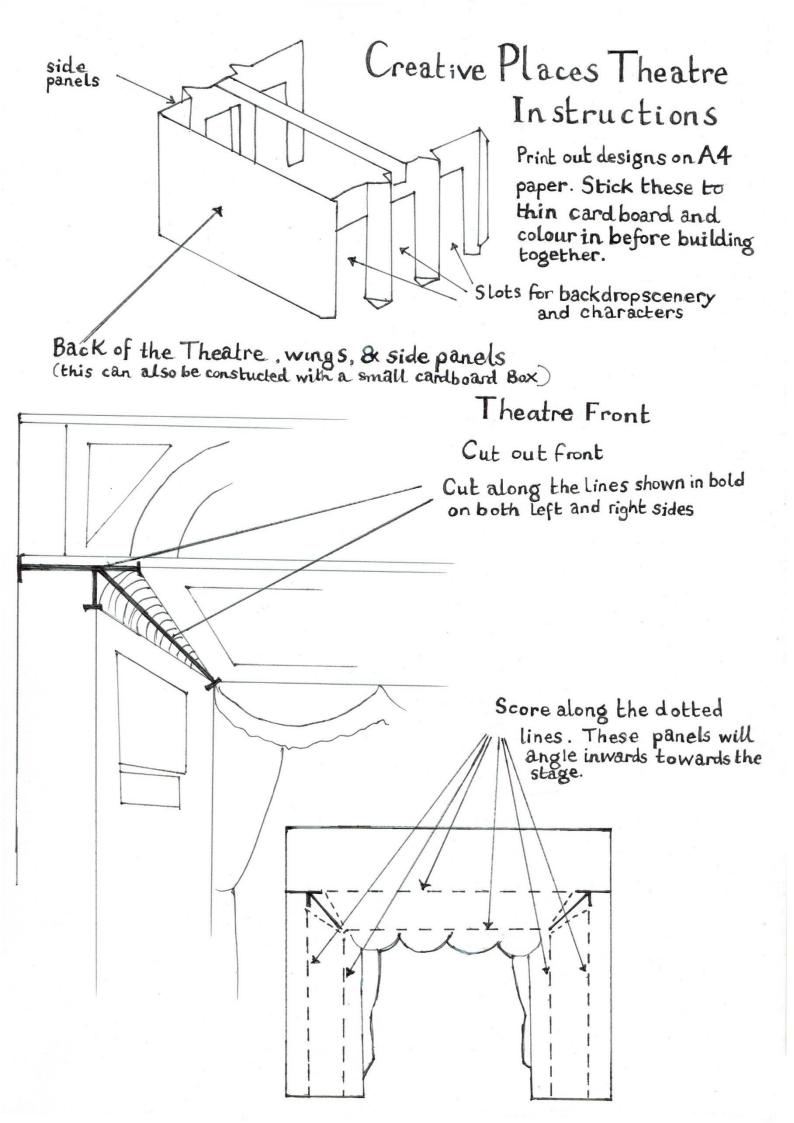
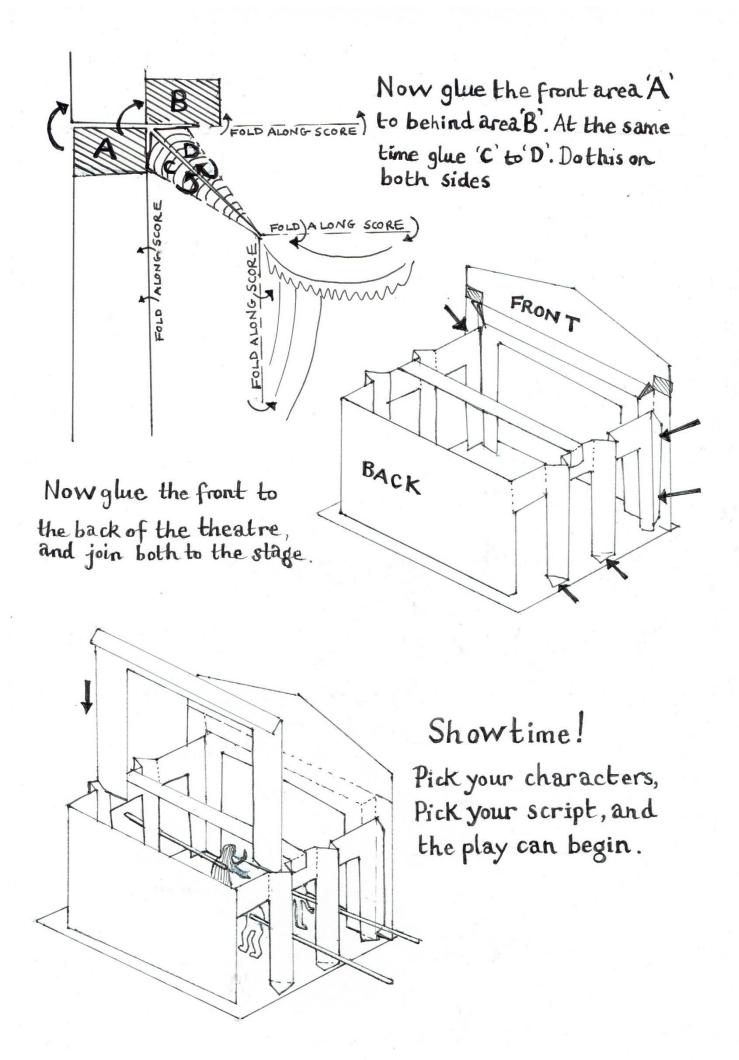
Instructions for a play

