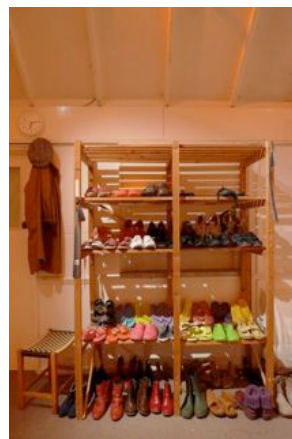


What's My Line?

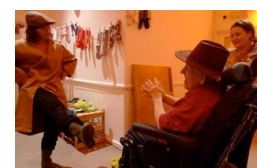
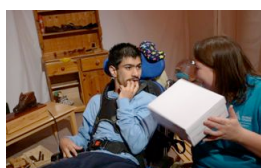
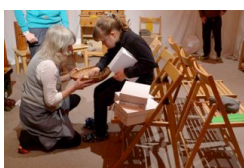
1. Cobblers
2. Proserpine
3. Macbeth
4. Crow
5. Crow 2
6. The Lady of Shalott
7. Newton
8. Tropical Hot Dog Night

Cobblers "Cobbler, cobbler, mend my shoe..."

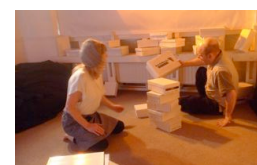
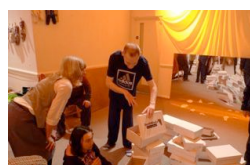
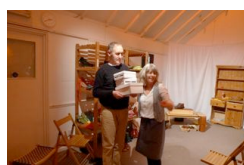
Environment Low End: Store cupboard full of white shoe boxes, some containing different sounds. High End: Shoe shop - shelving filled with all kinds of shoes, boots, slippers, all different colours with variety of textures. Foot measuring machine, large (and small) mirrors, baskets of accessories, clip on flowers/bows, ribbons. Dusters, brushes and polish. Cobbler character and assistant, wood instruments, tongue drums and cahons. Old woman in shoe puppet. Strawberry laces and chocolate buttons.



Boots n Shoes Explore the shoe shop, look at different sizes, colours, feel the textures. Have your feet measured, try shoes on - walking, jumping, dancing, marching shoes, see them in the mirror, follow the footprints, listen to the sounds of a variety of shoes on the soundboards, match colours and pairs. Pamper yourself in the foot spa. Help to clean the shoes, polish with soft dusters and bristly brushes, smell the polish.

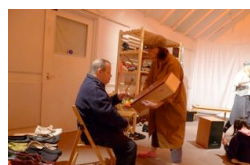
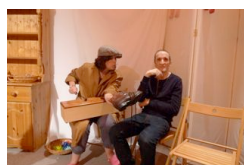


Boxes A new delivery! Play with all the shoe boxes, look inside, wrap shoes in scrunchy tissue, match lids to boxes, pile them up and knock them down, pass them to each other, balance them on top of each other. Listen to the different sounds inside them, play rhythms, hide behind them, put your chosen shoes in a box ready for posting.



Cobbler Tap, tap, tap "Cobbler, cobbler mend my shoe" poem on a looper. Assist the cobbler with repairs, hammering away on wood instruments, build a cohesive working rhythm together, singing as you mend the shoes.

Puppet The old lady who lives in a shoe is locked in the cupboard. Help her out and say hello. She wants to be your friend. To say thankyou, she gives sweet laces and buttons and sends you on your way as the shop is now closing.



Observations The space is light and open and quite realistic, which makes it easy for clients to access the situation. Plenty of bright colours and various textures for everybody to explore and find something they like. Sparkly slippers particularly good - easy to put on, soft and comfortable and easy to walk and dance in. Boxes provided fun/comedy elements and some clients took boxing up shoes for delivery very seriously. Rhythmic 'music' section unified the group. Puppet character received good responses from all clients. small and



Proserpine

'The Gardens of Proserpine' - Swinburne

Environment Character asleep in a field of poppies, projections on white silks, rippled by electric fans. Moonhoops, bowls of red poppy petals. Long white cloths. Blue voiles creating 'weary river'. Blue rippling lighting, trays of clear and blue water gels with submersible lights. Mobile mirrors + white/blue face paints and brushes. Vibratones.



