

(They cheer. The JUNIOR IMAGINEERS are stunned, mumbling with excitement and anticipation.)

PLAYER 1

It will be your job to help the next group of Junior Imagineers find and understand their dreams.

PLAYER 2

What lessons will you pass on to them?

PLAYER 3

I'll tell them that every adventure requires a first step... even if you don't know what comes next.

PLAYER 6

Sometimes the right path is not the easiest path. But that doesn't mean you shouldn't take it!

PLAYER 10

I'll remind them that they are braver than they believe, stronger than they seem, and smarter than they think.

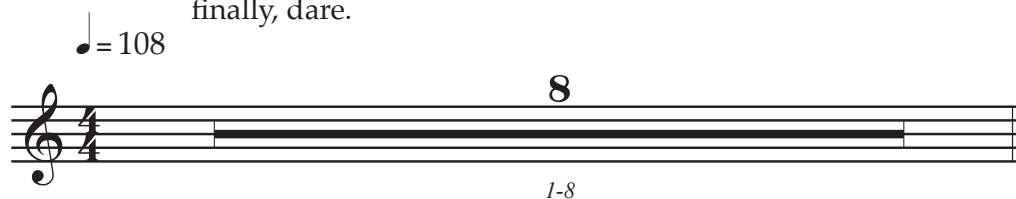
(# 20 – FINALE.)

Finale

PLAYER 7: If they can visualize it, if they can dream it, there's some way to do it.

PLAYER 4: And even when their first dream comes true, there are even more dreams that lie ahead.

PLAYER 3: First, think. Second, dream. Third, believe. And finally, dare.



With Motion ♩ = 112

ALL:



When you wish u - pon a star, makes no diff-'rence who you are.



A - ny - thing your heart de - sires will come to you.



When your heart is in your dreams, no re - quest is too ex - treme.



When you wish u - pon a star as dream - ers do.



Fate is kind. She brings to those who love



the sweet ful - fill - ment of their se - cret



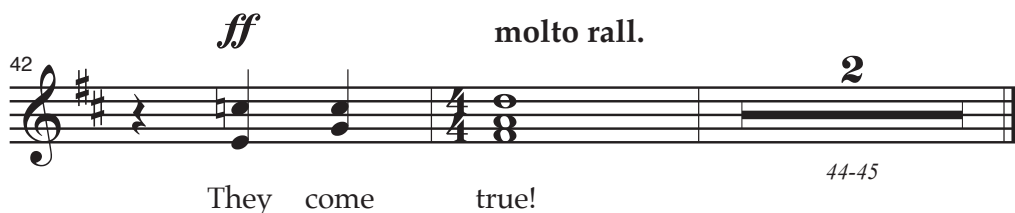
long - ing, long - ing.



Like a bolt out of the blue, fate steps in and



sees you through. When you wish u - pon a star, your



(End of play. ALL bow together, as one. As the music shifts, they gather for one last number, this one directly to the audience. #21 – BOWS – YOU ARE THE MAGIC.)

Bows (You Are the Magic)

