

FINDING A WALK OR GESTURE

AGES: Middle School, High School, College Adults

DESCRIPTION

How to make physical choices that help create a character based on a costume piece.

MATERIALS

Materials Needed: A pile of interesting hats and/or costume props

FULL LESSON PLAN

Objective: Character Creation

1. Have students walk around the room imagining a grid on the floor and just pay attention to their own walk- neutral.
2. Call out different body parts (head, chest, hips, etc) to be lead points – the part of your body that moves first through space.
Between each part go back to neutral.
3. Dump the hats in the middle of the room
4. Have students pick one that intrigues them
5. Without them wearing the hats, just looking at them ask a series of questions.
 - Who wears this hat?
 - How old are they?
 - What race and/or ethnicity?
 - What sex are they?
 - Where do they live?
 - What do they do for a living?
 - What do they want?
 - What do they love to do?
 - Do they have a problem?
 - Etc.
6. put the hats on and see how the character walks, each student picks a lead point.
7. Experiment with different lead points until student knows how the character will walk
8. sit back down and take hat off and look at it
9. what is a gesture this character would do? Think of gestures as windows into the interior life of the character.
10. when students have you have them put their hats on so you know

everyone has made a choice.

11. While sitting everyone just starts to doing their gesture

12. Coach students to make the gesture become smaller gradually until it almost disappears but there is still some movement

13. Coach students in the opposite direction until the gesture is so exaggerated that it propels them to move around.

14. While moving blend the walk and the gesture, deciding how “big” the gesture will be.

15. Walk around the room and have a non-verbal gestural conversation with everyone in the room

walk up to someone do your gesture

they do their gesture back to you

move on

14. When done, divide the class in half and have them count off

15. Seat the two sides across the room from each other

16. Call a number and have the two students come out and have to do a short scene based on the characters they have created.