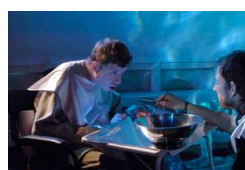
Proserpine Watch the field of poppies, enjoy the colours, see the movement under your feet, feel the breeze as it blows around you. Wake the sleeping character, say hello in your own way and dance with her in the poppy fields. Find moonhoops and play with projections, catching them on the moving circles, rolling and spinning them, swaying together, making head/hand shadows, hide and seek. Fan and catch the poppy petals that flutter all around the space. Long white cloths lift poppies over your head, surround you with colour.



Weary river Follow the blue voiles to the sea. Swim under, over, along the shimmering blue water.....to the sea.

Sea Enter the rippling blue ocean, find water gels and lights. See the colours, feel the cold, wet gels with fingers, hands and toes, watch them drop and roll, swirl them round, bury your fingers, move the lights over them and see them change. Find acrylic mirrors and paint white/blue fish and ripples, then catch the light and watch the reflections swim around the space. Paint each others fingers and faces, feel the soft brushes tickle your skin.

Chill in the deep water as you play and hear the sounds of vibratones, echoing around you, haunting and singing and calling you home.

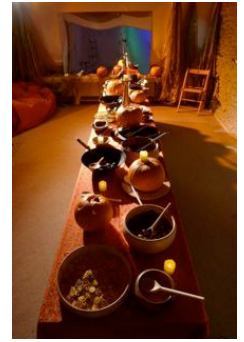


Observations Although it was early in the year to introduce a character, she was asleep and non-threatening and when she wakes is playful and sensitive to clients' needs. The fans under the silks created a 'moving' field of poppies and a breeze around the space, making it feel outdoors. Poppy projections were visually stunning and easy to catch on moonhoops and bring close to participants. Tissue petals greatly enjoyed but required a lot of clearing up between sessions! River section difficult spatially. Under the sea created a calm ambience allowing space and time to explore and enjoy the gels and face-paints and the introduction of vibratones encouraged a lot of listening within a 'stillness'.

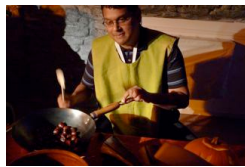


Macbeth 'Double, double, toil and trouble...' Shakespeare

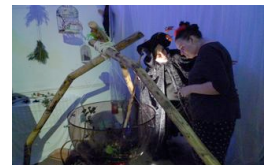
Environment Low End: Macbeth's castle - castle walls, mirror and drapes, banquet table with pumpkin faces and 'candles', wooden bowls, plates, iron crocks and pots, ladles and wooden spoons, shiny brown chestnuts and golden treasure (bangles, necklaces), iron instruments. High end: Witches coven - cauldron (tripod) over fire, baskets of insects, amphibians, snakes, spiders, mandrake roots, herbs. Apparition behind misty voiles. Ghost puppets in UV.



Banquet Take your seats for a feast, feel the heavy, smooth, round pumpkins, see candle lights flicker, roll the chestnuts round in bowls, drop them, feel them in your fingers, hear the sounds they make in different pots, line them up and spoon them out. Share them with each other, count them, make faces and patterns. Tap the pots and instruments with spoons and ladles - use as percussion and build rhythms and songs.

