Mining

A good excuse for some cooperative, rhythmic digging together, as well as a chance to explore a variety of rocks, stones, sand and minerals indigenous to different areas of the world - not to mention fossils!

The Mine

Costume: Neckerchiefs and head-torches

- Create a mine entrance this could be achieved with wood pallets or as tunnel of voiles and sparkly fairy lights.
- Use a tunnel projection which takes you down to the bowels of the earth
- Depending on the type of mine, use dark cloths decorated with fairy lights
- Cover bean bags with cloths to make boulders to sit on
- Gold or silver space blankets can create a shimmer behind brown voiles on the walls
- Provide different areas in which to dig and explore gravel, sand, earth all with different tactile qualities and smells
- Hide gold or silver nuggets of different sizes and shapes (ordinary stones sprayed gold/silver) or gemstones that sparkle in the light
- Add a variety of tools and containers buckets, woks, colanders, sieves, spades, ropes, chains and pulleys.
- Incorporate boomwhackers as digging tools (covered in brown gaffer tape to look the same)

Down the mine

- Enter the tunnel, listen to the truck as it trundles down, watch the projection take you deeper into the mine.
 - Find your boomwhacker tools and start digging, playing rhythms and singing as you work together.
 - Explore the textures and sounds, pouring, sieving, sorting, burying hands and feet
 - transfer materials into different sounding containers that shake and rattle,
 - make patterns in the sand/earth with buckets, chains, feet, fingers.
 - Haul the buckets up and down on pulleys, tipping, pouring and refilling.
- Pull out seams of shiny space blanket hear the sound, see them glint in the lights, hide underneath or walk over

When all the hard work is over, return to the surface and celebrate with singing, dancing, food and drink.

Links

Space blankets (prop) Sand (Prop) Stones (Prop)

Workshops - Gold Mine, Mars

Videos Gravel in a Bucket Scooping Gravel Sand Fountain Group Sand







