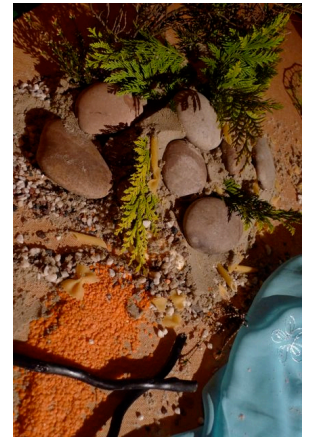


Expedition

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.



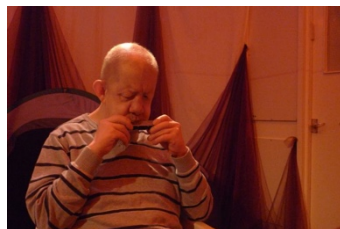
Map Create landscape with textures, drop on boards, make sounds in bowls on trays, feel smooth, soft, rough, crunchy, build mountains with wet sand, make footprints on the beach, make pathways, play stones, dress with shells, trees, pasta.



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 its 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.

