

Storybook

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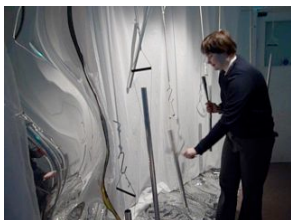
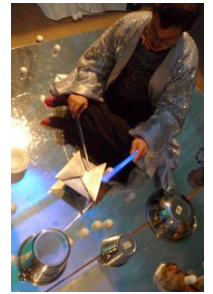
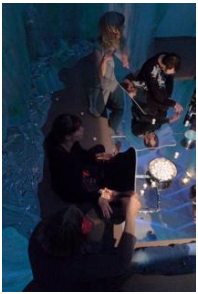
The Snow Queen

Environment: Ice tree with icicles, Foil pathways, ready cut pieces of foil, white voiles, silver rah-rahs, ice sounds - metal cabasas, shakers, microphone. Large mirrors on walls and floor, mobile mirrors, polystyrene snowballs and ice cubes. Ice queen frozen in mosquito net dome. Ice-pops.



Ice tree Skate up the foil pathways, hear the ice crunch and crackle under your feet. Find pieces of foil and see it shimmer in the light, scrunch it, roll it, tap it, make ice-balls and icicles to hang on the tree. Play the icy instruments and dance with the sparkling rah-rahs. Make icy sounds in the microphone

Reflections Ice mirrors cover the walls and floor. See yourselves and each other, in front, behind, beside you. Feel the cold ice cubes, then drop white snowballs all over the ice, see them roll and jump, slide them down small mirrors and watch the reflections tumble around.



Ice Music Explore the instruments with beaters and sticks that light up as you play. Sharp, clicky, rhythmic sounds gradually give way to resonant ringing chimes which echo around.

The Snow Queen awakes, hearing the music. She melts and appears from her snowy dome to greet each one and say hello. Then offers ice-pops for you to take home.



Observations The foil was a good multisensory resource, having visual, sound and tactile qualities to explore and looking beautiful in the lights. This section worked well for giving focus and settling group into first session after a long gap. Mic work particularly playful. Ice mirrors on wall hardly explored - surprising, but lots of use of floor based mirrors. Snowballs provided a playful, fun section. Contrasting instruments created striking changes in dynamic. Snow Queen loved by all, some great interactions and ice-pops, tho' sticky, were enjoyed



Trubloff Pt 1

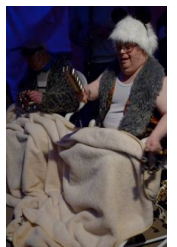
Environment Mousehole entry - small bed, rat masks, Trubloff the Mouse, clockwork mice and hamsters. Balalaika sample in distance. Sleigh, furs and bells. Snow blizzard - wind sound and white cloths. Snow fall - mirrorball, fake snow, glittery snow domes. Fire, cheese and bread.



Mousehole Enter and find large mice masks and Trubloff - individual interactions and play with puppet. Find more mice - they scamper around and make squeaky sounds. Catch one if you can! Hear the sound of balalaika music - go out into the snow to find it....



Sleigh Ride Snuggle up in soft furs, pick up the bells and off you go - Russian music and bell rhythms play as you travel along together. The wind begins to howl and a blizzard swirls around you, white cloths billowing and creating wind currents you can feel and hear.



Snowfall Mirrorball snowflakes fall all around, white snow cloths cover the floor as you get out to explore. See the beautiful, glittering snow domes, dip fingers and toes into the fake snow, see it flutter down, sprinkle it, fluffy, soft and white.

Fire Night is falling, the moon appears. Light the fire and settle down for the night. Trubloff brings bread and cheese to share. Then rest by the fire watching the snow, still falling gently.



Observations Successful adaptation from story. Nice to have different sounds i.e. Russian music/instruments. Using book as clue worked well with many clients. Very good response to puppet which was small, soft, friendly and easy to animate. Ears and waistcoats made good costumes. Plastic noses were abandoned early on! Introduced 'painted' noses and whiskers later in week. Well balanced combination of elements with a large range of activities/props. Good variation from 'domestic bliss' to battling the elements, to enjoying the feel of the snow and night-time. Lighting and sound-effects were very effective.

Trubloff Pt 2

Environment Costume - mouse ears, eye-pencil nose and whiskers, furry Cossack hats. Footprints (+lanterns) lead you in...town lights in silhouette, whites, microphone, Trubloff puppet. Balalaika sample, Russian Inn - bar, wooden tables/chairs. Lots of cats! Sticks. String instruments, clarinet, accordion, bells and tambourines. Hot chocolate, cheese and sweet mice.