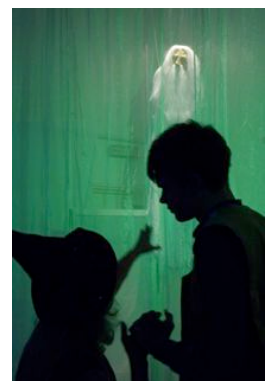


Witch Thunder and lightening, the witches' chant is heard. Find the witch and hear her cackle as she makes spells in her cauldron. Greet her and explore all her ingredients, feel the textures - wiggly worms, writhing snakes, scurrying insects, giant spider, smell the herbs, see how each creature moves differently. Bring something to the pot and throw it in, stir it up, chant a spell, the magic begins....



Apparition The spirit appears...hear his words....'Beware Macduff...' He knows you, speaks your name, greet him one by one. His friends the spirits appear in UV, help them dance around the space, see them fly through the air, hear their ghostly songs...before they disappear. Farewell....farewell....

Observation Banquet table really looked like a medieval feast. Chestnuts worked well as a tactile prop with sound options. Percussive section raised the dynamic and encouraged listening to rhythms and call/answer. Witch was amusing rather than scary, so no problems there. Wide variety of tactile elements within this section, for exploration and play. Individuals enjoyed being 'special' as they threw their ingredient into the cauldron. Apparition visually and aurally arresting. Clients liked being recognised. UV section magical as usual.

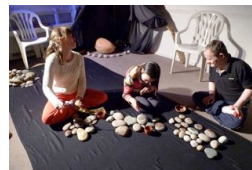
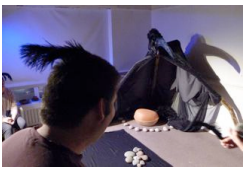


Crow "But Crow . . . Crow nailed them together," Ted Hughes

Environment Crow 'shelter', with glowing egg, crow puppet and colour changing eggs, black feathers. Stones - all sizes, shapes, colours, textures. Water pots. Thunder drums and rainsticks + looped soundtrack. Bamboo trees, forest lighting, rain in a rainforest and fungi projections. Clear and blue water gels to feel. Mushrooms, cream umbrellas. Marimbas, balafons and nut shakers. Marshmallow mushrooms.

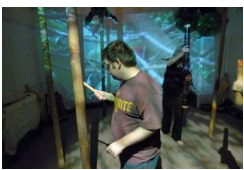


Crow and stones Find giant crow shelter . Explore the stones, how they feel, roll, sound, change colour in water. Make patterns, pathways and towers. Tap them and drop them and build to percussive section. Giant egg begins to glow and baby crow puppet appears - greets everyone individually, cheekily, timidly, vocally, gives black feathers to feel, wear, tickle. Brings magic glowing colour-change eggs....crow magic grows strong....

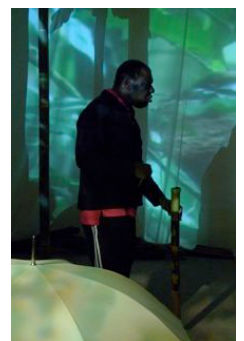


Creation Thunder and lightning - thunder drums and rainsticks, hear the sounds, feel the seeds trickle down rainsticks, tip them to and fro, shake them, dance and move around the space, make rain together - dappled rainforest begins to appear - bamboo trees, moss-covered logs, rainforest projection - see the raindrops dripping from palm leaves, feel the water gels dripping through your fingers

Flora and Fauna Giant cream toadstools (umbrellas) begin to grow, catching the dappled lighting and projections on their surfaces. Spin them, open and close, shelter beneath, play hide and seek and dance through the forest. Touch, taste and smell the mushrooms in the bowls, see the different shaped fungi in projection. Play instruments in the forest, while tasting marshmallow 'mushrooms'.



Observations Stones created a very chilled and focused start to the workshop - lovely to feel - cold and smooth, sparkly and rough - all different. Changing the colours with water was quite magical. Crow puppet, while being adorable, was also difficult to see against dark backgrounds. Only really showed up against white walls, or glowing egg. However lovely to touch and quite playful. Rainsticks - suggest buying a new set as the sounds are too short-lived. Thunder drums worked well. With projection really felt like being in a rainforest. Umbrellas enabled bringing leaves etc onto people's laps. Water gels and marshmallows greatly enjoyed.

