

## Ghost train

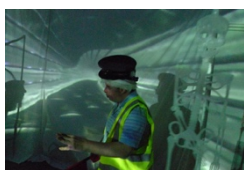
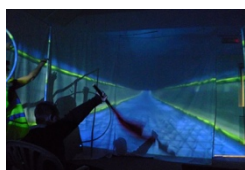
**Environment** Waiting room, ticket office and dog-man, seating, luggage, blackboards and chalk, mini-mac sound pads with station announcements, clocks, tickets, stamper and armbands, Lost Property box, sticks, flags, whistle and megaphone. Ghost train - white plastic rod frames, video roller coaster train ride, UV light, flying ghosts, skeletons, masks and bats.



**Waiting Room** Pick up hand-luggage and go to ticket office, meet Inspector Hound, purchase tickets and take seats. Papers and magazines to read, biscuits from a lost lunch-box, choose items from Lost Property, help bring large luggage to waiting room - hear the clock tick - initiates rhythmic section, playing cases etc with sticks.



**All Aboard** The guard calls passengers to InnerSense Ghost train, bring your tickets and take your seats for a roller coaster journey (drum and bass soundtrack), fast, exciting, see tunnels/bridges, feel the motion of the train as it rocks along, hold on to your seats!



**Ghost Town** In UV light, flying ghosts appear and dance and spin around the space. Skeletons emerge to say hello and masked heads move around you. Play with these spooky friends, 'til the dream train carries you safely home.



**Observations** An unusual, surreal, quite challenging workshop which all our clients totally enjoyed. The dog character was visually arresting (though mask limited vision and breathing!) and participants quickly overcame any apprehension and engaged very well. The 'normality' and playfulness in waiting room settled groups and enabled them to cope brilliantly with spooky last section. Train ride was thoroughly enjoyed, lots of focus on 'track', very lively and fun. Total change of dynamic for ghosts, with whom all interacted - no major anxiety.

