

CURIOSITIES

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Albatross

Environment: Feather in Greeting Room. Floor covered with layers of clear/blue/green stretch wrap. Rolls attached to walls to pull out. Skeleton prow of ship, sails, ocean drums and tambours. Albatross flying puppet. Moving cloud projections, white quilt area, white chimes, metallophone. Strange light sculptures.



Stretch wrap sea 'Walk on water', roll crawl, wheel chairs over - see sparkling colours, hear sounds as you move, roll, crawl, pull wrap from rolls and ripple like waves, wrap round each other, take weight and pull, enjoy throwing in air and making 'splashes'.



Fly away Ship arrives through the air, climb aboard and launch, playing ocean drums and tambours and singing as you go, rocking motion as the ship moves - all aboard. Wind gets up, so hoist the mainsail - heave away! Spread sails and feel air moving all around you as sails flap in the breeze. Wind gets stronger and ship lurches and rocks as it flies along.... you are lost.

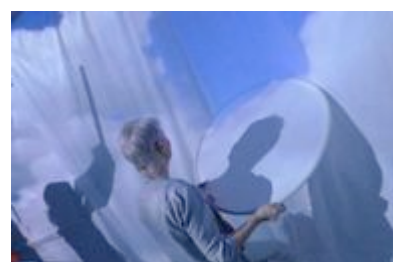
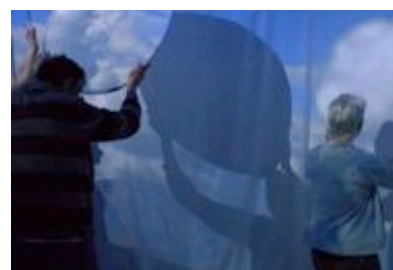
Albatross A bird cries in the distance, then approaches high in the sky. He circles round and lands near each one to say hello then rises in the air to show you the way - up into the clouds.



Clouds Moving cloud projections appear in the distance and you move closer, stepping on soft quilts and making shadows against the cloud backdrop, catching clouds with moonhoops and singing softly with chimes and metallophone.

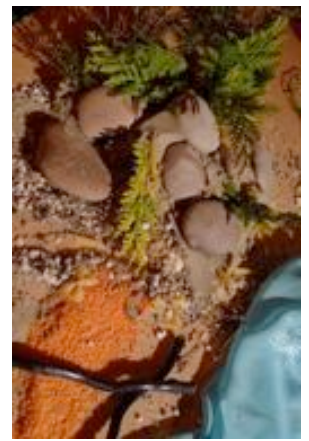
Chill Strange lights appear as you're covered with white gauze and voile clouds. Rest and watch the sky changing around you.

Observations Stretch wrap provided an interesting new resource to explore and play with - visually arresting with sound and tactile qualities of its own. Having the prow of the ship only enabled any sized group to climb aboard. White piping light and manoeuvrable. Albatross puppet inspired some intimate reactions from all clients and looked amazing as it flew across the projections. The cloud area enabled a very relaxing chill with some sensitive chime bar music - lots of listening and spacious note playing.

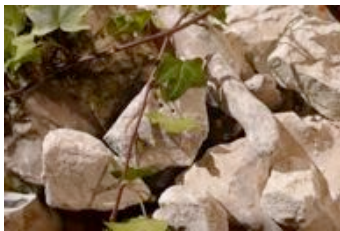


Expedition

Environment: Greeting - backpack with trekking objects - torch, binoculars, rope, water, map etc...follow maps to studio. 3 dimensional map - 8'x4' hardboard, bowls of textures to create landscape - stones, gravel, wet/dry sand, 'trees', chiffon river, rocks, 'bushes', lentils, salt crystals, pasta shapes. Box mountains, stretch wrap river, 2 hanging ropes, stepping stones, bridges, basket on ropes to cross river. Base camp - tents, fire, blankets, sleeping bags, torches, crisps and drinks, guitars, harmonicas. Star projections.



Map Create landscape with textures, drop on boards, make sounds in bowls on trays, feel smooth, soft, rough, crunchy, build mountains with wet sand, make footprints on the beach, make pathways, play stones, dress with shells, trees, pasta.



River crossing Use hanging ropes to cross the raging river - jump on stepping stones, wheel over bridges, jump and swing, help each other, pull on ropes, take weight, be brave. Load basket with bag, sticks for fire and send over river.



