

Midsummer Night

Environment Low End - Bottom character in the woods, tree branches, wood bowls, spoons, buckets, instruments, sawdust, woodchip, shavings, conkers and sycamore seeds. Giant Jenga wall to build. High end - enchanted forest, woodland projection, magic potion in fairy ring, dewdrop gels in silver bowls. Shimmers and tinkly bell sounds for fairies, fairy spinners and pois, fairies projection. Titania/Oberon with giant wings and 'Love-Hearts'.



Bottom Meet character in the woodland, feel and smell woody textures, find the conkers and roll them around on floor, in bowls, drop the on instruments, see sycamore seeds spin as they fall. Build working rhythms with wood instruments, hammering and sawing, scraping the woods.



Wall Work together to build a wall for the Duke. Pass wooden bricks to and fro, hear the sounds as they drop on floor, tap rhythms, sing as you work cooperatively. Careful, it might fall down....and off you go again.



Enchanted wood Hear the fairies whispering, taste the magic potion in the fairy ring and play with dewdrop gels that sparkle and gleam in the lights as they roll and bounce around in silver bowls. Shimmers and tinkly bell sounds from fairies flying all around (Projection on) Dance with glimmering spinners and fairy pois.

Titania/Oberon enters with giant wings and woodland crown and greets one and all before sharing love-hearts. Sleep now under starry skies and hear the words of Puck telling you it has all been a dream



Observations Wood section allowed access at many different levels; textures and smells, sounds, movement and role play. Building the giant jenga wall was playful and fun and enabled cooperation and sharing as well as singing and work rhythms. Use of text particularly effective for changing dynamic and giving a new focus. Dewdrop gels enjoyed by all for their beauty and textural qualities. Really magical woodland with some very special moments. The best Oberon was definitely played by one of our clients.



