

FILM 2011

FILM 2011

Workshop Records

Summer Term 2011

1. Derelict Cinema
2. Film
3. Octopus Odyssey
4. Star Wars
5. Avatar
6. South Pacific
7. Awards Ceremony

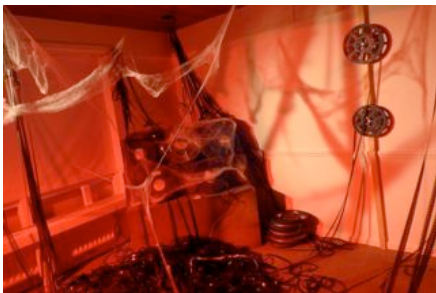


Wk 1 Derelict Cinema

Environment: Slatted white lighting, dustsheets and cobwebs covering piles of higgledy-iggledy chairs. Feather dusters, brooms, brushes and dusters. Usherette character behind screen. Film reels, containers and film strung around one end of space, attached to walls, ceiling (red lighting). Projectors and black and white film ready to play. Trailers for forthcoming weeks.



Dustsheets Explore cobwebby space. Pull off dustsheets, flick off the dust, dustsheets billow across the space, over heads, around bodies, on floor. Move around, under, over dustsheets, dress up, hide, play with the whites. Roll them up and stash them away.



Film Hear the sound of rustling film, touch the film, pull it out, roll in film, dress up, create rhythms with hands, feet, shaking film. String the film around the space, creating patterns with strips and curls. Roll the containers across floor, drop them and hear different sounds. Pat and tap them, play with beaters, creating united, upbeat 'musical' piece.

Usherette Lit behind screen. Hear a sneeze/snoring and find the character sleeping in cobwebs. Wake her/him see interactions with film-goers. She needs help to clean up. Find the dusters - soft and tickly - feel them on your arms and faces, tickle toes and hands, sweep with the brooms and tidy up, flicking the dust, sweeping the floor, polishing and righting the chairs until the cinema is ready to open. Find seats and get comfortable.



Projections Enter projectionist - greet group and attempt to get equipment going - flickery sounds and lights of old projectors. Then project old Charlie Chaplin/Laurel and Hardy DVDs. Enjoy watching films together. Films change to show trailers of forthcoming film experiences of the term - Star Wars, Octopus Odyssey, Avatar, South Pacific... Use shadows to become part of films - swim in the sea, fly through the stars. Popcorn arrives, so enjoy refreshments. Trailers end and usherette leads group back to foyer.

Evaluation Light open space meant there was little anxiety on the part of new clients on entering the space. Dustsheet section enabled all to engage without being embarrassed and not knowing what to do. However, as always in the first week of term, some new carers found it easier than others and we had to cajole and encourage those who were a little unsure. The filmstrip provided a new tactile experience for us and we greatly enjoyed exploring its sound and tactile qualities together, as well as the fact that it went on for miles! The comic character brought humour to the workshop - as always, clients were kind and helpful to her/him and thoroughly enjoyed interactions. Tidy-up was busy and fun and all settled easily into projections and popcorn.





Wk 2 Film Bollywood

Environment: Like a film set- bench on platform, lamppost, brick backdrop, assorted props: Umbrellas, dog, walking stick, hat, shades, newspaper etc. Sound effects area - with gravel in silver trays on black, rainsticks and microphone. Pre-prepared sounds on looper - dog, train, rain, phone. Green room with beautifully textured 'Bollywood costumes', saris, bracelets, necklaces, hair accessories, make-up, nail varnish and mirrors. Director and old woman characters. Film camera on set to record.



Sound effects Enter to sound of footsteps on gravel, step in trays, tapping feet, marching running, use hands to make sounds if appropriate. Explore all the qualities of the stones, smoothing, scrunching, wiggling fingers. Begin dropping small stones into trays - sounds like rain dripping, plopping, build to rainstorm, add rainsticks and vocals. catch vocal sounds with microphone

Green Room Director calls extras to costume - carers and clients choose coloured, textured costumes and cloths and dress up in front of mirrors. have make-up, feel soft brushes on cheeks, arms, hands, feet, do hair and nails. Adorn and highlight individuals. Explore bracelets and necklaces - sounds as they run through fingers, colours catching the lights. Play with mirrors, looking at selves and others, bending, catching lights. Prepare for stardom!