Base camp Build and light the fire. Bring out blankets and settle down. Share crisps and drinks, then play guitars, harmonicas and sing as the sun goes down. Climb into sleeping bags and tents and lie down to watch stars moving slowly across the sky.



Observations 3 dim map worked so well on many different levels - tactile/sound elements, individual creativity, communal working together to create a whole, playful, serious, focused. Crossing the river highlighted new, strong individuals in groups - often surprising feats of strength, bravery. Good fun - collaborating to help each other across. Great sense of achievement and pride when all succeed in making the crossing. Campfire brought it's usual magic to the camp. All loved crisps - though' harmonicas/crisps don't go too well together and DAGDAD tuning, though' making guitars accessible to clients, made singing ordinary songs - which some wanted to do - more difficult.

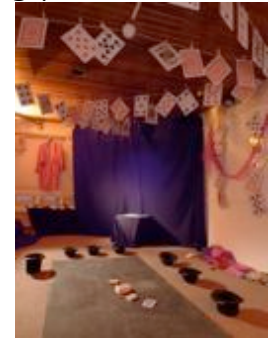


The Magician's Hat

Environment: Greetings Room - magic hat, wands, black hats. Low End - black hardboard, white hands emerging from black curtains, white gloves. Lge cards hanging round space. Crystal ball, lots of sm and med cards, scarves, flowers. Medium hat and wand containing rabbit and other furry animals + monkey puppet, strange 'bunting' - socks, rubber gloves. Large hat and wand - presenting magic 2-way mirror and audience area. Magic sounds, tambourine, cymbal, flexitone, sliding whistles.



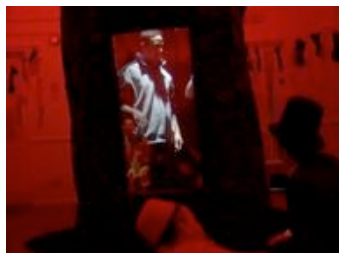
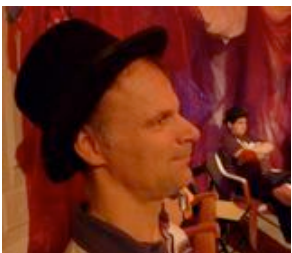
Hands and cards See moving white hands doing magic, greet and interact with hands. Put on magic gloves and play magic tricks - see crystal ball, smell and touch flowers, pull out scarves. Find cards and have fun, throwing in air, flicking and flapping, matching, making patterns, finding numbers, feeling smooth, cool surfaces.



Medium Hat Find bigger hat/wand - abracadabra and other sounds - make magic and produce rabbit et al from hat. Play with puppets, feel fur, animate. Pull out never ending strings of 'bunting' - turn socks into puppets, feel different textures, match spots, stripes, swing to and fro and make movement, dance with rubber gloves, hang round space.



Giant Hat Audience take seats and prepare to make magic - either taking turns or altogether with magic words and/or sounds and giant wand. Individuals appear and disappear inside hat through 2-way mirror. Magic! Chill with fairy lights if time.



Observations Took a lot of energy to facilitate this workshop. Varied and unexpected responses - some clients found it hard to focus, others surprised us with their attention and enjoyment. Much relies on visual attention - in spite of inclusion of large quantity of textures and sounds - to understand concept of magic - appearing/disappearing. The children were probably the most engaged and thoroughly enjoyed each section.

Mint

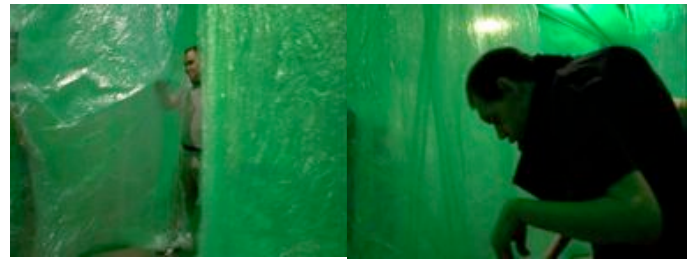
Environment Low End: green voiles, containers of fresh mint, giant mint leaves, minty instruments (vibratones, glocks, xylophones, flexitones), mint tea. High end tall stretch wrap maze and tunnels, sheets of crumpled cellophane with little white lights, stretch wrap character. Minty mountain full of minty treats; toothpaste and toothbrushes, handcream, peppermint handwash, minty mouth spray, mint boiled sweets, Kendall cake, matchmakers and After Eights.



Mint Enter the mint zone, play with cool green voiles, smell fresh mint, play minty musical sounds, drink mint tea as giant green leaves create a cool breeze.