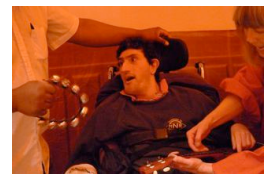
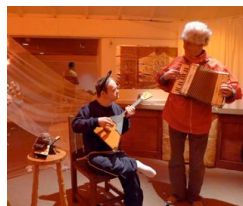


Footprints Follow the footprints in the snow towards the town lights. White snow billows around you. Where's Trubloff? Use the mic (with effects) to make sounds, call Trubloff. He appears in a snowdrift, pleased to see you, individual interactions. Hear balalaika - follow the sound....

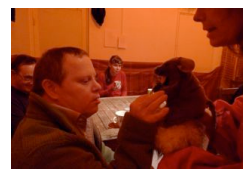
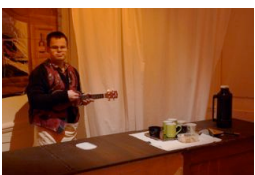


Russian Inn Find warm, cosy bar...but it's full of cats! Feel their fur, vocalise sounds, stroke and play with them. The chase them away - with stick sounds - rhythmic section, playing tables, chairs, wheelchairs, bar. Trubloff reappears with his balalaika...

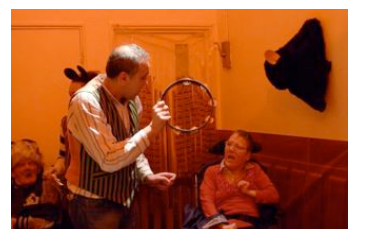
Russian Band Trubloff initiates big, up, music section, using all instruments, playing together. Explore the sounds, play rhythms with bells, sing and dance - celebration, fun.



Last Orders! The bell rings 'Time'. Hot chocolate and cheese are served from the bar. Trubloff brings sugar-mice before saying goodbye.



Observations This workshop was reformulated after the first session to make it more accessible. Cats were substituted for wooden table games which didn't work well. Rhythmic stick section was introduced to give a change in dynamic and fun. Microphone work really good when the 'effects' worked with mic. Lots of calling, vocalising. Trubloff puppet was a huge success, good size, expression and easy to facilitate. Clients remembered him from previous week and enjoyed revisiting their relationships with him. Russian bar and music created new ambience and experience and when dance music happened, responses were energetic and fun. Hot choc and cheese enjoyed by punters.



Spirit of the Wind

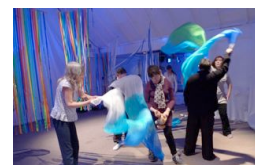
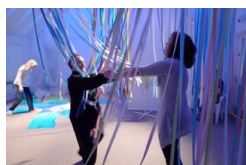
Environment Wind sounds, hanging plastic curtains, electric fans, whirrers, quilts on floor, megaphones, whistles, harmonicas, mic. Silk fans, various windmills, projection of wind in trees, small mask puppets, tree character, spirit of the wind - all animated by air moving with electric fans.



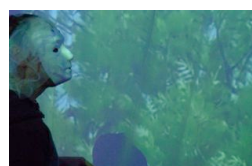
Sounds of wind Enter through wind-blown fly curtains, air moving all around the space. Play with vocal and other sounds through megaphones, tubes and whirrers, whistles and harmonicas, vocalising next to electric fans. Mini fans to enhance.



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.



Nessie

Environment Hats/scarves in greetings room. Fishing lake - oval stretch wrap base, blue green voiles, silver foil fish, flashy fish balls, coloured fish, aquabots in water tank, jingly bell fishing lines, fishing nets, silver dulcimers, metallophone. Tent, blankets and sleeping bags, binoculars, megaphone/telescopes. Large torch. Bagpipe sounds in the distance. Loch Ness projection. Nessie (puppet head and tumbledrier tubing body). Sour worms to eat



Fishing Find pool, play with fish, fish-balls, silver fish, jingle the fishing lines and catch fish in nets, see silver fish jump and fly, play tinkling, rippling music on instruments, sing fishing songs. Gather the fish together in baskets for Nessie.



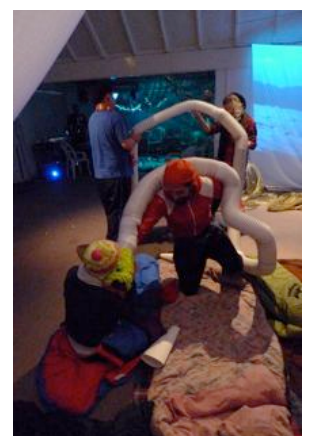
Camping Bring out blankets and sleeping bags and settle to watch for Nessie in Loch Ness projection. Use megaphones to look and call for her, hear voices through tubes, feel vibrations on hands and feet as you call Nessie and each other.



