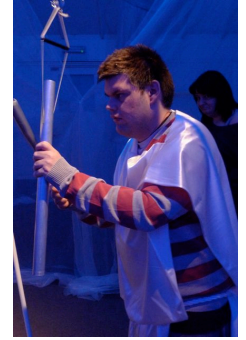
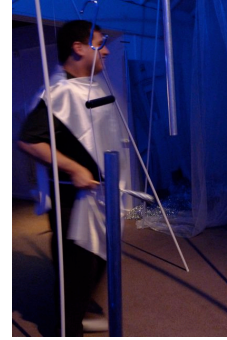


## Krypton

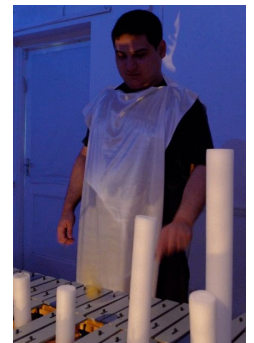
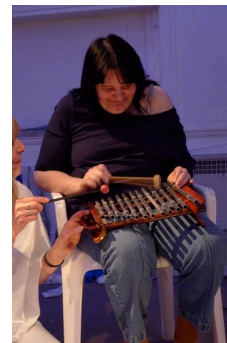
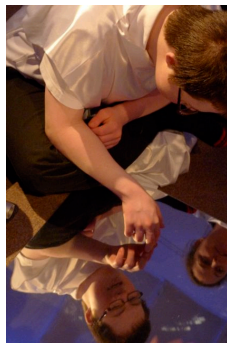
**Environment** White costumes. White piping columns, hanging chimes. White/silver/blue lametta shakers and streamers. White voile columns, big mirrors. White 'sound console' - metallophones, big xylophone, icy sounds/instruments, drum pad machine. Ice pops



**Chimes** Enter space and begin playing chimes, one at a time. Hear different notes, resonance. See the chimes swing - develop movement and vocalisation.



**Console** Enter console room, see selves in mirrors, as shadows on wall. Play icy sounds, beginning with big xylophone and gradually introducing other 'icy' instruments. Listen to variety of sounds, build rhythms.



**Streamers** Add rah-rah and streamers, encourage movement and dance. Feel the shimmering lametta tickle your fingers, arms and toes, see streamers flowing all around you, in and over mirrors

**Ice-Pops** Come together and share coloured ice-pops - feel the coldness on your hands/faces/feet. Taste them and enjoy before the ice melts and you head home.

**Observations** 'Chimes' are worked really well - sustained for a long time, playing with sounds. Sitters remained standing and moving about throughout this section - unusual. Console with its lighting and mirrors visually arresting. Clients immediately began to explore and play the sounds, usually with one leading on the big xylophone. Streamers and rah-rahs encouraged a lot of dancing/movement, particularly enhanced by use of mirrors. Ice pops good for tactile and taste properties.

