



# YOUNG SPACE MAKERS

# WEEK FIVE: FINAL CHALLENGE

## The Final Challenge

In our final session, we'll be putting together all of the skills we've learn so far and taking part in a creative challenge. It's an opportunity to look at all the different elements of the theatre making process and combine them into one big idea. You will be creating a pitch (which means a presentation of an idea) for a show that you'd like to put on at The Space Theatre. You'll make a proposal for a show, including details of the *STORY*, the *DESIGN*, any *TECHNICAL ELEMENTS* and how the play will be *DIRECTED*. You can do this on your own, or you can do it with someone else like a friend or sibling or even your parents! This is a creative challenge to give you an idea of how a theatre-maker might pitch their ideas to a theatre or artistic director.

## The Space Theatre

Before you start putting all of your ideas together, it's important to know about the theatre that your pitch is for. Here is some information about The Space Theatre and the Artistic Director of the Theatre which you might find helpful.

### THE THEATRE

The Space is a theatre on the Isle of Dogs and was formerly St Paul's church. The Space opened in 1996 and has been providing creative opportunities for local residents and support for a wide range of artists ever since.



The Theatre is built inside of the church building, and has flexible audience seating, which means the audience can be moved around and sit in a different position for each performance that is put on. The hall floor is approximately 9m x 9m and also has a slightly raised platform under the main arch. There is also a balcony, where you can operate lights and sound from or even sit more audience members!





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## ARTISTIC DIRECTOR



The Artistic Director of The Space Theatre is Adam Hemming. His job is to ensure The Space is programmed with lots of exciting work throughout the year and to find and work with new artists and performers. He will also run The Space Theatre's workshops and will also direct some of the shows. Adam is the person who decides which shows will go on at the Space, and companies and artists will write a proposal form to him which he then considers with the rest of the creative team. Adam looks for work that is new, exciting and creative.

## Creating Your Pitch

Now you know a bit more about The Space Theatre, it's time to start to put together your pitch. First, we'll explore the ideas you have for your show and plan your pitch and then we'll look at how you structure your ideas into a proposal.

### WHAT IS THE STORY?

First, start with your story. What is going to happen in your play? Is your play a brand new story or an adaptation of an existing one? To help you come up with your ideas, you can use these exercises from week one:

#### FREEWITING

Write for 2 minutes continuously about your chosen topic. Remember, don't stop writing! If you run out of things to say, just write 'I don't know' over and over again until a new thought comes into your head.

#### CHARACTER MONOLOGUE

Find a news article and write a short monologue (one person speaking) from the perspective of a person you pick from the article. Try and think about how that person might be feeling or what they want to do.

Once you have an initial idea for your story, write out a list of *characters* (who is in your play), a list of your *settings* (where the characters will go in the play) and a rough overview of your *plot* (what happens in the play). To help someone understand your story quickly, break down your *plot* into the BEGINNING, MIDDLE and END. You can use this next page to help you with your planning.



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## The Story

List of Characters

List of Settings

## The Plot

**Beginning**

**Middle**

**End**



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## WHAT IS THE DESIGN?

Now you have an idea of your story, it's time to start thinking about the design for your play. Your design is what you imagine the *set* and *costumes* to look like. Remember that your idea should work for The Space Theatre, so remind yourself of what the stage looks like from the pictures above. Here are some things you can do to help communicate your design ideas:

### Create a Mood Board



A Mood Board is a collection of images, fabric samples, colours and words that give a sense of the overall idea. Designers are often inspired by artwork, films or books so it's a chance for them to collate all their inspirations into one place. You can use magazines, newspapers and printed pictures for your mood board or you could create one on the computer using images from the internet.

### Costume sketches



If you have an idea of how you think your characters will look, you could have a go at sketching some costume ideas. This will help us get a sense of the characters in your story and also help us know what time period the play is set or what style the play is. You could also annotate the drawings to tell us what materials might be used.

### Make a Model Box



Using a shoebox or old cardboard box, create your own model box to show your design ideas. You can use items you've found in your house or arts and crafts materials to show what the scenery would look like on stage. Try to remember what the Space Theatre looks like, so that the design is achievable. Take some pictures of your model box so that you can see them in your pitch.



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## TECHNICAL ELEMENTS

Next step is to think about your Lighting and Sound. It's helpful to know if you are planning to use lighting or sound effects in specific parts of your play or if your production heavily relies on technical elements to create certain effects. Here are some ways you can communicate your ideas for Lighting and Sound:

### Lighting Mood Board



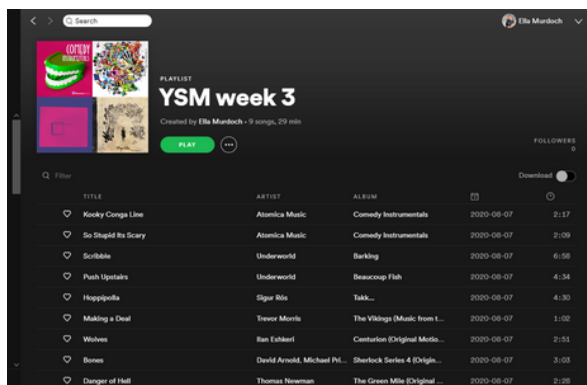
In the same way that you made a mood board to communicate your design ideas, you could create a mood board that shows your lighting ideas. Find lots of images that help show what you would like your lighting to look like. You could use pictures from previous theatre productions or real photographs that could inspire your ideas for lighting design.