Glacier mint maze Explore, dodging in and out between the stretch wrap screens, inside minty tunnels, feel the stretch wrap, hear the sounds as they billow to and fro. Hide and seek between, behind and under. Have fun.



Minty man Under crinkly cellophane with bright white lights, which you play with hands, feet bodies, you find the minty man. He comes out and interacts with all clients, gently stroking, dancing or hiding. Then he leads you to the...



Minty Mountain Find minty treats, pamper selves with bowl of minty water and peppermint hand/foot cream, play with green toothbrushes, the electric one tickles your skin, taste mouth spray then enjoy the minty sweets - soft and hard.

Observations Workshop had an easy flow from one section to another. 3rd term of the year, so groups now able to sustain work in one space, knowing that they will get the chance to explore the rest of the space in time. Particularly liked mint tea...and sweets/cake! The maze section encouraged playful exploration and interaction with each other while at the same time being visually and aurally interesting for others. Character had some amazing interactions - gentle, playful, encouraging response and movement.

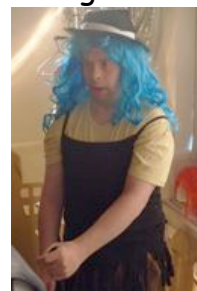


Flappers

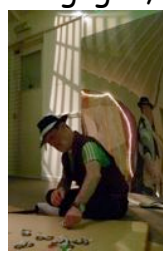
Environment Low End; dressing up area, hats, waistcoats, wigs, hair accessories, necklaces, makeup, silver topped canes. High End; Speakeasy bar; tables/chairs, cocktail bar with coloured pop, pretzels, crisps, breadsticks, cherries, coloured stirrers. Dance floor, resonance boards, tap shoes, tapping puppet, thimbles, rings, bracelets, necklaces, chopsticks. Band area- drum, guitars, microphone, tambourine, agogos, cabasas, cymbals. Flappers video



Dress Up Choose costumes, add accessories, make-up, look in mirrors, feel textures of wigs, feather boas, make-up brushes, hear sounds of necklaces on silver trays, see them spin in the lights, feel the beads. Get into roles, helping each other and interacting.



Tap Enter speakeasy and meet tap-boy puppet. Tap with shoes and canes, explore tapping sounds with rings, spinning bracelets, shiny thimbles on resonance boards, create rhythms and sounds together. Develop with additional instruments - chopsticks on agogos, cabasas, tambourines.



Band Build to band section - either focused on lit 'Band' area, or around dance floor. Add drums, guitars, cymbals, hear trombone, sax and keyboard. Dance and play music together.



Bar opens, Flappers DVD projection to watch while you enjoy coloured cocktails and nibbles, or play with many coloured stirrers and cocktail bits.

Charleston The music picks up and you're drawn to the dance floor again to spin, twirl and tap together while the music plays on. Police Raid sirens signal the end of the evening and you all escape through the back door!

Observations Most clients loved the dressing up area, whether enjoying taking on character roles, the feel of the accessories all around, lights in mirrors or just watching other people's fun. Tap-boy puppet provided a good introduction to 'tapping' section offering movement options as well as sound exploration. The rhythms generally built naturally into a fairly high-energy band section enjoyed by all. Food and drink as always encouraged even the most ardent 'floaters' to join the group at table. Options for 'chill' or fun 'quick getaway' at end



Dreamcatcher

Environment Low End - Giant dreamcatcher + sm ones. Stripecy rugs, parachute shelter, chief costume, feathers, necklaces, red/blue face paints. High end - Sweat Lodge (lge parachute and bamboo poles) circle of mats and rattles, gathering drum, lit, in centre, small round gourds, round and octagonal drums + beaters, animal totem stones. Buffalo stampede projection.



Dreamcatcher Enter space through giant dreamcatcher, stretching elastic to make patterns and shapes. Greeted by chief/medicine man. V. ritualistic presentation of necklaces, celebrating each individual with naming, singing and chanting. Play with feathers, stroking, tickling, dressing hair. Adorn faces, hands, feet, legs with red/blue face-paint in preparation for 'Gathering Ceremony'.



Sweat Lodge The drum calls you to gather together in the lodge. Follow chief and take your places around the gathering drum. Rhythms begin with rattles and shakers - all sound different, listen and explore sound qualities as you build the rhythms together. An individual is invited to start the drumming - perhaps dropping gourds onto the drum or playing with beater. Others join and drums are passed around, playing together, feeling the vibrations on your body, dancing round the circle, chanting and singing as the ceremony climaxes.



