

activities drama

SOUND ENVIRONMENT + BUILDING A SHIP

DESCRIPTION

Create the sounds of the ocean and a ship at sea with voices and bodies

RESOURCE

Large, open space

SKILLS REQUIRED

Imagination

HOW IT WORKS

Sitting in a circle, players one at a time create sounds to build into a soundscape of ship at sea in a storm. Players may use their voices or bodies to create sounds of the waves crashing, the boat creaking, the rain falling the lightning flashing or the thunder striking.

In two teams, players create a frozen image of a ship at sea. With both teams sitting in the audience space, Player A of Team 1 enters the performance space and takes up a frozen image. Player B of Team 1 enters the performance space and adds to the frozen image. This is repeated until all players of Team 1 have created an image of a frozen ship at sea. Repeat with Team 2.

Team 1 plays the scene (ship at sea), adding movement to the frozen image. Team 2 provides the sound environment for the scene. Repeat with Team 2.