

~ Eagle Workshop Outline ~

Important Notes: Anything marked with a star is an activity you will be involved in or where we will break off into groups with YOU leading that group of kids for that activity, no pressure you will all do great :) Instructions lie within smaller sub text under each activity/topic, if you need clarification on anything before hand just let me know. If I am not available, message or call me at:

Introduction: 10 - 15 mins

- *Names of Volunteers

(Be as cheerful, positive and friendly as possible, don't intimidate them, they are kids with untapped wells of potential and ideas if you let them flourish)

- Basic information about workshop; topic, basic sub-topics

- Skills used in acting and why they are important

(Core: communication, emotional control, creativity, wit, clarity of tongue, understanding emotional impact on others and able to pick up on more social queues, Vocabulary and literary skills, explore yourself and others shoes)

- Ask kids for their Famous Actors or Movies as well as their dream job (**tie in with acting**)

Warm ups: 20 - 25 mins

- Walk Around

(changing movement style based on command; can incorporate still emotions & moving places)

- 21

(Counting to 21 with no 2 saying the next at the same time)

- *Group Configurations

(Buzzword shown throughout the group through physical position)

- ***BACKUP GAME** (DEFCON 3 otherwise known as Bus Stop) May just replace for 21 after gauging the room.

(Sitting on a bus stop and getting the other person to move without touching forcing them give them the 1st rule of improv... always build upon a situation and never decline)

*Emotions & Body Language: 25 - 35 mins.

- Different emotions

(**Basic ones, and how words sound and their inter-relationship with the meaning and body language assc. with them**... break off and use kids to present their ideas on how they look. Example: Sadness, more tied and relaxed

posture. Depressed has more woeful connotations as opposed to distressed which has more urgent ones. A still frame for sadness might be someone sitting with hands covering face.)

- Impact on how you say words through emotions and speech elements

(How emotions affect verbal patterns and differentials go through different possible changes

LISTED ON NEXT PAGE, Break off and test with the sentence... "*Geez, i'm sorry i'm late*" come back and possibly present a few)

*Creating a Character: 10 - 15 mins.

- Different kinds of characters

(villains, heroes, rogues... create a character write up with elements surrounding it. Archetype: Batman, use kids to choose and go through the different traits of that character that make them... them...)

*Core Implementation and Scene Work: Around 40 mins. - **Fill in here based on scenes chosen**

Split into groups to work on scenes... will present after time separation between rehearsal and show casing.

Keep in mind for scenes:

- Their clarity of voice
- If they are conveying the emotions that need to be
- Comfortable with what they are reading (Do not expect, but look out for)
- Motivated & natural movement corresponding to text
- No forced emotions or movements (They feel that way)
- Interactions with one another

Different aspects of speech include: ~ (Use for explaining how saying words can change)

- Tone
- Color (Dark or light)
- Inflection
- Diction
- Dialect
- Pauses
- Rhythm
- Accent
- Placement of voice
- Volume & Intensity

If you are confused or need clarification just wave me down, If I am unavailable find Mollie; she knows her stuff