## Tropical Hot Dog Night Captain Beefheart

**Environment** Low End - Black and white - White paper bags of varying sizes on black cloth, hanging on parallel lines across ceiling. Black marker pens. Shredded white paper. High end: Star projection on triangle sails, Night Monster Puppet, big torch, striped lighting on floor. Coloured gel wheel rotating in light above, 2 flamingos, coloured costumes, fans and cloths. Maracas, shakey eggs and tambourines. Flamingo puppet bar with coloured cocktail glasses, straws, fruit and sparkly cakes



**Black and white** Play with the paper bags, explore sounds, fill them with air, make hats. boots for dancing, then draw black shapes, patterns, pictures, letters all over them. Find shredded paper, drop in bogs, throw it in the air, see it fall and flutter. Bury selves and others. Find colour changing lights and ambience changes as lights dim and colours glow in the dark.











**Night Monster** Stars appear, carry glowing bags towards them. Suddenly, the Night Monster appears in the night sky - lit by a beam of light. He is mischievous and cheeky and plays hide and seek with the torch light. Interact with the funny little man in striped light until...











**Ev'ry Colour of Day**...bright colours appear all over the space, music begins to play and the flamingo puppet comes to dance and sway (the Night Monster runs away!) Dress up in brightly coloured costumes, play instruments and dance and sing to samba rhythms. The flamingo bar opens and all are offered exotic fruit, cakes and drinks, before dancing away home.



**Observations** Transitions were important for maintaining the flow of the workshop. Shredded paper is a great resource - enjoyed by many - it has good tactile, visual and sound qualities and is fun! The Night Monster puppet was easily animated and using the torch beam enhanced the 'hide & seek' element, as well as focusing attention of clients. Tropical Fruit party was colourful and fun. Flamingo puppet easy for clients to animate themselves.