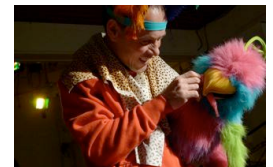


Crow 2 'The Great Spirit decided the time had come to make his new world.' Lakota

Environment Sounds of rainforest loop. Bay branches around low end. Baskets of coloured feathers, headbands. Small singing bird puppets in trees. Ocarinas and bird whistles. Coloured wriggly worms. High end - bamboo and camo nets creating jungle area, jungle animals projections. Congas, djembes, balafon and variety of shakers. Orangutan and monkey puppets. Bananas and pineapple chunks to taste.

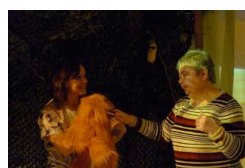


Birds and feathers Play with the many coloured feathers, throw them in the air and see them flutter down, tickle and stroke fingers, faces and toes. Adorn selves and wheelchairs with bright feathers and headbands. Hear the sounds of small singing puppets, stroke them and care for them. Play ocarinas and bird whistles, calling to each other in the forest. Meet the coloured parrots and toucan, feed them with wiggly worms, copy their calls, stroke and animate the puppets.

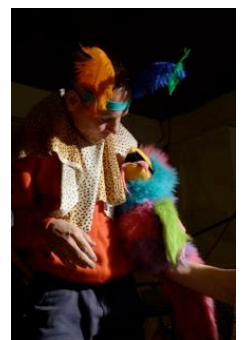


Drums The drums call you deeper into the jungle where you see many animals large and small, projected huge in the distance. Play the drums and shakers together, dancing in the jungle clearing, build the rhythms and enjoy the energy of the drums as you jump and twirl around, wheelchair users moving around the space, feeling the rhythms as you rock and sway.

Monkey Business The cheeky orang-utan puppet appears, climbing the tress, cavorting around the space, gently approaching to say hello. Feel his fur, hear the sounds he makes, meets his monkey friends - play together. He's hungry and brings bananas and pineapple chunks to share before you say goodbye.



Observations The brightly coloured feathers were visually stunning, encouraging touch and play - soft, gentle section, with playful elements. Ocarinas and whistles quite difficult for clients to play, but many persevered and proudly found success. Colourful bird puppets greatly enjoyed, particularly feeding them coloured worms! Jungle section was made magical by the beautiful creatures projected on wall. Drumming was engaged with enthusiastically. It was a great opportunity for free dance and movement and just enjoying the strong, regular, continuous rhythms, allowing clients to drop in and out, change instruments etc. Monkey puppets and jungle treats loved by all.



Lady of Shalott 'On either side the river lie....' Tennyson

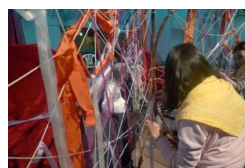
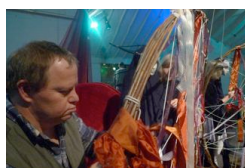
Environment Tall grasses around space, wooden bowls, baskets, cones, tambours - filled with a variety of seeds and grains. Mirror corner with giant 'web'/loom, 'Lady' puppet, baskets of ribbons, wool, streamers of different colours, lengths, textures. Withy boat (suspended), blue/ripple lighting. Tank drum and white chimes.



Out in the fields Hear the sound of grasses rustling in the breeze, play with the many textured seeds and grains, roll them in your fingers, bury your toes, hear the sounds of pouring, sieving, dropping, falling into different containers, rolling and spinning around tambours, stirring in bowls. Shake them and create rhythms, make patterns, pictures and lines.