Action! Director calls extras to set, they take own places or are directed, choosing props and situations. Some individuals can take over 'leading roles' and direct the action with facilitators responding. For other groups, facilitators initiate and enable responses and interactions - i.e. enter old lady with dog, bag, phone, no ticket. Many different scenarios are facilitated with interaction from each member of the group. Sound effects (with which they are already familiar) enhance the action and prompt responses i.e. rain - all get umbrellas, train - missed again! Phone - whose is it?

Bollywood Dance Number All trains delayed, cue dance scene - Bangra rhythms kick in, add bells to ankles and wrists (or hold) and dance together, swirling twirling, stepping rhythms. When finished - 'That's a Rap' - applause. Rest with Bombay Mix.



Evaluation Really interesting workshop. Quickly learned that we needed back-up scenarios to make people feel comfortable on set and inspire responses and interaction from many of the clients. Some really enjoyed direction, others responded as a group of disparate passengers who'd been flung into situations together. Surprisingly, the groups most expected to respond in a more pro-active way didn't and vice-versa. Perhaps this was too early on in the term for many of our clients to feel confident enough to engage in this way.



Wk 3 Octopus Odyssey

Environment: Polythene submarine with portholes, sherbet oxygen powder, sub and underwater sounds. Screens with projections of moving fish on reef. Fish on sticks, hand-held jellyfish, stripped plastic, giant 'bubble' balls. Metallophones, and chimes. Treasure chest with fish puppets. Giant Octopus puppet (with flashing lights) hanging from ceiling. Chill end with textured 'anemones', fish mobiles, tactile objects and shimmering voiles.

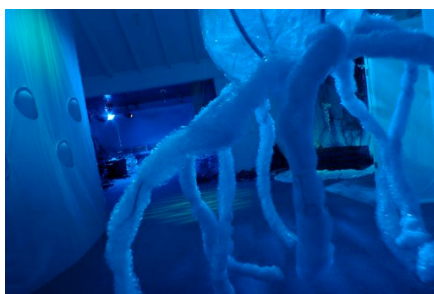


Submarine Enter thro' air hatch, meet Captain, take seats and prepare to dive. Red light and underwater sounds. Dive! Reach bottom, see moving images thro' polythene. Open portholes and see fish swimming. Take 'oxygen' powder and prepare to exit sub.



Sea Bed Exit sub and swim with the fish, watching own shadows against screens. Swim on giant bubbles, add fish on sticks and jellyfish - playful, full of movement and exploration. Swim around space, interacting with each other, catching fish. Become mermaids or crawling sea-slugs, dolphins or crabs. Introduce large metallophone - encourage clients to initiate musical rhythms and melodies. Bring out chimes and enjoy focused listening and playing of watery sounds.

Treasure Chest Sounds from the chest - clients find and open chest together. Puppets emerge and engage with clients, if poss., they can control the action. Playful spotty fish, beautifully textured manta ray, mischievous crawling crab, beautiful jellyfish. Baby octopus is left behind..... calls for mother.....



Giant Octopus Movement above signals entry. gently lowered into space and greeted by clients. Happy to find baby, coloured lights flashing down its legs. Rises and lowers as she dances and greets the group. Space for individual interactions, touching the bubble wrap legs, hiding underneath, stroking, singing with. Eventually swims away.

Chill Swim through the billowing silk seas to the sea cave and chill feeling the textures of 'wobbly', fluorescent creatures and swimming fish. Then return to sub to resurface.

Evaluation This was truly a multisensory workshop - free and all-enabling. Although we had predicted that the confined space of the submarine might be difficult for many clients, we were surprised by how many coped brilliantly and remained participating throughout that sequence. Carers too were amazed by the engagement of certain individuals, their exploration and enjoyment of the space, the incredible responses to the puppets, the projections and props. The watery music section was particularly focused with full engagement from whole groups. Awe and wonder is the only way to describe initial responses to the Octopus - open-eyed, wide mouthed incredulity. Curiosity and inquisitiveness led to touching, dancing with, talking/singing to her. Sad to see her go. The Sea cave provided a safe, but still stimulating sensory space for those who needed occasional time out



Wk 4 Star Wars

Environment: Enclosed spaceship made from thick polythene, with viewing window looking out onto projections of passing stars, planets and galaxies. Space helmets and 'Huston calling' sound bytes. Desert planet junk yard with variety of metallic and plastic 'junk' and instruments, which can be played musically and rhythmically. R2D2 droid - 'broken' with message (glitter ball with photo) inside and voice sound effects. Soundbeam and horizontal light as Transporter Beam. Darth Vader 'puppet' (and recorded breathing sounds) which rises from floor on pulley, lit green. Light sabres. Alien Cantina/Bar with drinks, food and dancing.