Totems The chief stills the tribe and each person is given/chooses their own totem and is given a name: Chloe - dancing horse, Laughing Bear, noisy Wolf, Painting Man etc. Focused attention on each client - attributing, celebrating their character traits.



Trance and Dreams Spread blankets and enter the dreamworld as video projection reveals buffalo running across the plains towards you.

Observations Quite minimalist workshop with only a loose structure - enabled lots of time/space for 1-1 work, celebrating each individual. Face paint particularly successful this time, maybe because part of ritual, maybe because third term, but all clients either painted us or were painted - happily. Musical section free and energising - with gentle pulse holding us altogether. Totem stones were pretty special - not only cool and smooth to the touch, but clients really focused on their own chosen ones.

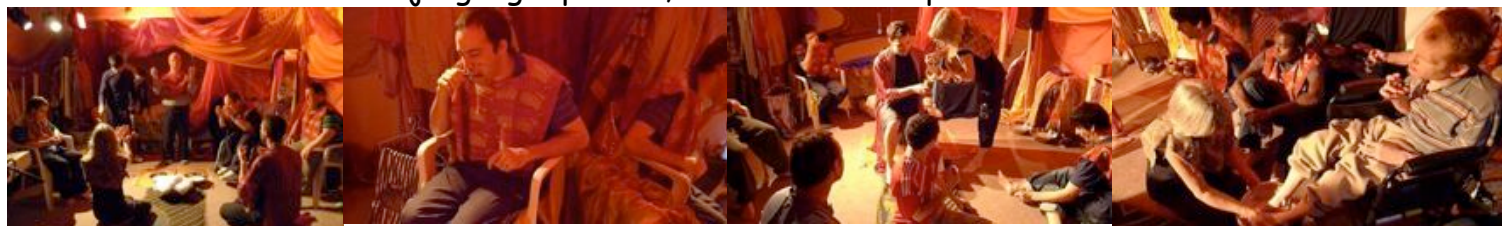


Pyramid

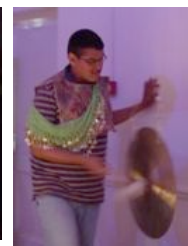
Environment: Low End - preparation area, bead curtains, bowls of warm, scented water and towels, kohl eye-liner, sparkly gold lip, perfume oils, chiffon veils, hip scarves, sparkling water to drink, grapes and pomegranates, gold artefacts, jewellery and box, staves. High end - pharaoh with death mask, on plinth, golden wind gong, hardboard pathway to altar, white boxes, OHP black sand projection, trays of sand.



Getting ready Wash hands/feet in scented water, apply make-up, nail varnish and perfume. Refresh yourselves with spring water, grapes and pomegranate seeds. Choose gold jewellery, hear the jingle jangle sounds in golden bowls. Find gold artefacts and each person places one in box. Dress with veils and jangling hip belts, take staves and process to Pharaoh.



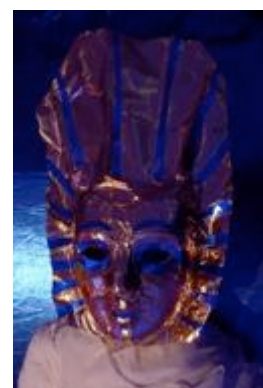
Pharaoh Process down hardboard path with gifts. Use staves to tap rhythms, dance, coin belts jangling as you move. You greet and dance for the dead king. The gong sounds - individuals can take a turn, initiating the closing of the tomb. The whole group is involved in building the wall in front of the Pharaoh, passing bricks (boxes) to each other, building higher until wall is complete.



Sand drawings Projection is lit and each person draws their mark in the sand which is reflected across the wall. Sand trays emerge so others can play with the sand, making pictures or simply feeling textures, making sounds. When the last mark is made the gong sounds and we leave the Pharaoh in his beautiful tomb.

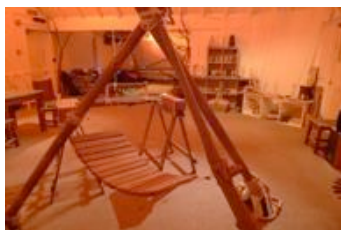


Observations Initial washing/dressing ceremony settled group and enabled 1-1 pampering and attention. A 'high priest' emerged in one group to oversee proceedings. Food and drink encouraged group to stay together. Jangly anklets and coin belts added sound quality to the action. Dressing greatly enjoyed. Staves added focus/activity to procession which many clients would otherwise find hard - initiated movement and dancing which was enhanced by jangly accessories. Many loved playing gong/feeling vibrations. The building of the wall worked really well and enabled inclusion of all clients in one, focused activity. Sand projection stunning, many clients making connection with drawing on wall. Others simply enjoyed playing with the sand trays.

