

## Star Wars

**Environment:** Enclosed spaceship made from thick polythene, with viewing window looking out onto projections of passing stars, planets and galaxies. Space helmets and 'Huston calling' soundbites. Desert planet junk yard with variety of metallic and plastic 'junk' and instruments, which can be played musically and rhythmically. R2D2 droid - 'broken' with message (glitter ball with photo) inside and voice sound effects. Soundbeam and horizontal light as Transporter Beam. Darth Vader 'puppet' (and recorded breathing sounds) which rises from floor on pulley, lit green. Light sabres. Alien Cantina/Bar with drinks, food and dancing.



**Lift Off** Fasten seat belts and prepare for take-off. Countdown commences and leave earth with some turbulence! Steady and view projections of other galaxies flying past. Feel effects of no gravity, floating around ship. Refasten seatbelts and prepare for landing - 10,9, 8, 7,..... Land. Put on space helmets and exit via Airlock

**Desert Junkyard** Hot desert, orange/yellow lighting, junk all around. Explore the 'rubbish', feel it, play with it, listen to the different sounds. build rhythms and play with mixing sounds. Hear R2D2 at back of pile - find him and interact with vocal sounds. He's broken, group comes together to effect repairs, turn on lights, insert 'fibres' etc. Find message inside from Princess Leah - needs help. Droid takes you to.....



**Transporter Beam** Enter beam and play with the sounds, discovering how movement and stillness initiate and stop the sounds, climbing and descending the octaves as you rise and fall, spinning and turning and moving limbs, hands, fingers. Transport to another place....

**Darth Vader** Hear sound of mechanical breathing, lights turn green and Vader rises from the floor. Pitch shifting voice addresses group. Individual interactions with character - ranging from vocal sounds, to gesture and conversation, through humour, bravery, inquisitiveness.

**Light sabres** introduced - build the power of the force through movement and dance as lights go down and sabres glow and flash in the dark. Vader melts away, pointing to Cantina where Leah can be found.

**Alien Cantina** Beautiful sparkling disco bar entices the travellers in, where they can mingle with aliens, drink, eat and dance in celebration of the completion of their mission before returning to the spaceship for a short flight home.

**Evaluation** An elaborate journey and mission completed. The artist team agreed we could have spanned this workshop over 3 or 4 weeks, rather than cram it all into one session. It was felt that some sections were rushed and we often had to choose a section to leave out, depending on what would best suit the group. However, every client found something different to fascinate and engage them e.g. a new student was engrossed in repairing the droid, another overcame nervousness and became lost in the rhythms of the junkyard...and many discovered courage, confidence and self-esteem unseen before. All in all a successful mission!