Nessie You hear the sound of the bagpipes and Nessie's shadow appears outside tent/behind projection - focus everyone, looking, calling, bringing fish. Nessie appears - head first, then long, long body following behind. Feel soft puppet head and tongue, dance with the tubing tail, feel the segments, hear the sound as it coils and curves around you, dance and play with Nessie, feed her fish, then say goodbye.



Observations Fishing section v. focused and playful. Jingly fishing rods sounded good, but tendency to tangle! Everyone found something to engage with, whether fishing nets or flashy balls, sounds of rippling, splashing water, or flying silver fish - playful section. Setting up tent created a safe, comfortable space encouraging 'drifters' to remain with group. Megaphone/telescopes, being reintroduced from last week worked really well, lots of vocal play. Nessie was loved by all, tho' not the most beautiful or convincing puppet, was very versatile, with sometimes 4 or 5 participants engaging all at once. Some preferred the soft mouth end, many autie's liked the wiggly, ribbed qualities of the tail.

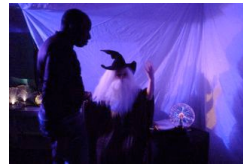


Sword in the Stone

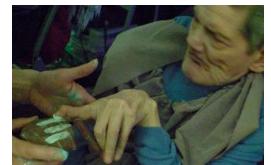
Environment Merlin's cave, Merlin character, parachute corner, magic orb, small orb disco torches, dream torches, fibre optic lights. Grassy hill with sword in stone, stones, blue/white face-paints + brushes. Arthur's hall - throne, crowns, wooden chairs, torches, drums, ribbon sticks. Goblets and mead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

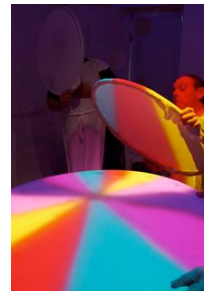


The Round Table

Environment White costumes to reflect coloured lights. White parachute on floor, lit with coloured gels. Gong rack, moon hoops, card circles, spinning tops, twisters, spinning cds, trays. Streamers and tinsel sticks. Dragon's lair, fire projection, fiery rags, stone dragon, Dragon eyed character (red torches), dragon puppet, Treasure box, chocolate treasure.

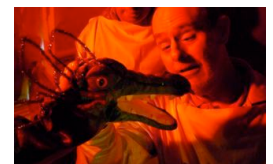
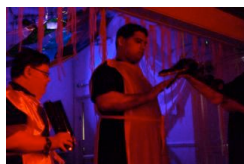


Round table Find the circle of colours and move through the lights, seeing costumes, hands, feet change colour. Ripple the parachute and see the colours move and dance, step through rippling colours. Lift parachute high and run under the colours, lifting eyes to see the colours above you. Roll and crawl and sit under colours as they swirl above you. Catch colours with moonhoops, see them move and change as you spin and roll and 'frisby' the hoops across the space. Make shadows on coloured hoops.

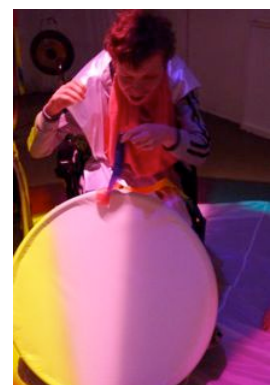


Spinning Lay card circles in the colours and play with spinning tops, twisters and spinning silver cds. Listen to them whirr, watch the movement through the colours....on and on... Play the gongs and hear the sound reverberating and sustaining all around you. Dance with spinning coloured streamers and tinsel sticks, making circles in the air and all around you.

Dragon You hear the dragon roar in the distance. Be brave knights and approach the dragon's lair. 2 beady red eyes glare out at you, come closer and bravely go to meet the dragon. You dance together and look into each other's eyes! The fire grows and the dragon puppet appears. He is friendly and funny and you play together and dance with the fire rags. The dragon finds his treasure box and gives each one some chocolate treasure before disappearing back into the fire. It is time for the brave knights to return home.



Observations Visually stunning - round feature gave central focus which had a 'unifying' effect on the sessions. Spinning tops greatly enjoyed but broke too easily - need to find stronger models. Gongs good as they provide vibration qualities as well as sound and can be played in different ways. Plenty of opportunities for role play and story-telling. Red-eyed character v. simple but worked really well. Using an instrument (i.e. baritone sax) as character support is really strong.