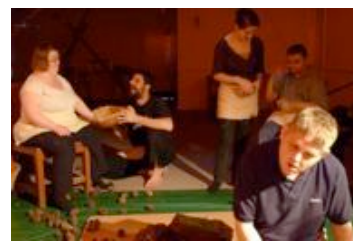
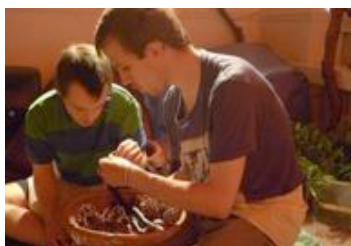
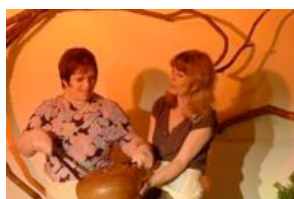


Carpenter

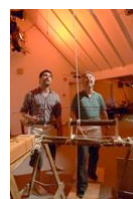
Environment: Low End - Forest and forest floor - Laurel branches, bracken, logs, hardboard centre, containers of pine cones, wood chip, wood shavings, shredded trees, sawdust. High End - Carpenter's Workshop - pole lathe + wood instruments, tongue drums, wood blocks, cahons, nut shakers, washboard etc. Shelves of finished, smooth wood objects; figures, animals, games, bricks, massagers, clogs, bowls. Wood puppet. Tea-break hamper - tea and biscuits.



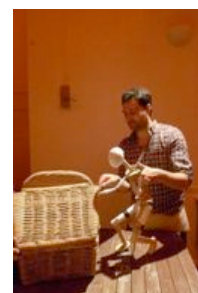
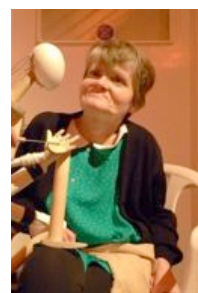
Forest Smell the wood as you enter, explore all the textures and sounds as you play with cones, woodchip, sawdust - make collage forest floor, dance and make shadows with leafy bracken, tap rhythms with sticks.



Carpenter Hear the sound of the Carpenter's lathe as he works away. Join him and have a go, then, 'hammer and saw' with the instruments all around you until everyone is joined together playing one 'work' rhythm - sing and play, swap instruments, change sounds.



Puppet appears and interacts with each one - playing games, shaking hands, playing with wood objects he shows the group - to feel, smell, enjoy.



Tea break The hamper appears and after a hard day's work we share tea and biscuits, before waving goodbye to the wood-man.

Observations This workshop had a really easy flow from one section to another with simple transitions and changes in dynamic. The forest touched our senses as we smelled, touched - often tasted the wood in it's different forms. It was a welcome surprise to see the amount of interest and engagement in the pole lathe as clients took turns to work the machine. 'Working' with wood instruments was fun and highly motivating as many clients respond really positively to rhythm work. This section was often quite sustained with rhythms changing as different clients took the lead. Moving straight to the calm, quiet puppet section after this worked really well - some great responses to the little man. Obviously tea-break was loved by all!



Henge

Environment: Cloaks and ivy coronets. Low End - Laurel and ivy, stone circle and small shiny stones, stone pots, magic clay, string, torches. High end - Stonehenge, firepit, tank drum, black chimes, bells, big shadow lights, sunrise.



Stone Circle Find circle of stones - explore how they feel on feet, hands, faces- smooth, hard, cold, make pathways/patterns, build towers, listen to the sounds they make - rub them together, click and tap, play rhythms, drop into pots, on trays, drums. Small shiny stones feel and sound different - add them to the mix.

Charms Introduce soft magic clay - contrasting quality, though turns to stone. Press, squash, roll, twist, pat clay, exploring feel of it. Create your own magic charm and hang in trees.



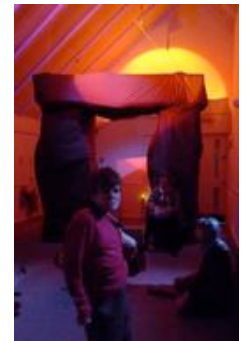
Procession Light fire torches, one from another, see them glow, hear the crackle of orange cellophane as it glows in the dark. Process to ...

