

# Habitats

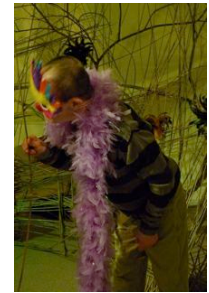
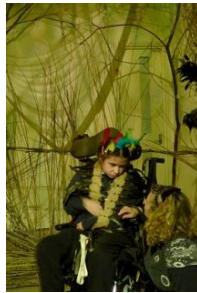
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## Nest

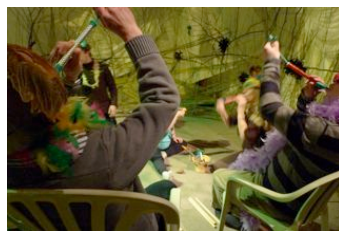
Environment Low End: Trees, bowl of feathers, feather boas, feather sticks, bird masks, birdsong sample playing. High End: giant nest, withy sticks, sticks and twigs, birds in trees, ocarinas, slide whistles, shakey eggs, raffia, bird puppets, sour worm sweets.



**Birds** Find the feathers and play - blowing/throwing in the air, tickling/stroking, dressing hair. Dress up in feather boas and masks, sing and dance like birds with feather stick wings.



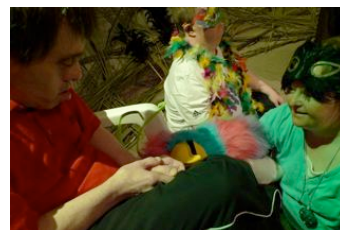
**Nest** Fly to the treetop nest and finish building with sticks and twigs, make rhythms with sticks and 'feather' the nest. Add raffia, feel and smell it and make a soft space in the centre.



**Birdsong** Create bird sounds with vocals and mic, ocarinas and whistles, call and answer

**Eggs** Discover shakey eggs and add gentle rhythms. Be gentle, feel the shape and texture, hear the sounds.

**Puppets** Bird puppet appears, making his own sound. Interact with each individual, feel his feathers, put things in his beak, sing together. Spare bird allows clients to have a turn at animating puppet and interacting with peers.



**Worms** Share worm sweets as you snuggle together in the nest as the sun goes down, listening to birdsong all around you.

**Observations** Good variety of options - allowing us to choose activities appropriate for each client group. Tactile contrasts - feathers/sticks and sound opportunities throughout workshop which is quite free and flexible. Dressing up and showing off in true male bird fashion was greatly enjoyed by more able clients, others enjoyed the sounds/textures of the treescape. Many clients opted to animate bird puppets themselves. This was a new development for many of them. 'Blowing' instruments were difficult for many clients who opted for vocalising with mic as an alternative. Slide whistles easier than ocarinas





## Hums Around Us

**Environment** Large rhododendron flowers around space, pool with blue voiles, mirror, tank drum and vibratones. Dragonfly and butterfly stick puppets. Black/yellow face-paints, boppers, bee sounds sample, bees on sticks, kazoos. Dozy drone costume, yellow foam 'nectar' balls and yellow balloons, collecting sack. Hive entrance (withy frame) swinging seat and Queen bee character, golden honey sack. Honey and honey sandwiches.

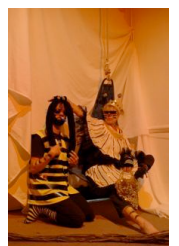
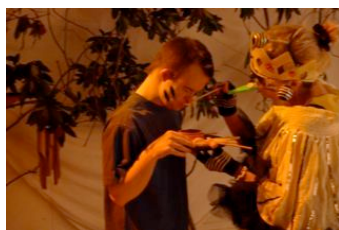


**Pool** Gather round pool and play the water sounds, listening to the different notes, making wah-wah vibrations, singing water songs. Dragonflies and butterflies are drawn to flutter over the water, dance and fly with the insects round the pool.

**Bees** Buzzing can be heard in the distance. Adorn selves and each other with yellow/black stripes, enjoying the 1-1 contact and touch elements. Put on boppers, feel and watch them wobble and bounce around. Bring out bees on sticks and kazoos and buzz around space, searching out flowers for nectar. Dozy drone appears, interact with character and play together gathering nectar balls/balloons and throwing them into sack. Opportunities for comedy moments, humour and playfulness!



**Hive** is lit and Queen bee appears, swinging in her chair with a golden honey sack. Greet the Queen and give her your nectar. In return she offers honey sandwiches and golden honey for you to taste and enjoy.



