

## Spirit of the Wind

**Environment** Wind sounds, hanging plastic curtains, electric fans, whirrers, quilts on floor, megaphones, whistles, harmonicas, mic. Silk fans, various windmills, projection of wind in trees, small mask puppets, tree character, spirit of the wind - all animated by air moving with electric fans.



**Sounds of wind** Enter through wind-blown fly curtains, air moving all around the space. Play with vocal and other sounds through megaphones, tubes and whirrers, whistles and harmonicas, vocalising next to electric fans. Mini fans to enhance.



**Movement of Wind** Dance with the silk fans, see them ripple and swirl through the air, watch the electric fans lift and billow the silks. Colours whirl around, high in the air or rippling of laps, floor, fingers. Find the windmills and make them spin, moving through the air or animated by electric fans.



**Spirits of the Wind** Projection of wind in the trees + wind sound, little will-o-the-wisp puppets dance and play, tree character appears and is blown round the space, saying hello to individuals. Spirit of the Wind 'blows in', dancing in the air. Greets everyone before the wind gets stronger and he is blown away.



## Observations

We had to learn quickly how to focus the 'sound' section and encourage 1-1 exploration and play with available props and instruments. Settling down on quilt cloud assisted this focusing. Wind curtains were a visual image of the sense of movement caused by moving air. New silk fans were beautiful, if a little difficult to animate open. Poi were removed as too dangerous within confined space. Windmills next to electric fans very rewarding. Masks and characters were received well and remained in context. Many participants explored wearing the masks themselves, an exciting development.

