but whoever loses his life for me will find

it."

No Matter the Cost



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(meas. 41) I want you all to know we have raised enough money to complete construction on the park and prayer garden! (all cheer)

(walks up wearing a flapper hat) That's just the bee's knees.

MORGAN: (incredulously) You really fit in everywhere, don't you?

AVA: (with a 1920s attitude) And how!

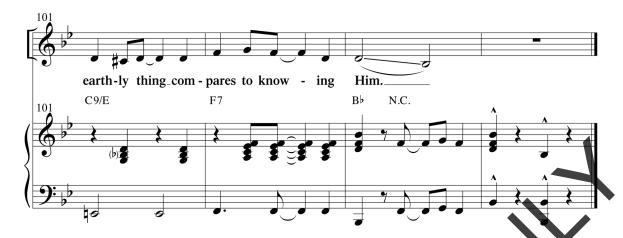












(23) SFX–1920s Background Noise

NORMAN: Finn, will you help me try to figure out what's buggy about the

machine? It's weird how it's stopping and starting without any

power.

FINN: **Sure thing, boss.** (getting into the machine and tinkering with it)

C.W.: I'm thankful for our new friends here. I hope you all stay and join

us for the food drive

MORGAN: (sarcastically That's a "brilliant" idea—wasting time giving to

other people. Real smart, little guy . . .

C.W.: I believe it IS really smart. God will take care of me! In fact,

I'm using a large inheritance from my grandpa to help fund the construction on the park and prayer garden today. It is my joy to

give away the blessings I have received!

AVA: That's amazing! We are so happy to have met you!

(taking him aside) Buddy, I have some "inside" information about the future. A lot of bad things are going to happen. You're gonna

wanna look out for yourself; no one else is going to do that for you.

C.W.: (confused) Really? Oh, I hadn't thought of that . . . wait, how do

you know what's going to happen in the future?

AVA: (whispering) Morgan, I don't know much about time travel, but I

don't think you're supposed to change anything or give anything

away about future events!

WHITNEY: That's, like, totally true! Like, I just saw, like, the most tubular

movie in the theater last week . . . that's, like, totally what Doc

Brown said.

C.W.: **Doc who?**

MORGAN: Never mind. Bottom line, you'd be better off hanging onto your

money. And I have some investment tips that will really help you

in the future: Apple, Google, Starb—

WHITNEY: (interrupting excitedly) Betamax! You should like, totally in est

your money in Betamax. Like, fer sure!

'20s KID: (coming up with box) Hey C.W., where do we put the boxes for the

food drive?

C.W.: (clearly deeply in thought) Uh, overthere by the cross. Or, uh . . .

you can put them anywhere. I ... uh... need to go ... to the bank.

(he leaves)

MORGAN: C.W. –that's a really odd name. (Ava and Whitney get into machine)

24 SFX-Time Machine 2)

AVA: Come on, Morgan...the machine turned on! Hurry! (All climb in

the machine (Lights out)

[61] [SFX–surf atmosphere (opt.)] (Lights come up. Sign says "Street Outreach 1966")

AVA: Looks like the controls still aren't working right. This isn't our

park!

FINN: It most certainly isn't. This place doesn't look so good!

WHITNEY: Like, that sign says, like, "1966." Like, maybe 1966 wasn't like, a

good year for parks.

MORGAN: But is any year a good year for a park? I'm just sayin.

AVA: Where's the prayer garden? And the coss?

FINN: I don't see a prayer garden, music begins to [25] "God's

Grace") Maybe there's a cross behind that surfboard . . .

curious.

ANNETTE: What's happenin'!? Welcome to our Summer Bible School! We've

been learning about how God's Spirit displays His grace in our

lives once we surrender to Him!

BEACH KID 1: Groovy

BEACH KID 2: Far out.

BEACH KIDS: Lax it on me!

God's Grace



*Male vocal group is included on the split-track.

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[SFX-surf atmosphere (opt.)]

ANNETTE: What a gas! We're fleein' the scene to hang ten! Want to come? Be

there or be square!

NORMAN: Thank you for your kind offer, but we need to get going.