**Observations** Water section extremely focused, calm and settling. Every group responded well to the sounds of vibratones and sustained music section for long periods. Face-paint was thoroughly enjoyed and all made the most of the opps for p[rolonged, gentle 1-1 contact, sharing and allowing touch.

Drone character brought comic element to workshop and opportunities for fun and play, particularly enjoyed by the children. Queen bee was a welcome surprise and served to settle group for a chill at the end



## Bluebell Woods

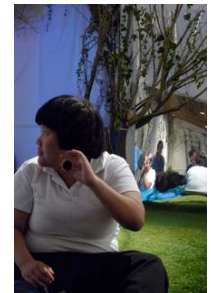
**Environment** Trees with fairy lights and ivy around space. Grassy woodland floor with blue/green voiles. Little bell tree and bluebell tree. Hanging bells at low end. Fairy fans (mini hand-held with pretty flower scrunchies). Woodland withy grotto with giant puppet. Bark treasure chest with gold coin chocolate treasures. Blue/green lighting.



**Woodland floor** Feel the soft grass under your toes, with your fingers. Roll and play together on the grassy knoll, then cover with blue voiles like a carpet of bluebells, dance with cloths, hide under them, see the colours shimmering in the lights.

**Magic** Find the bell tree and create tinkly magic sounds around the whole space, sing and make magic spells to call the fairies.

**Fairies** Find the fans and dance with the fairies, hear the whirring if tiny wings and feel the air moving on hands, feet and face, tickling your skin as they flutter about. As the magic grows, the fairy lights appear on all the trees around space, finishing with the beautiful bluebell tree where the fairies live.



**Giant** Turning around you finally face the amazing giant puppet. Greet him individually and say hello, feel his fingers and toes, touch his face, eyes, mouth. He reaches out and hugs you, shakes hands, dances. Then growing stronger stands to his full height and dances and flies.

**Treasure** Sitting down again, the giant shows his treasure. Be brave and take a golden coin from his hand. Enjoy the chocolate, then wave goodbye as he settles down to sleep.



**Observations** Took a while for some to get used to grass under feet - most enjoyed the playfulness of this section. Bell section light and musical/magical. Fairy fans engrossed most clients but rather fragile and batteries kept running out! Whole space looked magical when fairy lights on. Responses to giant were amazing. No fear, some wariness, but all overcame this and interacted with the giant man. Many interactions were very moving and emotional and some extremely funny!



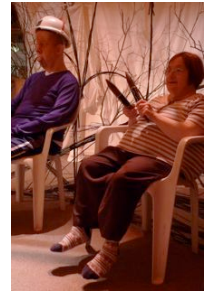
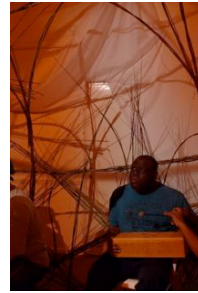


## Ants

**Environment** Hard hats with antennae, foreman character. Termite mound made from willow withies, metronome and wood blocks/instruments. White box giant 'sugar lumps' around space. Giant leaves. Flask of tea and sugar lumps.

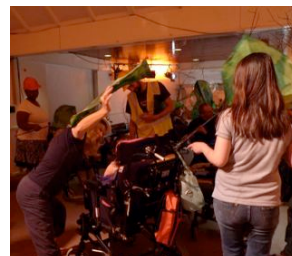


**Clocking On** Foreman greets you as you arrive, directs you to put on hardhat antennae before entering anthill. Settle down for orders. Metronome starts a steady tick-tock rhythm which ants pick up with clicks, taps and claps, uniting group in one rhythm. Gradually add lighter wood instruments following metronome, then picking up each other's rhythms, build with tongue drums and gatos.



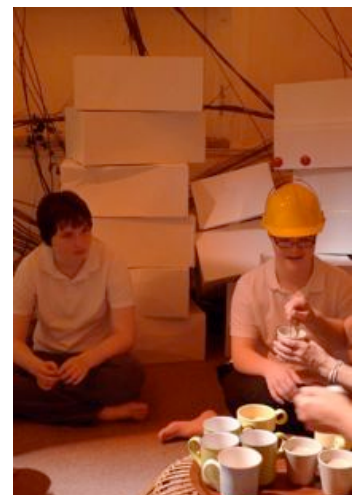
**Sugar lumps** Foreman ant shows a picture of sugar lumps and sends you off on your first job. March in a line with a steady rhythm off round the space. Find the boxes and play: tapping, scratching, passing to each other, building in piles, pushing/rolling along the floor. Stack them in the back of the anthill, helping each other as you go.

