

ARTPLAY AT HOME



A senspirational play

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5+



Use all your senses as the inspiration to make a dramatic play



Instructions

Use your senses as a starting point for inventing stories.

Character: who is involved?

Choose a **texture** for each participant that inspires their character - e.g. a pine cone may suggest a park ranger.

Place: where does the action take place?

Choose a **smell** that links to a place - e.g. incense may suggest a fortune teller's table.

Event: what happens?

Choose a **taste** that suggests an event - e.g. a biscuit may represent the school fete's baking competition.

Use these senses as starting points for inventing stories that may then be acted out.

Play around with your ideas by trying different techniques: use the sensory objects in the action; introduce new sensory elements to the scenario to evolve the story; change the sense you use for each ingredient and (for example) see how smell affects the choice of character, or how taste evokes a sense of place.

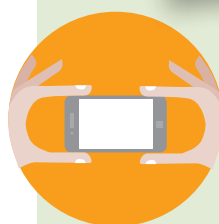
You will need

From your house and surrounds a range of:

- textures (tactile objects)
- smells
- tastes

Performance

Rehearse your play a few times - then invite your friend or family member to watch. Or set up your phone camera, record yourself and watch back the action! Take a photo of your favourite scene as a souvenir.



Share photos of your work on the ArtPlay Facebook page or on Instagram - tag us @artplaykids and hashtag #artplayathome

www.melbourne.vic.gov.au/artplay