ANNETTE: I'm hip! Bye!

NORMAN: Finn, I've been doing a bit of research. Have you noticed that the

machine only turns on when Ava steps into it?

FINN: I had not.

NORMAN: Of course . . . that made no sense at all until I remembered what

she's wearing!

FINN: (confused) She's wearing . . . Iridium.

NORMAN: **Not exactly...**

FINN: (realizing) She's weating the cross from the awards ceremony,

which could be made of platinum which is-

NORMAN: (finishes thought)...a member of the Iridium family! Ava is

controlling the machine! All we need is to have her get into the machine, and it will turn on! Now, whether it will actually take

us to the correct date is negligible, but still . . . progress!

FINN: Ava. Morgan, come here!

AVA: (modeling a piece of '60s clothing) **Do I look groovy?**

FINA Norman figured out how to turn on the machine!

AVA: (stepping in machine and it whirrs to life) Far out, man!

(30) SFX-Time Machine 3 and Future Effects)

NORMAN: Wait! Don't get in yet! Now the machine has started! It's YOU,

Ava!

AVA: Me?

FINN: **Hurry!** Everybody in! (There is a scuffle and Whitney falls against

the machine controls as Morgan jumps in the machine at last minute)

ALL 5 KIDS: Ouch! Ooof! Watch the control panel! Don't sit on the—(blackout)

(Lights come up on a dimly lit parking lot in the year 2060. There is a patch of grass, but no cross or prayer garden.) (SFX–Future Sound Effects continue from previous scene)

WHITNEY: Sorry, I think I, like, totally sat on, like, the buttons that, like,

control, like, the date.

FINN: Whoa! Are those . . . flying cars above us?! We made it to the

future!

WHITNEY

& AVA: Totally rad!!! (giving each other a high five)

NORMAN: But ... where's the park? The calibration in the machine must

have gotten bumped. (walking up to a passerby) Excuse me, where

is Worthington Park?

TETRA: Worthington Park? Sorry ... never heard of it. The nearest park

is 20 miles away.

ALL 5 KIDS: What?!

NORMAN: This isn't right; something is different! Did anyone change

anything in the last time period?

ALL: No, Kdon't think so, etc.

FINN: The park tidn't look so hot in 1966 either, come to think of it.

NORMAN That's true. Something must have happened before that . . . in the

1920s!? Did anyone do anything in the '20s?

FIMN: I got a new bowtie . . .

AVA. Very snazzy, Finn.

EINN: Why, thank you!

OLD NORMAN: (walking over to them) Hello, there. I'm Norman. We're about to

start our Street Outreach. Would you children like to join us?

MORGAN: (chuckling, after realization) Your name is Norman? Oh, . . . this is

going to be fun. (loudly, stirring up excitement) Norman?

OLD NORMAN/

NORMAN: (answering at same time) Yes?

MORGAN: (smugly) Booyah!

OLD NORMAN/

NORMAN: (seeing each other) You're Norman? I'm Norman! AUGH! (both

run comically in opposite directions, adjusting their bow ties at the same time. Turning to face the situation, continue to awkwardly circle

the other)

OLD NORMAN: (overlapping at same time) How could this be?

NORMAN: (overlapping at same time) You're so old!

OLD NORMAN: You're so young! This is impossible!

NORMAN: It's not impossible. We used the 100-2000, the time machine, to

travel here.

OLD NORMAN: TERRIBLE TUNAFISH I never even used the time machine!

My neighbor invented it, but he gave it to me before he moved

because it never worked. I destroyed it years ago.

FINN: That's impossible! Paster Henry Olson invented it and stored it at

Midway Community Church. We just found it in the park next to

the church

OLD NORMAN: Church? There's no church here. We are part of a street missions

eam from the next county.

WHITNEY: No church? That's, like, totally bogus, dude.

NORMAN: No church? Midway Community Church has been doing Vacation

Dible Schools in this park for ever 70 years! Semething torrible

Bible Schools in this park for over 70 years! Something terrible

must have happened to disrupt the space-time continuum!

LD NORMAN: TERRIBLE TUNAFISH! What are we going to do?