The Lady Hear the words of the poem and find the lady at her loom. She greets you and invites you to help her weave her beautiful tapestry. Explore the baskets of ribbons and wool, feel the varied textures, choose your favourite colours, then weave them through the web, in and out, tie them on, pass the strands through to the lady and create your own masterpieces.



On the river The magic sounds as the withy boat slowly descends. Feel the withies, see the shadow growing, feel the motion of the boat as it sways on the water. Help the Lady into the boat and gently rock her to and fro as she floats gently down the river. Play the chimes and sing and sway as the Lady sings her last song...

Observations The seeds and grains were very successful, offering good tactile, visual and aural stimulation. Individuals v. aware of what other people were doing and often imitated their peers. Lady puppet was magical - encouraged focused and sustained watching. Cloth textures and wool enjoyed by many. We were surprised by the engagement and sustained enthusiasm of clients in assisting puppet with weaving. The size of the loom allowed multiple person activity, accessed from both sides. The mirrors enhanced this effect and seeing selves only added to the pleasure of achievement. Arrival of withy boat was enchanting and surprising, raising group focus and holding attention. Lighting and sounds of chimes created a serene ambience for the floating down the river section.



Newton 'What goes up....' Sir Isaac Newton

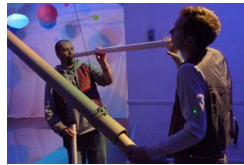
Environment Apple trees, Newton character at table with quill, paper, kaleidoscopes, magnifying glass etc, prisms and coloured finger lights. Sand on boards, apples, pine-cones, chestnuts, feathers, petals, pebbles, foam/polystyrene balls, rolling pipes. Giant suspended telescope + boomwhackers. Giant mobile with lampshade planets, mirrors on floor, large, translucent, coloured balls. Orrery projection, light spinners. Flying saucer sweets and malteser planets.



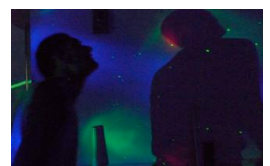
What goes up Meet Sir Isaac who is busy at his table. Assist him with experiments, dropping variety of objects from a great height into sand. See how they fall - flutter, float drop like stones. Roll them down pipes, backwards and forwards, up and down. Feel the sand with fingers and toes, watch it pour down. Find the light prisms and see the colours glow in the dark.



Telescope The giant telescope and planets appear. Peer through the tube, what can you see? Find boomwhackers and see the stars, planets and each other through the tubes, call and listen as strange sounds and sensations tickle your ears.



Orrery See the planets turning over the mirrors, colours and selves reflected in the lights. Brightly coloured balls spin across the surface like shooting stars. Round and round the orrery spins, add light spinners and see the magic of the universe turning and rotating all around you. Dance in the lights, shine them on ceiling, floor, hands, faces. Then spin away home.



Observations Newton character gave focus for groups on entry. First section was light and playful with variety of textures and weighted objects to enjoy. Light prisms totally changed dynamic and led nicely into star projections and telescope section. Difficult for clients to look through tubes with one eye, but the giant telescope was visually arresting and inspired curiosity in many. Call and listen through tubes was very engaging for most clients. Planets section - magical, lots of focused watching, play with balls and light spinners.

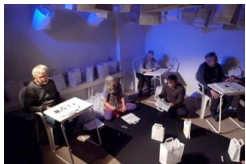


Tropical Hot Dog Night Captain Beefheart

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



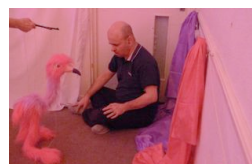
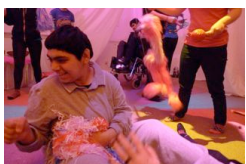
Black and white Play with the paper bags, explore sounds, fill them with air, make hats, boots for dancing, then draw black shapes, patterns, pictures, letters all over them. Find shredded paper, drop in bogs, throw it in the air, see it fall and flutter. Bury selves and others. Find colour changing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

