Let There Be Light (white tabards)

Environment 'Stained glass windows' reflecting colours into the space, made with lighting gels on frames. Coloured gel shapes on large mirror, mobile mirrors, stretchwrap screen, water sprayers. Brightly coloured balls, silver bowls, 3d mirror shapes. White parachute, moonhoops. Coloured bells/chimes. Coloured sweets.



Colours Walk through all the colours as you enter. Create coloured patterns with the gels on the mirrors and screens. Look through the colours, see the space change. Spray water and make them stick on different surfaces, reflect them onto ceiling and walls, crumple and flick them and hear the sounds. Add the brightly coloured balls and watch them roll and spin, hear them bouncing, reflect coloured patterns on hands, see them multiply in 3d mirrors.











Parachute Spread it out over the floor and catch the colours reflected through 'stained glass windows', lift it up and cross the space under the colours, see it billow and ripple, step, dance and roll over the colours. Add moonhoops, finding different colours as they roll and spin, roll balls around on them, have some fun!











Bells Introduce coloured bells to compliment the theme, listen to their different sounds, church - like ambience. Play with rhythms, stop/start, building melodies, playing together, taking turns. Bring bells to rest and offer coloured Haribo gems as a final treat.











Observations More difficult for sight impaired participants, though have tried to include sounds/textures to enrich their experience. Sprayers and gels make a simple activity that all can enjoy and succeed at. Balls are visually stunning with mirrors enhancing their effect. Opportunities for rolling passing, spinning, playing together in pairs or cooperatively as group. Gatherers enjoyed collecting them all together at the end. Parachute great fun as well as reflecting the colour theme. The bells, while slightly harsh in tone, were recognised by many as church-like as well as offering a chance for more focused turn-taking and call/response.