NORMAN: First we need to figure out what went wrong. Finn? Old Norman?

OLD NORMAN: I prefer "Classic" Norman.

NORMAN: Indeed. Let's put our heads together.

TETRA: If you all would like to join our street team, we are reaching out

to this unchurched community.

AVA &

WHITNEY: Sure!

TETRA:

(light show starts as music begins to 12 31 "Fix Our Eyes") Hebrews 12:2 says, "Let us fix our eyes on Jesus, the author and perfecter of our faith, who for the joy set before him endured the cross, scorning its shame, and sat down at the right hand of the throne of God."



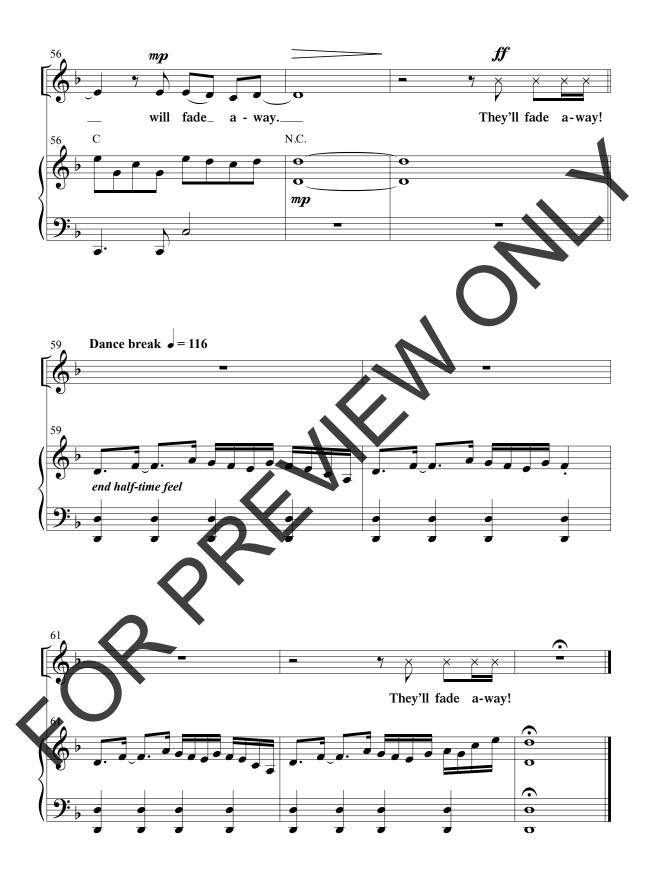
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MORGAN: (25) SFX-Future Effects) Ava, what did they mean, "The

problems of the world will fade away?" That doesn't make sense;

just ignoring problems won't make them go away.

AVA: Actually, Morgan, the Bible says when we fix, or focus, our eyes

on Jesus and what he accomplished at the cross, the things we worry about in this world won't matter. Jesus conquered sin and death and we are victorious through Him. We just need to keep

our eyes on Him!

MORGAN: (considering) Hmm, I was just...curious. Everyone seems really

serious about the cross.

AVA: (smiling) The cross changed everything, Morgan. (hugging her)

I'm praying for you.

MORGAN: (softening) Uh, well . . . thanks.

NORMAN: Sorry to interrupt—all we need to to is go back to the 1920s and

fix whatever happened to disrupt the timeline and create this

alternate future.

WHITNEY: I'm, like, totally, like, not afraid to say that I, like, have, like, no

idea, like, what you're talking about . . . like.

FINN: It's an alternate timeline. Whatever we changed in the past had

a ripple effect that changed all the following events and created a different version of the past, present, and future here in Midway

Cit

NORMAN: (Nondering) What could have happened?

MORGAN: (volunteering) I talked to that C.W. guy in the '20s. We had a chat.

... Strange dude.

NORMAN: C.W.? As in C.W. Worthington? He is the one who raised the

funds to build the prayer garden and cross in this park!

FINN: Didn't he actually help to build Midway Community Church,

too?! (turning to Morgan) What did you say to him, Morgan?