- 1. Decide what you/your group would like to explore in your play. You can choose from the following ideas or pick your own:
- How would a local business owner respond to working with an artist?
- What have the young people in this town got to offer?
- How might we unlock the creativity of people who don't consider themselves creative?
- What would happen if we put a musician on a building site?
- 2. Choose a backdrop and insert into theatre.
- 3. Choose two or three characters from the following list, or make up your own:
- Shopkeeper
- Local councillor
- 7 year old boy
- 15 year old girl
- Construction worker
- Teacher
- · Pub landlord
- Visual artist
- Tourist
- Lorry driver
- Musician
- Single parent
- · Office worker

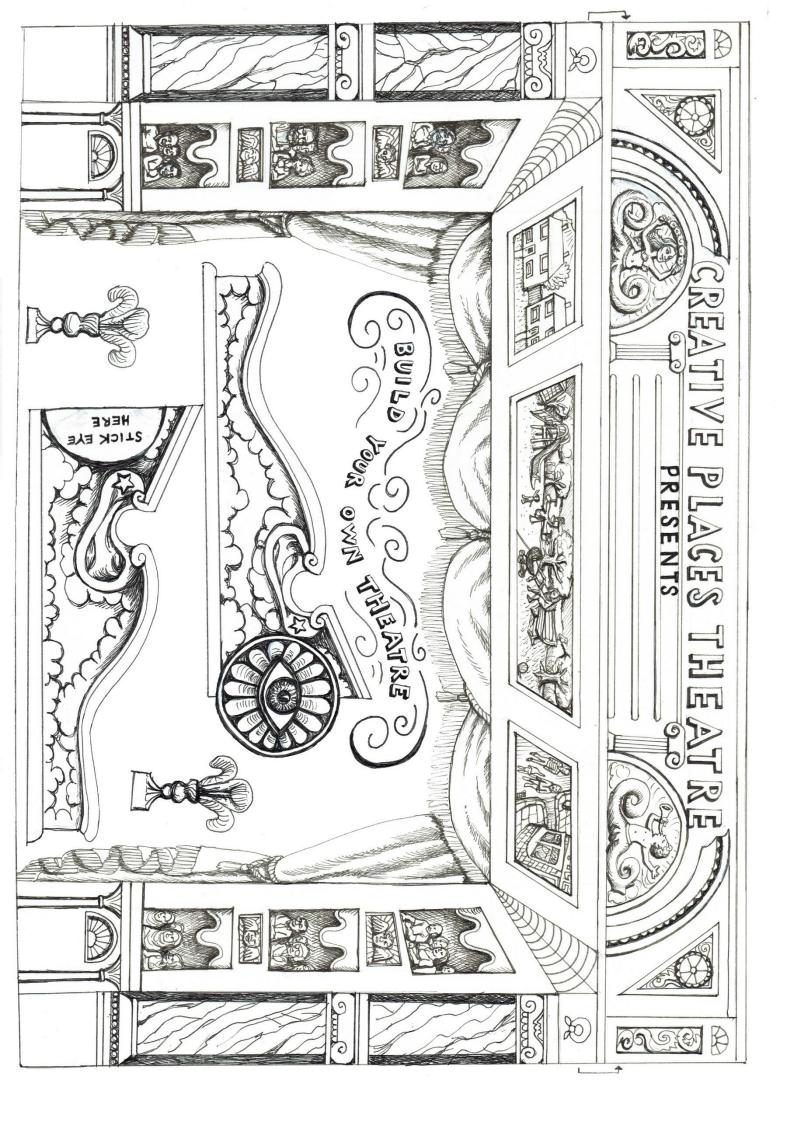
Use the cut-out character shapes and whatever material/photos/images you have to make your characters come to life.