Lift Off Fasten seat belts and prepare for take-off. Countdown commences and leave earth with some turbulence! Steady and view projections of other galaxies flying past. Feel effects of no gravity, floating around ship. Refasten seatbelts and prepare for landing - 10, 9, 8, 7, Land. Put on space helmets and exit via Airlock

Desert Junkyard Hot desert, orange/yellow lighting, junk all around. Explore the 'rubbish', feel it, play with it, listen to the different sounds. build rhythms and play with mixing sounds.

Hear R2D2 at back of pile - find him and interact with vocal sounds. He's broken, group comes together to effect repairs, turn on lights, insert 'fibres' etc. Find message inside from Princess Leah - needs help. Droid takes you to.....



Transporter Beam Enter beam and play with the sounds, discovering how movement and stillness initiate and stop the sounds, climbing and descending the octaves as you rise and fall, spinning and turning and moving limbs, hands, fingers. Transport to another place....

Darth Vader Hear sound of mechanical breathing, lights turn green and Vader rises from the floor. Pitch shifting voice addresses group. Individual interactions with character - ranging from vocal sounds, to gesture and conversation, through humour, bravery, inquisitiveness.

Light sabres introduced - build the power of the force through movement and dance as lights go down and sabres glow and flash in the dark. Vader melts away, pointing to Cantina where Leah can be found.

Alien Cantina Beautiful sparkling disco bar entices the travellers in, where they can mingle with aliens, drink, eat and dance in celebration of the completion of their mission before returning to the spaceship for a short flight home.

Evaluation An elaborate journey and mission completed. The artist team agreed we could have spanned this workshop over 3 or 4 weeks, rather than cram it all into one session. It was felt that some sections were rushed and we often had to choose a section to leave out, depending on what would best suit the group. However, every client found something different to fascinate and engage them e.g. a new student was engrossed in repairing the droid, another overcame nervousness and became lost in the rhythms of the junkyard...and many discovered



Wk 5 Avatar

Environment: Blue -lit forest - white masks hanging in trees. Blue drum, vibratones and chime bars in centre. Mirror pool in corner surrounded by moss covered logs and bracken fronds. Deer made from branches. 'Queen' puppet. Bag of glitter-light balls. Coloured fairy lights in trees.



Strange sounds Enter and explore in and around trees. Find instruments and listen to variety of sounds. Play with call and answer, rhythms and simple melodies, taking turns and playing together.

Deer Springs out of forest and engages with each client in playful and gentle interactions. Leads them to pool for a drink. See reflections and enjoy faces and mirror light play. Add waving bracken branches and create reflections and shadows in the forest as you dance with the delicate fronds.



Masks UV on as lights dim and masks (and hair) fluoresce in the forest. They dance and swoop through the branches and around space. Put on masks and play with each other until... **The Queen Puppet** appears and greets each individual in appropriate manner.

Light balls Each person is given magic light ball - glittering and flashing in the dark like magic. Roll balls, bounce them, pass them around and dance with them, filling the space with glowing moving lights. Then gather the magic together and watch them fade, as morning comes, or follow a light ball, or pathway home.



Evaluation A calm, chilled workshop with lots of listening in musical section. Although deer not totally clear - until it moves, had good, caring reactions and suspension of disbelief. The mirror pool is a love/hate it device, some refusing to look and others totally focused and engaged. The light changes in this workshop provided good changes in dynamic and interesting reactions from clients. Mask section, though 'dark and spooky', was well received and there was a lot of movement and play. 'Lady' puppet was remembered by some and enjoyed by all - particularly Zoilo's flying version! Light balls loved by all. If only they stayed alight longer!



Wk 6 South Pacific

Environment Pirate costumes. Beach - sand, shells, shakers and bamboo. Chief's shelter - cloth floorpiece, mask, neckpiece, bamboo fence, boomwhackers, white/yellow face-paints, bananas. Shelter - ships sails, bamboo, driftwood, beachmats. Fire and star projections. Lavender oils.