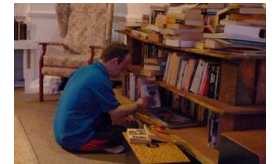


The Book Man

Environment Book shop: shelves and books everywhere, poetry and alphabet samples to listen to, book man character, 2 x cahons. Newspapers, hats, tickle sticks, puppet, head. Text - projected on walls, large white card, charcoal and black pens.



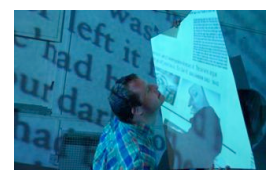
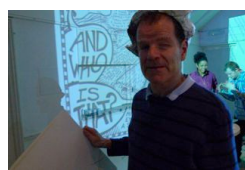
Bookshop Meet the old book man, explore all the books, drop them, tap and flick the pages, build rhythms with cahons, make pathways, build towers, bridges and structures, look at the pictures, see the words, hear words all around you. Then help the old man tidy the books away again.



Newspapers A newspaper puppet appears from a pile of ripped, scrunched up paper. He greets you all and shows you hats and batons. Hear the sounds of newspapers ripping and scrunching, tap the paper and play paper rhythms. Hide in piles of paper, scrunch into balls and throw and catch. Make newspaper pathways around the space, hear the sounds as you walk, jump and play.



Text Words, letters, numbers and pictures, turning pages appear on the walls around you. Catch the letters on white card, bring them closer, touch them, make shadows. Then make your own marks, black on white, as the words tumble around you, immersed in word sounds and visual text.



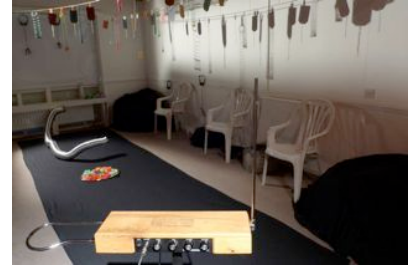
Observations Book section took quite a lot of animating - learning that you can do other things with books than just reading. Newspapers fun as always, very exploratory, each individual finding what they liked best, some preferring sounds, others responding to the puppet, or just the pleasure of ripping! Pathways worked well to lead into larger space.

Text was surprisingly fascinating for many participants who were visually drawn to the changing text on the walls. Drawing section engaged all clients, though charcoal was abandoned after first session as too messy!

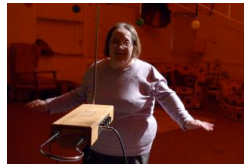
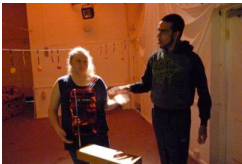


Radio Story

Environment Inside radio - sounds in the air, theramin, slinkys, messages on wires, fibre optic lights, balls and tubing, washing machine drum, vibratones, mic, mini-macs. Airwaves - elastic across space above heads in UV, elastic headbands and individual loops, speaker cones + tubes, settee, chairs, tables, radio. Drinks and cakes trolley.

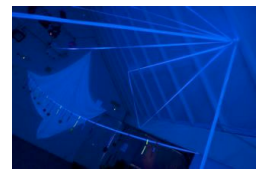
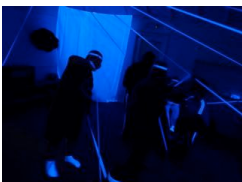


Radio Sounds Theramin - taking turns to make sounds in the air, each participant explores movements which create sounds, others watching and listening until their turn.



Slinkys and Sounds Play with movement qualities of slinkys, add sounds that compliment; vocals (in mic) and vibratones. Move messages through the air along washing lines, send balls down silver tubing. Record words and vocals in mini-macs - repeating sounds in the airwaves - build to create soundscape.

Elastic airwaves UV light on - play with elastic stretched across room, see it vibrate and wobble, stretch and recoil, wear as costume, play with loops in pairs, move over, under, spin around, take weight and pull. Stretch across wheelchairs and ping and flick. Starling white lines, cutting through the air.



Radio Sounds flow down the airwaves and the radio comes on. Hear words, music, news, weather, traffic. Get comfortable on settees, have hot chocolate and cakes and listen to the radio.

Observations Individual theramin work was amazing. Taking turns and watching and listening to each other gave the start of the workshop a different dynamic and was very focused, concentrated and intense. Slinkys added movement qualities to the sounds, particularly when complemented by vibratone work, which built nicely into stand-alone musical pieces. Mini-macs enabled the capturing and repeating of vocals and words/singing. Played together, they had a radio-like quality. Elastic in UV looked great, but works better when accessible at different levels, not just above heads. Radio connection was tenuous, but hot chocolate and cakes, listening to the radio were enjoyed by all.

