

## FOUND OBJECTORAMA - PART TWO!

Now that you've used everyday objects to make amazing and fantastical creatures it's time to create a play for them! Follow these next steps to take your objectorama play to the next level!

### PUPPETS

Here are a few tips for holding and operating a puppet.

- » Never put your hands over the puppets face.
- » Try to give the puppet breath by making it breathe with you.
- » Give the puppet thoughts - let it look around.
- » Work out where the puppets eyes are and try to keep it looking where you want it to. The head is the most important part.
- » If your character is on the ground make sure its feet are touching the ground and don't let the body flop. Keep all the parts where they should be.
- » It is useful to move puppets much more slowly than you would in real life. Slow the movements down.

**NOTE:** You may need more than one person on a puppet. Listen to each other and work together to get a result. It may take patience and time.



### CHARACTER

- » Look at the characters you have created and see how they move observe the natural qualities they have.
- » By playing with the puppet, work out what things it can do well and what it does not do very well.
- » You can move your puppets in the mirror or take turns showing it to the people you are working with. Help each other.
- » What looks good? What doesn't look good? Try to improve your puppetry.

### VOICE

- » From the natural movement qualities your character has you may be able to find a voice for your object puppet.

### PLAY

- » We don't call it a PLAY for no reason!
- » Playing with your characters is an essential part of making up stories. Take some time walking your object puppet around and discovering the world around it.
- » If you are making puppets with other people, let each of your characters meet and have some time with each other. You can also do this by yourself too if you can hold two puppets at the same time.

### STORY

- » Chat, write, brainstorm.
- » Whether working by yourself or as a group it is always good to look at the characters you have and start making some ideas.
- » It is really important to take the time to listen to everybody and let the ideas flow. Write them down as you go or just keep it as a chat.
- » **The most important thing is that you come up with a beginning, middle and an end.**

#### Beginning

- » Take the time to introduce characters and the scenario.
- » Be clear about where you are.

#### Middle

- » This is where most of the action takes place.
- » It's useful to build the action so that it gets more and more complicated or exciting. This is called a climax.
- » There is a useful way of doing something similar. Do this three times each with a build of tension or ridiculousness.

#### End

- » This is where the main conflict is resolved.
- » It does not always have to be a happy ending - it can be something funny and unlikely too!



Polyglot Theatre's workshop program is proudly sponsored by Lucas Dental Care.