MORGAN: (reacting sheepishly) Well...I...uh, just told him he should stop

giving all his money away and to save it for himself.

AVA: And that's why in this version of the future, this area has never

had a prayer garden OR a church!!!

ALL: (reacting) Oh, no! That's terrible! What do we do?

NORMAN: (entering machine) This is a disaster! If we can't fix this, hundreds

of thousands of people's lives will be affected. Midway Community Church didn't ever exist in this timeline! We have to go back to fix what happened. Come on, machine . . . 1923! Let's go, Ava! (Ava

climbs in the machine)



[62] [SFX–1800s atmosphere (opt.)] (Lights come up. Sign says "Jubilee Festival 1870")

MORGAN: (sighs) Big surprise ... not 1923.

WHITNEY: Wow! It's, like, the wild, wild west!

AVA: They are definitely rootin' and tootin' here!

(music begins to 15 37 "Alive")

ROSE: I'd like to start off our festivities by welcoming you all to the

Jubilee Festival of 1870. We are all so thankful to Mr. Daniel Worthington for allowing us to celebrate on his new land! Thanks

be to our God!



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62 (SFX–1800s atmosphere)

ROSE: Now, Mr. Daniel Worthington will lead us in a prayer of thanks

for the dessert we are about to receive.

DANIEL: (bowing head) "Heavenly Father, we thank Thee for Your

provision and for Your Son. We thank Thee for our new friends, and ask Your blessing on this land. In the Name of Jesus, Amen'

ROSE: Thank you, Daniel. Before we eat, I'd like to lead us in a song that

was just written: "Jesus, Keep Me Near the Cross."* she sings,

accompanied by a banjo)





62 (SFX–1800s atmosphere)

MORGAN: (softly) These people have so little, but they seem so happy. Is it

because of the cross?

AVA: Yes. It all has to do with Jesus.

NORMAN: Rose, thank you so much for having us at this lovely event. But

we have an urgent matter to attend to in the past, I mean, in the

future.

ROSE: Well... have some of my gooseberry pie before you go, von't you?

FINN: Sounds great!

AVA: Norman, why in the world do you think that I am turning on the

machine?

NORMAN: It's your necklace! It's basically powering the machine! I just

need to make some adjustments so that the machine will go where

we tell it to go.

FINN: We need to get back to 1923 right way. Morgan will talk to C.W.

and fix this mess. Then everything will be fine, and the timeline

will return to normal.

MORGAN: Oh, she will will she? What if I don't want to talk to C.W.? He can

make his own choices. In fact, maybe it should be my turn to wear

the necklace and take this machine for a spin!

AVA: Morgan, he serious. We have to make things right!

[the following three lines overlap]

MORGAN: (playfully trying to get the necklace) Just let me wear it for a minute!

NORMAN: We don't have time for this, Morgan! We have to fix the timeline!

(2 SFX-Time Machine 5 [with Alarm])

NN: (trying to save the day) Morgan, stop fooling around! Here...let me

help. (jumping up to try to stop Morgan from grabbing the necklace)

NORMAN: Everyone, stop pushing on the—

AVA: WATCH OUT! (others rush into the machine to try to help as it is

pushed to its limit)

NORMAN: Be careful! We're pushing the lever too far! (blackout)

(Lights come up on a beautiful garden [Gethsemane]. An older child dressed as Jesus is kneeling and praying by a tree. His head is down and his face cannot be seen).

63 (SFX–Gethsemane, crickets)

AVA: (in a quiet tone) Look . . . He's praying.

FINN: Morgan, we're in the Garden of Gethsemane.

MORGAN: The ... we are? Then, that's really—

AVA: (in hushed awe) **Jesus.**

MORGAN: He looks . . . so alone.

NORMAN: He was. The Bible says that even though He asked His friends to

stay and pray with Him, they fell askep and left Him alone.

AVA: You guys ... this is right before He went to die on the cross for us.

MORGAN: I never thought about that story being real. I . . . I don't have

what you all have. I know the stories about Christ, (music begins to 2000 Years") but I don't know Him like you all seem

to ... Leady want to know Him. Will you help me?

