## Dream Jester

Environment Stars hanging all round space. Jester character hiding with jingly bells and child laughing sample. Low End - mirrors, confetti stars, metallic stars, luminous stars and rubbery stars. Fishing nets, starry balloons, bells. Coloured paper and Pritt sticks. Rainbow voile. High End - Coloured voiles, metallophone, chime bars. Coloured feathers and feather boas. Giant mobile, with coloured spinners and dream catchers. Giant dreamcatcher that can be lowered and flown out (with starry lights).



**Jester** Hidden, sound of bells. Appears and dances and interacts with individuals, laughter in background, playful, mischievous, fun.











**Stars** Jester leads to low end - find all kinds of stars, see them falling through the air, catch on mirrors and in nets, make starry patterns on paper. Playing with falling stars, starry balloons.











Rainbow Jester finds rainbow in sparkly bag. Encourage clients to pull it out across space, crawl under, dance around, hide behind. Draws group into high end where they find other coloured voiles to enjoy - dressing in and singing the colours of the rainbow. Metallophone and chime bar music to compliment the movement on the floor, as the giant mobile above begins turning, turning, like spinning dreams.











**Dreamcatcher** Coloured feathers and boas appear, beautiful, soft and tickly, see them fall. The giant dreamcatcher is lowered and the group dresses it with feathers, then watches it rise slowly into the sky to catch your dreams. Have chocolate star treats, then follow the rainbow home.

Observations Jester character extremely successful, even with new, shy clients. Mischievous playfulness, linked with 'laughter' sound, encouraged a friendly ambience which all clients responded to with smiles and interactions. Stars were messy but looked amazing and enabled different ways of interacting, as well as a variety of textures and colours to experience. Rainbow voile beautiful, worked well linking both ends of the space.

Metallophone and chimes changed the dynamic for the voiles section. Once again the giant mobile encouraged the raising of sightlines. Feathers added another texture and a visual activity for those that enjoy creating/dressing something.

