

Sword in the Stone

Environment Merlin's cave, Merlin character, parachute corner, magic orb, small orb disco torches, dream torches, fibre optic lights. Grassy hill with sword in stone, stones, blue/white face-paints + brushes. Arthur's hall - throne, crowns, wooden chairs, torches, drums, ribbon sticks. Goblets and mead (squash)



Merlin Meet the wizard in his cave, help make magic, touch the magic orb, see the power in your fingertips. Dance with the light spinners, feel the vibrations, listen to the sound, create spells with the dream torch wands.



Sword in the stone Merlin leads you here. Try and pull the sword - it's stuck, need more magic. Feel the smooth cold stones, play rhythms and paint spells on them with fingers and brushes and the face-paints. Paint yourselves as well.



Kings and Queens Whoever pulls the sword from the stone becomes King/Queen. Process to the throne with torches and singing. Crown the King, long-live the King! Celebrate with drums, dance with the ribbon sticks...then toast your King/Queen with goblets of mead.



Observations Merlin character had real presence and was visually arresting. All clients were mesmerised, but showed little fear and were keen to help with the magic. New 'spinning lights' worked really well, having visual, sound and vibrating qualities. One child 'attained, no exceeded' one of his targets, by repeatedly putting the spinner to his mouth. Stone section was focused and calm, before the raucous celebrations of 'the crowning of the King. Kings and Queens enjoyed the adulation and seemed to grow in confidence and self-esteem before our eyes. Drumming enjoyed by all as usual.