Stonehenge Torch Procession weaves it way in and out of giant stone circle, follow each other, hide and seek. Add giant shadows and watch them dance around the stones as people move and explore the space. Ritualistic and eerie, or playful and fun, depending on group.

Firepit appears - light with torches and see it glow in the dark

Solstice - use tank drum and black chimes and bells to call the sunrise with music and singing.

Sunrise the bright orange sun appears behind the giant stones and lights the space with an early morning glow, as the birds begin their dawn chorus. All is well.

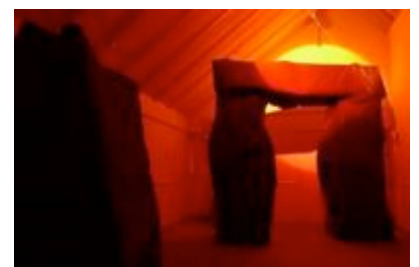


Observations Quite dark atmosphere, but nobody refused entry. Good use of light signalling dynamic changes etc. Inventive exploration of stone properties. Almost no inappropriate throwing of stones - third term learning? Clients enjoyed contrast with clay and making of charms for trees.

Key sonic moments - emblematic sound bites, stone on stone - space for listening and responding.

Fire section very musical - creating sunrise with tank drum, chimes and chanting.

Good participation with the chimes - free beater useful for some clients. New fire torches were a big success and the stone monoliths of Stonehenge couldn't fail to have marked affect on clients (and carers)

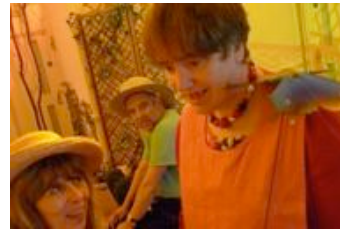


Harvesters

Environment: Flowered arch entry. Free, open space depicting the 'outside', dawn, sun rising, dawn chorus - hedgerows, filled with wild flowers, jasmine, honeysuckle, birds, feathers, butterflies and dragonflies hidden all around. Ocarinas and kazoos. Wheat sheaves in corner with small scarecrows, scarecrow character. Fresh lavender, pestle and mortar, lavender oils for massage. 'Tree' with maypole ribbons, ribbon sticks, bells, tambourines and tambours, accordion. Picnic basket - crusty bread, cheese and apple juice.



Hedgerows Explore whole space - smell the different flowers, discover birds, feel the soft feathers, play ocarinas and whistles, making birdsong. Find butterflies, dragonflies, see them flutter by, land on hats, hands, feet, play kazoos - conversations with insects, playful and funny

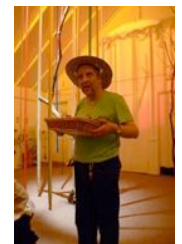
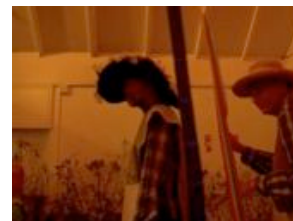
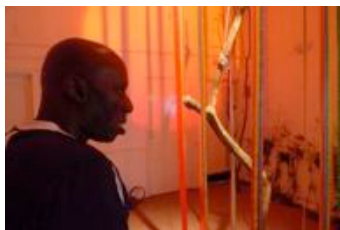


Lavender Find baskets of lavender, touch and smell the flowers, grind lavender in mortar. Bring out oils and enjoy smell, massage each other's hands/feet, close contact and gentle 1-1 work.

Scarecrow Corn sheaves rustle, someone is coming. The scarecrow peeps/falls out and plays with each individual, dancing, swapping hats, tickling hands/feet with hair. Comical interactions.



May Tree Introduce dancing rhythms, add sticks, bells and tambourines. Find the ribbons and dance together round the tree, twirling, turning, in and out and round and round



Picnic The scarecrow gives the picnic basket and you all sit together and share food and chat

Observations: Open free space worked well though NB: informing carers of a change in the use of space would be beneficial as some had built expectations of starting at the Low End! Clients loved the new butterfly props and this prompted some lovely vocal interactions, especially when the kazoo sounds were added. Lavender section brought everyone together in a calm, settling manner and prepared for the entrance of the scarecrow whose comical antics were enjoyed by all. Maypole tree was only used with some groups, where the dynamic of the session seemed appropriate. Picnic drew all together in a happy final together moment.