- 4. Get to know them by asking each the following questions:
- What do you want most in the world?
- What is your greatest fear?
- What achievement you are most proud of?
- If you were given an unexpected afternoon off, what would you do?
- 5. Place your characters into the theatre space. Choose which one will speak first. You can pick from the following lines, or script your own:
- "I've always wanted to ..."
- "The thing is I'm not an arty person..."
- "I've had an idea..."
- "I haven't got time for this..."
- "Have you heard about..."
- 6. Let the scene develop. Trust your instinct. See what emerges from the dialogue.
- 7. Try starting again from the beginning and doing things differently.

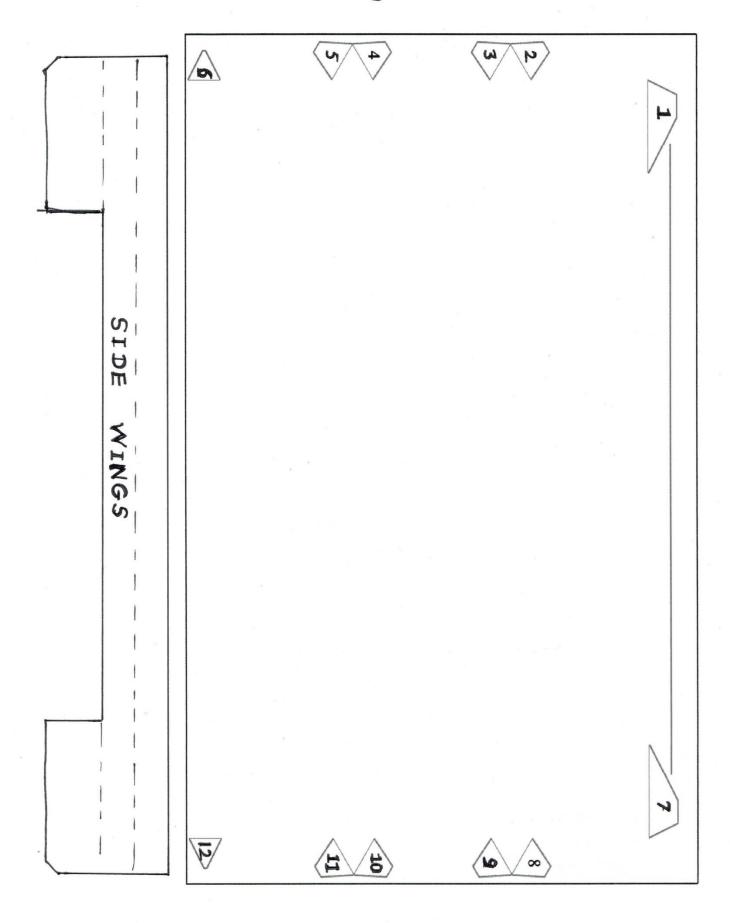




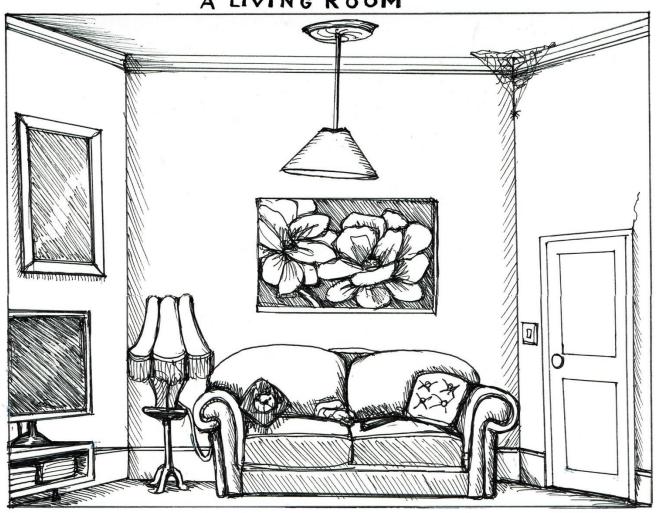
TOP SUF	STICK TO BACK OF THEATRE FRONT		Theatre side panels (left)	4	
SUPPORT BAR	STICK TO BACK OF THEATRE FRONT	TIZ I	Theatre side panels (right)	80	



The Stage



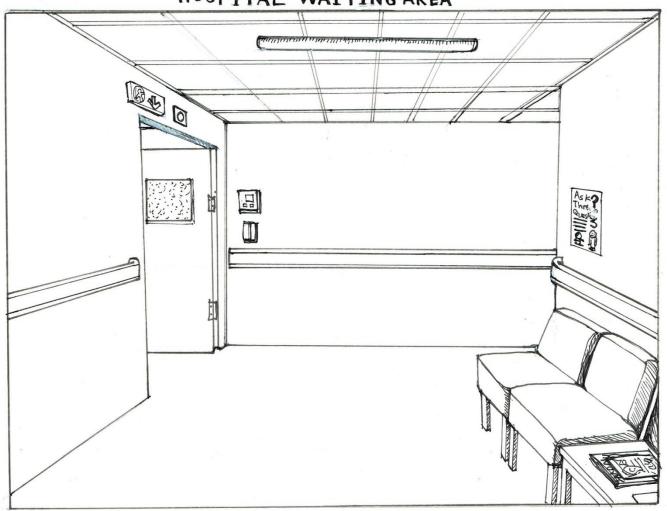
A LIVING ROOM

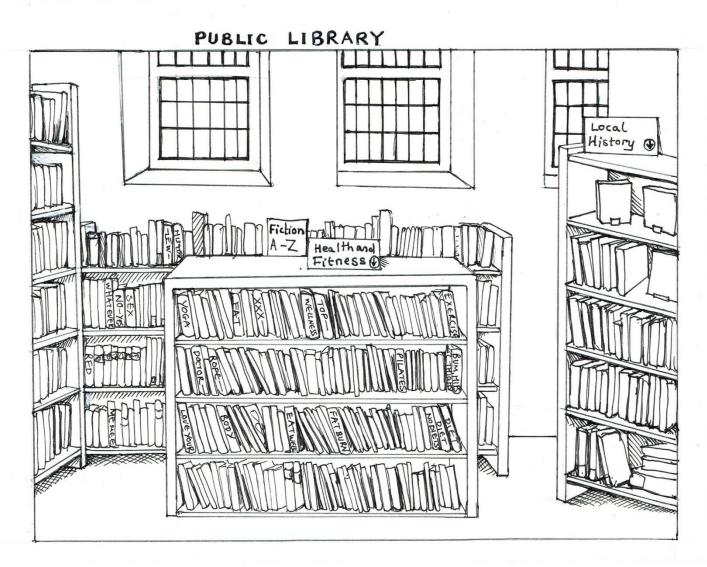


PUBLIC PARK



HOSPITAL WAITING AREA





A PUB