AVA: I thought you'd never ask. Let's pray. (they walk to the side of the

tage opposite Jesus, and pray together silently. After the first solo in

the song, the spotlight goes off Jesus.)

(A silhouette of a cross is projected on the screen or back wall, and the children all kneel at the cross).

2,000 Years



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MORGAN: I think we need to go back to 1923. There's someone I need to talk

to ... (song ends)

NORMAN: YES! Let's go back and see if we can fix the timeline!

FINN: Let's go! (everyone climbs in the machine) (SFX-Time

Machine 6 and 1920s Background Noise) (blackout)

(Lights come up on 1923, where C.W. is by himself in the area that would have become the prayer garden. The cross is down and he is

boxing things up to leave.)

MORGAN: C.W. — wait! Remember me? I'm afraid I ove you an apology.

C.W.: Of course, I remember you. We just talked a minute ago.

MORGAN: (realizing) **Right.**

C.W.: You don't owe me anything of appreciate your honesty. You saved

me from making a big mistake

MORGAN: Where's the cross?

C.W.: Oh, I just took it down, you made me realize there are better ways

to use this land than just for a silly prayer garden.

MORGAN: No . . . it was me that made the mistake. This prayer garden will

touch so many lives. You were right to want to give to others. God doesn't want us just to think of ourselves. In fact, He gave us His Son as the biggest sacrifice! And, He did it for me *and* for *you*. This cross reminds us of that gift, and that we can actually know

the living Christ!

FINN: (interrupting) Plus, you're going to help start a church when you

grow up!

W.: A church? Hmm...that's a great idea! (smiling) But let's start with

this cross. (together C.W. and Morgan raise it back up)

AVA: (smiling) That's where we should always start.

NORMAN: We'd better get back, everyone.

MORGAN: Bye, C.W.! May God bless you.

(C.W. exits)

WHITNEY: That was, like, so, like, totally righteous!

NORMAN: Everyone, hop in. We'll take Whitney home. (all climb into the time

machine)

AVA: I'm glad you accidentally got stuck with us, Whitney!

WHITNEY: Like, this was, like, the most excellent adventure! Like, Whitney

and Ava's Excellent Adventure . . . (20 49 SFX-Time Machine

7) (blackout)

SCENE 8

(Lights come up on beautiful C.W. Worthington Park VBS—present day. The group has already returned Whitney to 1985 and Morgan is wearing a gaudy 1980s-style hair bow or scrunchy as well as holding another fluorescent souvenir).

59 (SFX–park atmosphere)

NORMAN: Now that Whitney is safely home, let's hope everything is back to

normal here.

AVA: I see Whitney gave you a scrunchy, Morgan, It's big It's puffy. I

like it!!

MS. MADDIE

MAY: ... and thank you to Midway Community Church and Pastor

Henry Olson for sponsoring our Vacation Bible School here in the beautiful C.W. Worthington Fack. Let's begin our closing

ceremonies.

NORMAN: The Bible Challenge! Yes! All cheer)

ALL FOUR: (dramatically face front and quote the tagline) "More than just a

Bible challenge ... A QUEST OF CHAMPIONS."

MORGAN: Let's do this (music begins to 21 50 "Finale")

Finale includes I Wanna Know Christ, Walkin' by Faith and Back to the Cross



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Bowsincludes **Back to the Cross**



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(11 roles + 1 adult role)

Lead Roles (Many lines)

Norman: Older boy leading VBS group; intelligent inventor Morgan: New girl, very bored and not easily impressed

Ava: Norman's energetic little sister; adapts to each time period

Finn: Younger, very smart boy; idolizes Norman

Whitney: '80s Valley Girl with tons of fun a titude and spunk
Young man coordinating the 1928 Bible Celebration;
benefactor of park, cross, prayer garden, and church

Medium/Small Roles (2-4 lines)

Miss Maddie May: Older studen leader in charge of VBS in

the present

'80s Dude: Surfer type 1980s boy

Annette: 1960s Beach Girl (i.e. Annette Funicello or

Bubbles from "Teen Beach Movie"

