

Dallas Museum of Art
PUPPETRY CAMP - SUMMER 2012
Residency Plan by Kent Williams

DAY 1

WELCOME -- C3 Auditorium -- 10 minutes

- Intro: rules for camp and DMA
- Intro: "places & faces" within C3 and museum – *who we need to know and why*
- Intro: Mr. Kent and the camp activities for the day, including making **Finger Puppets**

THEATER PRACTICE -- C3 Auditorium – 45 minutes

- Theater improv exercises/games
 - **Echo** – *sound and movement repetition game*
 - **Domino** – *sound and movement repetition game*
 - **1-2-3 Show Yourself** – *group charades-type game, both silent and vocal, for audience guessing*
 - **Story Tag** – *narrative or story building game – with and without puppets*
 - *(See separate "Gameplay" sheet for further explanation of improv games)*
- Explore a variety of puppetry styles with Mr. Kent's finger, rod, hand and marionette puppets
 - *A hands-on introduction to puppet types and manipulation using a variety of toy and professional puppets*
- Prompt discussions about narrative or story elements like *character, setting, action (or plot)* and how we might make up stories for puppet plays
- Introduce vocabulary: *puppetry, puppeteer, marionette, controller, character, setting, action & plot, conflict & problem, solution*

PUPPET WORKSHOP -- Studio -- 60 minutes

- Introduce the studio, it's rules and work areas
- Introduce **Finger Puppet** project, it's supplies, construction process and finished example for reference
 - *Students use felt body forms and a variety of craft materials to create a finger puppet duo or trio of original characters*
- Build to completion, ready for puppetry practice
- Allow glues and paints to dry while on **Gallery Tour**

GALLERY TOUR -- Designated galleries – 40 minutes

- Look for examples of narrative/story elements in gallery works
- Sketch or act out a *character* in a *setting* inspired by the gallery works in preparation for Day 2's **Hand Puppet** project



Dallas Museum of Art
PUPPETRY CAMP - SUMMER 2012
Residency Plan by Kent Williams

- Encourage puppeteers to make their character *active* in a setting, in preparation for a improv games with the rod puppets
- Return to studio to check glue and paint drying and prepare for puppetry practice

PUPPETRY PRACTICE -- C3 Auditorium -- 25 minutes

- Individually and in small groups, allow students to explore puppeteering their rod puppets
 - Introduce techniques for rod puppetry
 - Improvise short narratives or stories based on student's original puppet *characters* and *settings* observed in the gallery works using the game **1-2-3 Show Yourself**
 - Inform students of Day 2's **Hand Puppet** project
 - Dismiss
-

DAY 2

WELCOME -- C3 Auditorium -- 5 minutes

- Refresh: rules for camp and DMA
- Refresh: "places and faces" within C3 and museum
- Refresh: Mr. Kent and the camp activities for the day, including making hand puppets

THEATER PRACTICE -- C3 Auditorium -- 30 minutes

- Individually and in small groups, allow students to practice puppeteering their rod puppets
- Challenge puppeteers to create mini puppet plays using the game **1-2-3 Show Yourself**, demonstrating an understanding of *character*, *setting* and *action* (or *plot*)
- Refresh vocabulary: *puppetry*, *puppeteer*, *controller*, *character*, *setting*, *action* (or *plot*), *conflict*, *solution*
- Explore hand and hand-and-mouth puppets in preparation for the **Hand Puppet** project

PUPPET WORKSHOP -- Studio -- 60 minutes

- Refresh studio rules and work areas
- Introduce the **Hand Puppet** project it's supplies, construction process and finished example for reference



Dallas Museum of Art
PUPPETRY CAMP - SUMMER 2012
Residency Plan by Kent Williams

- Students use canvas hand puppet forms and a variety of craft materials to create original and puppet characters inspired by works from selected museum galleries
- Build to completion, ready for puppetry practice
- Allow glues and paints to dry while on **Gallery Tour**

GALLERY TOUR -- Designated galleries -- *40 minutes*

- Look for examples of narrative or story elements in gallery works
- Sketch or act out a character inspired by the gallery works in preparation for Day 3's **Marionette Puppet** project
- Encourage puppeteers to make their *character active* in a *setting*, in preparation for improv games with the hand puppets
- Return to Studio to check glue and paint drying and prepare for puppetry practice

PUPPETRY PRACTICE -- C3 Auditorium -- *35 minutes*

- Independently and in small groups, allow students to practice puppeteering their hand puppets
- Introduce techniques for hand puppetry
- Explore mixing hand with rod puppetry
- Improvise short narratives with original puppet *characters* featuring *settings* and *action* inspired by gallery works using improv games like **1-2-3 Show Yourself** and **Story Tag**
- Inform students of Day 3's **Marionette Puppet** project
- Dismiss

DAY 3

WELCOME -- C3 Auditorium -- *5 minutes*

- Refresh camp activities for the day: **Marionette Puppet** project

THEATER PRACTICE -- C3 Auditorium -- *30 minutes*

- Individually and in small groups, allow students to practice puppeteering their hand puppets and rod puppets
- Challenge puppeteers to create mini puppet plays using the game **1-2-3 Show Yourself**, demonstrating an understanding of *character*, *setting* and *action* (or *plot*)



