

Macbeth

"Double, double toil and trouble"... At the Castle, there's a banquet to be had, enjoy all that's laid out for you. Thunder roars and lightning crashes, the witch appears to cast her spells. Help her brew a perfect potion to evoke the spirits who dance before you.

Environment

One half of the space is set up as Macbeth's Castle using castle wall scenery, mirrors, drapes and a banquet table, set with:

- Candles
- Wooden bowls and platters
- Iron crocks and pots
- Ladles and wooden spoons
- Chestnuts & pumpkins
- Golden treasure (bangles/necklaces)
- Iron instruments

The other side is the witch's cave with the witch character behind her cauldron, created using a tarp placed on a tripod over a fire. Items used:

- Witches hats
- Thunder & lightning SFX
- Baskets of insects, frogs, snakes and spiders
- Herbs and mandrake roots hung around
- An 'apparition' figure hung behind misty veils (use lighting to reveal)
- 'Ghost' puppets – created using rings, string and white material (UV light to light them in the dark)

Costume - coloured tabards/waistcoats and witches hats

Music - The sound of the Highland Pipes would set the scene perfectly and the band Pons Aelius from the North East of England use them very musically. A sound effect of a bubbling cauldron will help create the atmosphere for the second section.

Activities

Banquet - Welcome participants to the banquet and take your seats for a feast. Encourage them to explore the array of props on the table. See candle lights flicker and feel the heavy smooth pumpkins. Roll the chestnuts around in bowls, feel them in your fingers and drop them in different pots, hear the sounds they make, line them up and spoon them out. Share the chestnuts with each other, pass them around, count them, and make faces and patterns. Tap the pots and instruments with the ladles and spoons – use them as percussion and build rhythms and songs.

Spell Casting - Thunder and lightning SFX... the witches spell is heard (voiceover). Find the witch at her cauldron casting spells, hear her cackle. Greet her and help her. Put on your witches hats. Explore the witches' ingredients, feel the textures, smell the herbs, see how the creatures move – wiggly worms, writhing snakes, scurrying insects, giant spiders... Choose your ingredients and throw them in the cauldron, stir the pot and chant a spell...now the magic begins... The apparition appears, hear his warning played over voiceover 'Beware Macduff...' Using a microphone, the 'apparition' can speak to the participants and greet them one by one. The 'spirits' (ghost puppets) appear in the UV light. Help them dance around the space, see them fly through the air, hear their ghostly songs before they disappear...

Links

Fire prop
Puppets
Character activity
Feasting activity

Video Macbeth

Website Link http://innersense.org.uk/innersense.org.uk/Autumn_2015/Pages/Macbeth.html