Beach Pirates row to desert island. Find and explore beach - foot/handprints, sand in toes, pouring, making patterns/maps, burying. Sounds of sand - add shakers and instruments.



Chief appears, can't speak - all communication through gestures, signs and sounds. Greets each individual in response to their own communication abilities. Introduce boomwhackers and play with call/answer, rhythms, tapping - build rhythms and extend movement around room.



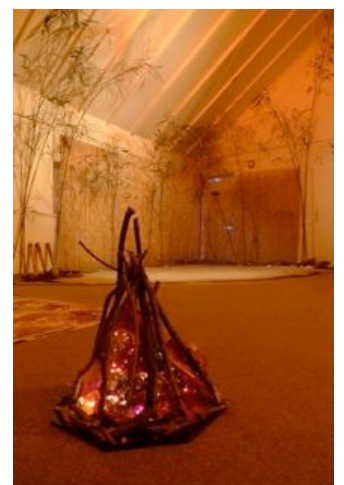
Fish tribe Gather group and initiate each person into tribe with facepaints, signs of fish/shells/water, stroking with brushes, dabbing with fingers - focused 1-1 work.

Bananas Feast together, sharing smell/taste of bananas, enjoying being part of group.

Fire n Stars Night falls and tribe gathers round fire to rest listening to beautiful music, singing, narrating their adventures and being massaged with aromatic oils, before rowing back to ship.

Evaluation Successful workshop on many levels - sand provides a total multisensory environment on its own, with room for playful exploration of textures and sounds as well as focused gentle 1-1 work. The chief introduced an interesting medium for communicating without speaking - some fantastic original responses using body language and sounds, with intense concentration and attention. Boomwhackers enabled whole group activity and extension of movement as well as interesting play with calling sounds, tapping each other's tubes, pouring sand through, listening through tubes. Face-paints enabled more focused 1-1 work, with many new clients allowing, even encouraging this attention.

Banana feast enjoyed by all - a big motivator for stray individuals to join the group! Chilling round the fire under the stars clearly showed this is an area we haven't been able to work on doing short projects with ever-changing carers. Many groups, including carers, found it really difficult to just lie down and relax.





Wk 7 Awards Ceremony

Environment Awards Ceremony set on a cloud. Kapok filled mosquito tent, white balloons, white feathers, rain umbrellas, silver sounds, metallophones, quilted chill area, white electric fan. White tables and decorations, lights, candles, white cloud with white masks from Avatar, Lady puppet, lectern and silver awards area with microphone, screen for film clips. Strawberries, cream and 'champagne'. Cameras, autograph book. Visiting characters from term, i.e. Darth Vader, usherette, Chief. Hats, sashes, shades, tiaras and make-up in Reception Room. Applause on looper. Mirror ball



Cloud Explore cloud, play with balloons, feathers, light, airy, blowing in breeze, dance with or shelter under umbrellas, roll in the kapok, feel it's softness, rest in a soft, fluffy cloud.

Music Revisit metallophones and silver sounds. Create cloud music, playing together and singing gentle songs as past characters come to say hello; the light, white dancing masks, the Lady, the Octopus - interacting in a gentle way with each individual



Dinner The guests are called to table by the MC and take their places where autograph hunters and paparazzi request their signatures and photos before dinner is served. Enjoy the taste of strawberries and cream and toast each other with 'champagne'.

Film Clips The MC draws attention to the screen where each group is shown its own highlights of the term - their 'Best Bits'. Enjoy reaffirming their contributions, how wonderful they were in each 'Film' they made: brave against Vader, kind to the Lonely Chief, great dancers/singers etc.

Awards To tumultuous applause, each client is then encouraged into the spotlight to receive their star medals/trophies. and given the opportunity to say a few words/sounds into the microphone. At the end of the ceremony, the mirrorball rotates as they dance and celebrate, before leaving for their limousines.



Evaluation Setting the Ceremony on a cloud meant that there was ample multisensory stimulus to meet the needs of all our clients, as well as enabling the more formal setting for our very excited able users who revel in ceremony and affirmation. Revisiting characters and instruments allowed clients who had a special experiences or breakthrough moments during the term to enjoy them again, i.e. Gareth with white chimes. Matt's special guest puppet was an added bonus on Weds and Friday - greatly enjoyed by all of us. Sadly not all of our clients made it to their last workshops which was extremely disappointing and needs addressing.

