

INSPIRATION CARD 5: ART AND DESIGN

DRAWING AND MODELLING SETTINGS IN *ALADDIN*

In the theatre, part of a dramaturg's job is to research the world of the play and share their findings with the writers, actors, director, and designers to help them with their work. A dramaturg will often create a display board for everyone to reference during rehearsals

TOOLS AND TECHNIQUES FOR CREATING SETTINGS INSPIRED BY *ALADDIN*

1. Talk about the settings and scenery in *Aladdin* with your class. How important were they in helping to tell the story? Ask the children to name the key locations where action takes place and write these on the board.
2. Ask them to think about the main visual features of these different places. How do we know where we are? Ask them to work together to come up with some adjectives to describe the locations and how they help to identify the scene. As well as the scenery, what other theatrical components help to tell the story?
 - Lighting to create moods/Music to signal entrances or characters/Sound effects/Props.

PERFORMANCE: CREATING A SET

Split the class into groups and have each work on one setting so that you can recreate the whole show. Ask them to research pictures and descriptions to help use as references. If the children have written a new scene from Inspiration Card 2 e.g. Agrabah is completely flooded after heavy rain, then they can work on that.

Ask the class to create and dress settings in different ways:

STARTING WITH A MOOD BOARD

Pupils can experiment with colour palettes and different textures of materials using resources they bring in from home and other sources.

If you have tablets or iPads in the class, children can use those to layer up their boards, change background colours and experiment with different images and words (e.g. black and white vs full colour).

WORKING WITH LIGHTING AND SOUND

Experiment with day and night settings and with light effects using torches and using coloured plastic wallets as gels!

Think about how to create the moods and sound effects that will be needed in their scene (e.g. background noise in the market). Can they link characters to particular pieces of music?

CREATING SCENERY

Use the storyboard worksheet (supplied) to build up a setting stage by stage. They draw a basic backdrop in the first frame (i.e. dunes and sky) and copy that across all frames, frame two, add the entrance to the Cave and copy, frame three add palm trees etc.

CREATING SETS

Model designs in 3D using shoe boxes or cardboard boxes cut away on one vertical side to create a stage environment. Different groups of children measure and design their scenery so that it can be interchanged.

Make props out of modelling clay or other materials in the classroom.

Use ICT to find and create realistic backdrops to the action.



PSHE: OTHER IDEAS FOR MOOD BOARDS

You could suggest children create mood boards inspired by the *Aladdin* story but personalised to their own imagination.



- Our own Cave of Wonders
- My amazing Magic Carpet ride
- My three wishes

INSPIRATION FROM SCENES IN ALADDIN

Using the internet and other sources children could research Islamic design, art and fretwork in more detail. They could draw minarets and domes. Try experimenting with paper cutting to create repeating fretwork effects and colour them in or stick them on to different colour backgrounds.

Link with number sequences, Fibonacci and the golden triangle, symmetry and rotation.

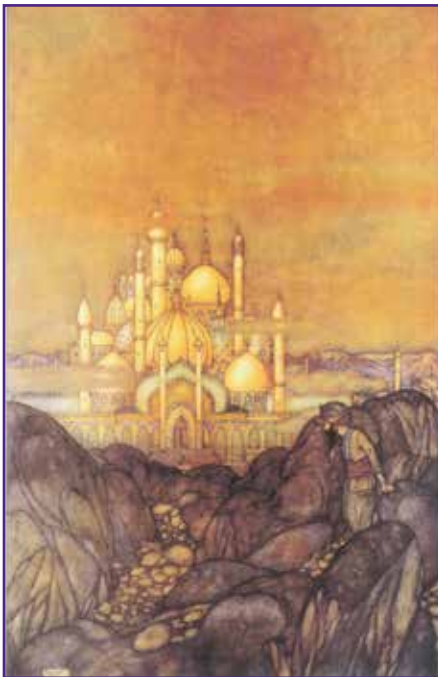


Illustration by Edmund Dulac.



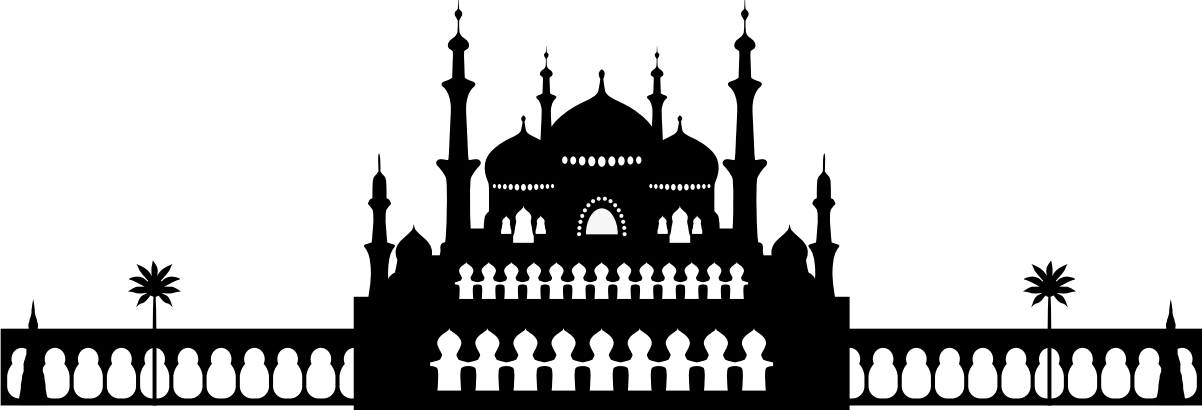
STORYBOARD WORKSHEET

1	2	3
4	5	6

NAME _____

PLANNING AND BUILDING A CLASS MODEL

Draw, design or build a class model of Jasmine's palace out of recycled materials.



NAME _____