Tetra: Boyor girl from 2060 who is helping run

the Street Team

Rose: Girl from 1870 who is helping with the

Jubilee Festival

Old Norman: Adult playing an older, grown-up Norman in 2060

optional adult)

Non-speaking Parts

Disciples (2-3): Adult or older child to kneel and pray

Jesus' followers asleep on the ground in

Gethsemane

Tiny Roles (1 line)

4 small roles that can be distributed between choir kids

'20s Kid: (1 line)

Beach Kids 1, 2: (1 small line each)

Mr. Daniel Worthington: Young man who prays at the 1870 Jubilee

Festival; Future grandfather of C.W. (1 line)

Optional additional non-speaking roles

As always, I try to make the musical accessible for every size ensemble, from very small groups to very large groups. For each decade, there can be a group of between 2-20 kids who wear the costume/clothing of the decade in order to help set the scene. You can use as few bodies on stage as you want, or as many as your production can handle! If you don't have many kids, you may choose to dress only the soloists from each time period in costumes to set the scene. Another option for a larger cast is to separate out some of the lines from the lead characters and give them to these children.

- 1980s Pack
- Flappers
- Beach Kids and Bikers
- Techno Crew
- Wild West Kids/Fiddler
- Additional Disciples

Costumed kids during the 1980s scene Costumed girls during 1920s scene Costumed kids during 1960s scene

Costumed futuristic kids during future scene Costumed kids in the Wild West/1870

Group of sleeping disciples in the Garden of Gethsemane

Solos

Song 1: Back to the Cross Song 2: Walkin' By Faith Song 3: No Matter the Cos

Song 4: God's Grace

Song 5: Fix Our Eyes

Song 6: Alive

Song 7: Near the Cross

Song 8: 2000 Years

Song 9: Finale with

I Wanna Know Christ, Walkin' by Faith, and

Back to the Cross

Song IV: Bows with Back to the Cross None



Solo 1 & 2

Solo 1, 2, 3

Groups 1 & 2





Costuming the Choir

The "Back to the Cross" T-shirt, available from wordmusic.com, is a great costume for your choir! Just add black pants or jeans and black shoes!

Christy and Daniel Semsen, celebrated writers and creators of innovative, best-selling musicals for children's choir are back, and they're at it again! Their latest adventure, *Back to the Cross*, will take your Kids Choir on an inventive, fun-filled, rousing romp through time, discovering the message of the Cross along the way! A Semsen musical is guaranteed to deliver big on FUN and even bigger on a spiritual message that speaks to each child! In *Back to the Cross*, the long-awaited sequel to their hit musical, *Back to the Manger*, we once again find Norman and our cast of characters embarking on a time-travel excursion relying on the questionable reliability of the H/O-2000 Temporal Displacement Modulator...otherwise known as time travel machine.

Abandoned long ago and nearly forgotten, the H/O-2000 is discovered by the kids in our story while attending the annual VBS program at Midway Community Church. A series of time-traveling escapades ensue, taking our intrepid gang of time-jumpers on a wild ride, immersing them in strange times and cultures (including the totally tubular 1980s, the roaring '20s, the Wild, Wild West, and even the Garden of Gethsemane!), all leading to a point of discovery about the importance of the Cross and the message of the Gospel.

At its heart, this musical is designed to impact the lives of your kids and your church for years to come through show stopping arrangements, songs that beg to be sung, and a script guaranteed to captivate and engage young minds and imaginations while teaching foundational Biblical truths. A delightfully-entertaining, production-enhancing DVD accompaniment Track is available to help transport the cast, crew, and audience through the ages, while the DVD Instructional Video will assist you with staging, choreography, and presentation. So jump into the H/O-2000, buckle your seatbelts, and embark on a Biblical truth-seeking trek through time!

HIGHLIGHTS AND RESOURCES

available at wordmusic.com

- Teacher Resource Kit
- Fun Kits
- Instructional DVD with Performance,
 Director's Commentary and Choreography
- T-shipts in All Sizes
- Stem Mixes
 - **Preview Pak**
 - **Exciting Accompaniment DVD that now includes Digital Files**
- Posters and Bulletins
- Listening and Accompaniment CDs

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