**Leaves** Foreman shows leaf picture and off the ants march again. Find leaves - change in dynamic, dancing with giant leaves, seeing colours change in the lights, hiding behind/under, making a breeze as they move through the air. Tap on leaves to make light rain sounds and hurry back to anthill where you add leaves to cover the holes.



**Tea Break** All ants gather together inside and enjoy a nice cup of tea with sugar lumps before marching off home.

**Observations** Termite hill made a lovely safe space for the group to gather together. Metronome was brilliant for focusing group and encouraging good listening - movement and sound together. Led to some excellent rhythm sections. Boxes were fun and many clients rose to the challenge of 'having a job to do', particularly the boys! The leaf section gave a welcome change in dynamic and a chance to cool down. Tea and sugar lumps enjoyed by all.

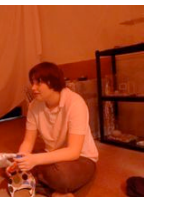
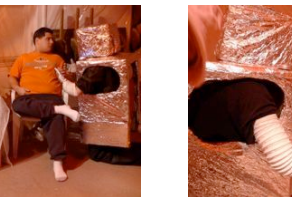
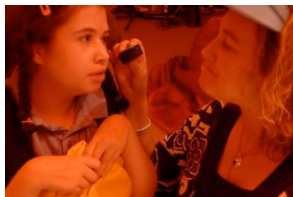


## Mars

**Environment** Space station made from white plastic piping and polythene sheets. Soundbeam soundpads, mini-pad recording devices, drum machine, levers and switches. Robbie the Robot character. Display boxes containing insect samples and rocks. Table and resonance board. Hexbugs in tin. Mars planet surface - gravel and rock and sand areas containing variety of bugs and insects. Barrow with buckets, rakes, spades, magnifying glasses, nets, specimen tins. Timps covered in red voiles as craters and mountains. Jelly bean food

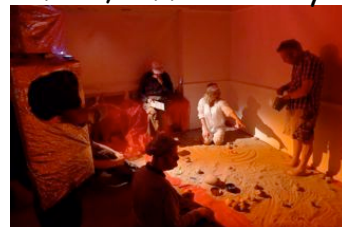


**Space station** Astronauts enter space pod and meet and greet Robbie the Robot. Opps for individual interactions and robotic dancing and sounds. Explore electronics, make sounds with pads, record voices, manipulate switches, levers and cogs and play with rhythms on drum machine.



**Planet surface** Enter Professor - show insect pictures and encourage exploration of planet. Take barrow of buckets etc and explore the textures - gravel, sand, rocks - having different sound/feel qualities. Collect specimens in your containers to take back to pod.

**Earthquake** Rumbles on planet surface can be heard - volcanoes erupting? meteor storm? Quake? Build sounds on timpani - soft/loud, slow/fast, different rhythms. Return to pod



**Hexbugs** Examine collected specimens then introduce hexbugs that scoot around resonance board. Feel the vibrations on your hands, arms, feet, hear them as they scuttle about. Catch them, put them in tins/lids - diff sounds.

**Refreshments.** Each client has a plate and chooses favourite dinner - then gets jelly bean space food!

**Observations** Mixed reactions to Robot - some engaged, others barely noticed, one scared, one group were inspired to create amazing robot dance. Again, mixed reactions to technology - some loved (one composed with soundpad sounds), others not interested. Voice pads generally had good responses. Sand/gravel - good textural areas with much exploration. Most also liked the 'gathering' aspect of the task. Timps were really enjoyed, particularly by PMLD groups! Hexbugs great - sound and feel qualities. Jelly beans understood by some, confused others





## Coral Reef

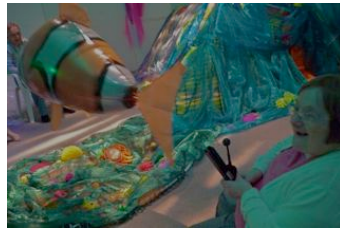
**Environment** Low End - stripped plastic to swim through, area of shells, textured starfish, fish puppets. Black chimes and tank drum. Sheets of thin plastic for waves. Nemo Air Swimmer. Coral Reef - shape created with plastic piping, covered with net and voiles, filled with coloured UV netting, hoop tunnel, UV sea creatures and ribbon jellyfish. UV face paints and nail varnish. Popcorn coral.



