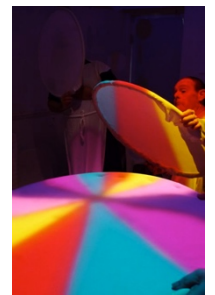
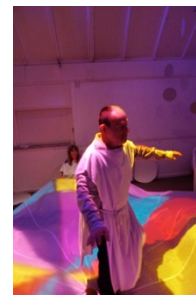


## The Round Table

**Environment** White costumes to reflect coloured lights. White parachute on floor, lit with coloured gels. Gong rack, moon hoops, card circles, spinning tops, twisters, spinning cds, trays. Streamers and tinsel sticks. Dragon's lair, fire projection, fiery rags, stone dragon, Dragon eyed character (red torches), dragon puppet, Treasure box, chocolate treasure.

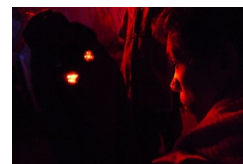


**Round table** Find the circle of colours and move through the lights, seeing costumes, hands, feet change colour. Ripple the parachute and see the colours move and dance, step through rippling colours. Lift parachute high and run under the colours, lifting eyes to see the colours above you. Roll and crawl and sit under colours as they swirl above you. Catch colours with moonhoops, see them move and change as you spin and roll and 'Frisbee' the hoops across the space. Make shadows on coloured hoops.



**Spinning** Lay card circles in the colours and play with spinning tops, twisters and spinning silver CDs. Listen to them whirr, watch the movement through the colours....on and on... Play the gongs and hear the sound reverberating and sustaining all around you. Dance with spinning coloured streamers and tinsel sticks, making circles in the air and all around you.

**Dragon** You hear the dragon roar in the distance. Be brave knights and approach the dragon's lair. 2 beady red eyes glare out at you, come closer and bravely go to meet the dragon. You dance together and look into each other's eyes! The fire grows and the dragon puppet appears. He is friendly and funny and you play together and dance with the fire rags. The dragon finds his treasure box and gives each one some chocolate treasure before disappearing back into the fire. It is time for the brave knights to return home.



**Observations** Visually stunning - round feature gave central focus which had a 'unifying' effect on the sessions. Spinning tops greatly enjoyed but broke too easily - need to find stronger models. Gongs good as they provide vibration qualities as well as sound and can be played in different ways. Plenty of opportunities for role play and story-telling. Red-eyed character v. simple but worked really well. Using an instrument (i.e. baritone sax) as character support is really strong.