Dallas Museum of Art
PUPPETRY CAMP - SUMMER 2012
Residency Plan by Kent Williams

- Refresh vocabulary: *puppetry, puppeteer, controller, character, setting, action (or plot), conflict, solution*
- Explore marionette puppets in preparation for **Marionette Puppet** project

PUPPET WORKSHOP -- Studio – 90 minutes

- Refresh studio rules and work areas
- Introduce **Marionette Puppet** project, it's supplies, construction process and finished example for reference
 - Students use pre-cut wooden body blocks and a variety of construction and craft materials to create an original marionette puppet character inspired by works from the museum galleries
- Build to completion, ready for puppetry practice
- Allow glues and paints to dry while on **Gallery Tour**

GALLERY TOUR -- Designated galleries – 30 minutes

- Look for examples of narrative or story elements in gallery works
- Sketch or act out a character inspired by the gallery works in preparation for Day 4's **Puppet Show** project
- Encourage puppeteers to make their *character active* in a *setting*, in preparation for improv games with the hand puppets
- Return to Studio to check glue and paint drying and prepare for puppetry practice

PUPPETRY PRACTICE -- C3 Auditorium -- 15 minutes

- Independently and in small groups, allow students to practice puppeteering their marionette puppets. This time may also be devoted to continued stringing of puppets as the project
- Introduce techniques for hand puppetry
- Explore mixing hand with rod puppetry
- Improvise short narratives with original puppet *characters* featuring *settings* and *action* inspired by the gallery works using improv games like **1-2-3 Show Yourself** and **Story Tag**
- Inform students of Day 4's **Puppet Show** project in preparation for Day 5's final presentation
- Dismiss



Dallas Museum of Art
PUPPETRY CAMP - SUMMER 2012
Residency Plan by Kent Williams

DAY 4

WELCOME -- C3 Auditorium -- 5 minutes

- Refresh camp activities for the day: **Puppet Show** project

THEATER PRACTICE -- C3 Auditorium -- 30 minutes

- Individually and in small groups, allow students to practice puppeteering their rod, hand and marionette puppets
- Challenge puppeteers to create mini puppet plays using the game **1-2-3 Show Yourself**, demonstrating an understanding of *character*, *setting* and *action* (or *plot*) and puppeteering skills
- Refresh vocabulary adding the terms *rehearse*, *rehearsal*, *blocking* or *staging*, *performance*
- Play **Virtual Story Tag** (act out while improving story) with marionette puppets (and/or rod and hand) in preparation for the **Puppet Show** project

PUPPET SHOW-MAKING – C3 Auditorium – 60 minutes

- Formalize and draft a puppet play incorporating students' ideas for characters, settings and actions (plotlines)
- Cast a student narrator(s) or have Mr. Kent narrate
- Determine what puppets will be used and who will puppeteer them
- How will the play be blocked,
- Rehearse several times making revisions along the way

GALLERY TOUR -- Designated galleries – 40 minutes

- Using one of their original puppet creations ask students to improvise scenes reflective of the characters, settings and actions observed in the gallery works
- Revisit works visited earlier in the week to freshen perspectives
- Discuss new thoughts and revelations

PUPPETRY PRACTICE -- C3 Auditorium -- 35 minutes

- Rehearse the puppet play, making revisions where necessary
- Refresh techniques for rod, hand and marionette puppetry
- Finalize the puppet play (no more revisions) making sure student puppeteers realize they must adhere to what we've all decided
- Ask parents to send students in their darkest clothing (preferably black)
- Dismiss



Dallas Museum of Art
PUPPETRY CAMP - SUMMER 2012
Residency Plan by Kent Williams

DAY 5

WELCOME -- C3 Auditorium -- *5 minutes*

- Refresh camp activities for the day: **Puppet Show**

REHEARSAL -- C3 Auditorium -- *45 minutes*

- Rehearse puppet play from beginning to end
- Have students help assemble all staging required for the performance such as marking the stage with painter's tape for easy blocking guides, placing puppets on racks or in their performance areas, and using tables placed on their sides to create basic stage pieces and for puppeteers to mask themselves from the audience
- Aim for a 15 minute running time

GALLERY TOUR -- Designated galleries -- *30 minutes*

- Have students deliberately consider settings
- Sketch some simple scenic features observed: foliage, buildings, landscapes, etc.

SCENE SHOP -- Studio -- *60 minutes*

- Time permitting, opt for scenery creation
- Using cardboard flats and colored butcher papers, craft simple staging pieces and/or landscapes for the coming performance
- Ask students to reflect upon their gallery visits for inspiration

DRESS REHEARSAL -- C3 Auditorium -- *30 minutes*

- Final opportunity to run through the puppet play
- Aim to go over twice

PERFORMANCE -- C3 Auditorium -- *30 minutes*

- Perform the puppet play
- Allow time for Q & A and photo opportunities
- Dismiss