**Underwater** Swim through the stripped plastic, down through the deep blue sea. Find the fish, ray, crab, jellyfish, turtle puppets and play together in the water. Make beautiful water music with the tank drum and black chimes. Bring out large sheets of plastic and make rippling waves, hear the sounds, see the lights dancing over the water, swim under, over, through.



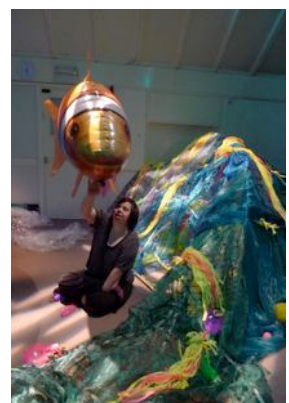
**Nemo** Look up and see the giant fish swimming lazily around the space. He swims down to say hello and greets each one. Follow his movements, touch his shiny skin, look into his eyes.



**Coral Reef** Swim deeper down, the lighting changes (UV) and small creatures on the reef begin to glow. Feel the textures, see how they feel. move, wobble. Dance with the UV jellyfish, explore the coral reef cave then paint yourselves/each other with UV colours that glow and shine in the dark. Taste the coral (popcorn)



**Observations** Stripped plastic created a beautiful underwater space - visually and texturally engaging. Perhaps use thicker plastic next time - less likely to get tangled. Hand puppets as always inspired lovely individual interactions - many clients now opting to facilitate themselves - new development. Tank drum/chime section focused - created lovely underwater ambience - need more chimes. Nemo grabbed everyone's attention encouraging people to look up and track his movements. UV magical and v. exploratory. Kids loved getting inside reef!



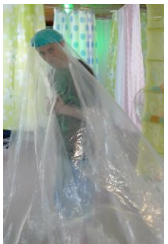
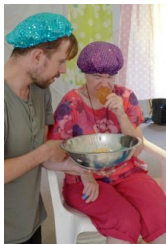
## The Elusive Rubber Duck

**Environment** Sparkly shower caps. Coloured shower curtain maze. Hidden duck puppet. Bathroom with shower, giant plug and taps, stripped plastic and plastic sheets, coloured shower sponges, different smelly soaps, nailbrushes, loafers, rubber starfish/jellyfish, bathmats, water sprayers, bubbles, electric fans, bubble machine. Metallophones. Giant inflatable duck containing lots of different, coloured, squeaky rubber ducks. Soft, fluffy bath towels, talcum, body cream, deodorant spray.



**Shower curtain maze** We've lost the duck, where can he be? Explore the maze, dance with the curtains, feel them wet and fragranced, see the daylight shine through, play with shadows, float them in the air, shake them and hear their sounds, rattle the curtain rings in the dish. Quack quack, the duck appears - play hide and seek as he dodges about, then stroke him and talk to him. But where's the big duck?

**Run the Bath** Let down the giant plug on its pulley, see it swing, tap it for sounds. Then turn the giant taps 'til stripped plastic water gushes out and covers the floor. Dance roll, play in the plastic. More water appears as giant plastic sheets ripple and roll over the space, catching the light. Play water music on metallophones. Dive under and over, then fill with coloured sponges and see them bounce and dance in the air. Don't forget to turn off the taps! Find sweet smelling soaps and wash arms, legs, faces, each others' backs. Stand in the shower and feel the fine mist from sprayers that fill the air with cooling water.



**Bubbles and ducks** The bubble machine fills the space with bubbles that swirl and dance in the moving air from the fans. Blow bubbles, hold in front of fans, catch them, pop them, feel them on your skin, sing bubble songs. The giant duck is enticed into this lovely space. Greet her and play with the different ducks, feel their textures, hear their sounds.



**Chill** Find big fluffy towels and dry yourselves/each other, then 1-1 massage with talc/cream - gentle end to a playful bathtime!

**Observations** In soaring temperatures, having doors open and sunlight and a breeze coming through created an entirely different feel to the space. Electric fans also helped to keep us cool. Bathtime was fun/playful. Clients enjoyed giant plug and taps. Gave lots of opportunities for 1-1 work in a relaxed setting. Also lots of humour - taking a shower, bubbles, sprayers etc. Drying off section worked well as a chill. A fun last workshop of the term.