### Lighting Your Model Box



If you have chosen to make a model box to show your set design, you could try and light up your model box to show your lighting design ideas. You can use torches, lamps, fairy lights or anything else you can find for your light source, and then use things like sweet wrappers or coloured plastic sheets to change the colour of your light. You can create lighting effects by making a homemade *gobo* from cardboard.

### Create a playlist



To give a sense of your sound design ideas, you can create a playlist with songs, instrumentals or sound effects which sum up the 'feel' of your play. You might include some specific pieces of music that would play at certain points in your story or they could just be helpful to show the overall feeling of your play. Try and find a mixture of songs with lyrics, instrumental songs (film scores are a good place to start) and short sound effects (like a door slamming or a car driving past).



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## YOUR DIRECTION

Lastly, you should also consider the overall 'style' of your play and also any ideas you have for casting your play. Now you have a story and design and technical ideas, the style should be quite easy to decide. Remember, here are some of the styles of play we explored last week:

### NATURALISTIC

Plays performed in a *natural* way with actors playing believable characters in believable situations

### PHYSICAL THEATRE

Plays that contain a lot of movement and dance to tell the story or sometime have no dialogue at all

### MELODRAMA

Plays where the acting is very over the top and exaggerated and usually have *stock characters*

### MUSICAL THEATRE

Plays that switch between speaking and singing and contain dance routines. Sometimes there is no spoken dialogue at all

### TRAGEDY

Plays that are usually very serious and sad, and have an unhappy ending

### COMEDY

Plays that focus on making the audience laugh and usually end happily

Once you have decided on your style, you might want to consider how this might influence your direction of the play. Will any scenes be more important than others? Will there be lots of transitions between different settings or time periods? Will you need to find actors with a certain skill (like singing) to be in your play?

## Casting ideas

You might already have an idea of certain actors who you think would play your characters well. If you do, make a note of them and their pictures. If not, you can create a *character breakdown* to show what kind of qualities you are looking for in an actor. It's helpful to do this for your pitch as it gives the Artistic Director ideas of the kinds of actors you want to work with and they might already have actors in mind. When writing your character breakdowns, remember to include things like their age, gender, physical appearance, specific qualities and specific skills the actor needs. For example:

Man, age mid 50s. Blonde hair required. Posh vocal quality, with bumbling demeanour. Often very clumsy but very intelligent. Must have a good understanding of current politics.





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## Finalising Your Pitch

It's time to put everything together to create your pitch. You can use the following template to write your pitch, or you could just use it for guidance. You can create your final pitch as a written proposal, you could record a video of yourself speaking or you could make a power-point presentation or document. Remember to use all of the other things you have created to help you communicate your ideas!

### Your Pitch

**Your Name:**

**Title of your play (if you have one!):**

**What is your play about? Tell us about the plot, characters and themes.**

**What is the style of your play?**

**Tell us about the Design ideas for your play (remember this will need to work for The Space Theatre):**



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## Your Pitch

**What technical elements will you use? Can you give us an idea of your Lighting or sound design?**

**Do you have any ideas for the Casting?**

**Who do you think would enjoy this play? What kind of audience will come and see this show?**





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## Tips for Pitching

Well done on creating your pitch! As a final stage, have a go at 'performing' your pitch to someone else. Here are some top tips of how to pitch successfully:

### RELAX

Before you start your pitch, take a big deep breath. Don't be nervous to pitch your ideas - remember whoever is listening to you WANTS to hear what you have to say.

### BE PREPARED

You've already done the hard work in creating your pitch, so make sure you have all of the notes and pictures you need with you to be able to deliver your pitch.

### BE CLEAR AND CONCISE

Try not to ramble, be clear about your ideas and use your notes to talk about them clearly. Take your time when talking - there is no rush!

### SHOW AND TELL

Use lots of the things you have created (like a model box or your sound playlist) to help you. It's helpful to be able to show your ideas as well as tell people about them as it helps the person you are pitching to imagine your show!

## Thank you!

Thank you for taking part in Young Space Makers! Hopefully this course was a fun way of exploring theatre and the process of putting on a play. If you've been inspired, then keep going! Keep writing scripts, making model boxes, playing with Lighting and Sound and directing your plays. We'd love to see the things you have been making for Young Space Makers, so please send any pictures or videos to The Space Theatre on our social media channels, which you can find below. If you have any questions about any of the things we have covered, The Space Theatre or anything to do with theatre-making then please do get in touch with us and we'll do our very best to answer. Well done - you're now officially a theatre maker!

