

## All at Sea

Down at the docks, a group of fishermen and women are preparing for a trip to sea. First the nets have to be cleaned and all the rubbish in them removed and sorted, ready for recycling. Finally, when everything is shipshape, the boat can head off to the fishing grounds. It is terrible weather and everyone has to brave a storm before the nets can be cast out into the ocean to make the catch.

### Environment

Drape fishing nets around one end of the space, and fill with a variety of recycling and rubbish such as :

- Crisp/ sweet/ biscuit/ coffee packets
- Plastic bottles
- Egg cartons
- Cereal boxes
- Stripped polythene
- Coloured trugs for gathering

Create the prow of a boat by draping a white parachute over a raised structure - the frame of the prow could be simply made using white plastic plumbers' pipe. Use ocean drums, rainsticks, water sprayers, white fans, wind machine and sea sound effects to set the scene. You could also use:

- A projection of a boat in a storm
- Small and large fishing nets
- Silver fish cut from space blanket
- Props such as a giant stretch wrap fish and/or an inflatable Orca
- Fishy treats such as fish-shaped crisps

Costume - Fishermen's hats and sou'westers

Music - Rain sticks are great for making sea, wind and rain sounds and they also encourage movement. Thundersticks are useful for storms and electronic sound effects can reinforce the illusion as well. There is a wealth of music related to the sea and fishing, and many sea shanties, hornpipes and songs like *When the boat comes in* and *Bobby Shaftoe* may well be known by some participants. For music inspiration listen to recordings by The Dubliners.

### Activities

Clean the Nets - A variety of recycling items fill the nets - they all have different textures, smells, sounds. Explore them as you sort and tidy them into different coloured trugs. Help each other, work cooperatively, have some fun, throwing and catching. Rattle the bottle tops and play rhythms on the trugs. Sing sea shanties as you work.

All aboard - Put on sou'westers, climb aboard the boat and set sail. Feel the boat rocking, hear the sounds of ocean drums, wind machine and rainsticks as the boat sails deeper out into the ocean. Feel the breeze in your hair (hand fans) and the spray from the waves (water sprayers). The projection shows giant waves rolling towards the boat so hang on tight as the waves (parachute) billow all around you - man overboard! Hear sounds of thunder and see the lightning flash (camera flashes are good for this). Look after each other as ship rolls in giant waves. Finally the storm dies away.

Fishing - Dip your nets in the water and see flying silver fish jumping all around, sparkling in the light, landing on deck - catch them if you can. Pull in the big nets and meet the giant fish! See his scales glinting in the light, feel the textures, dance with the fish. The orca appears to say hello, sharing fishy treats before you sail away home.

Links

Parachute (Prop)

Recycling (Activity)

Projections

Video

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