

## **Design Activity – set by Nettie Scriven, the designer of the Gulliver’s Travels Production**

### **Building characters from Gulliver’s Travels**

#### **Resources needed:**

A large space

A piece of ‘life-size’ paper (newsprint, lining paper), per person. (If needing to work smaller this can be achieved on an A3 size - but work on huge sheets in a group of 5/6)

Paints / palettes/ brushes/ or extra-large felt pens.

#### **Aims:**

1. Support students to explore a role and develop empathy with their characters.
2. Develop students’ confidence in working in a role
3. Encourage creative and flexible thinking
4. Support group debate and reflection

#### **Activity:**

- **Working in pairs, decide on a character that you find interesting or connect with in the play. (The list of characters can be found on our [character blog](#) where you can also ask characters questions)**
- **Lie on the paper in the shape you think the character has, and your partner will draw the outline around you. This will create a big image.**
- **Then draw the outline for your partner.**
- **Pick a colour, or colours, that represent their moods and feelings, and apply to the character outline, or whole body shape.**
- **Does the shape feel right - do you need to change it in some way?**
- **Add texture to your character... i.e. are they grainy, do they feel like jelly, are they a mixture of textures?**
- **Add anything they might be thinking, or anything they might say, using words.**
- **What moment was the most important to them in the play?**
- **Share what you have discovered about the character with your partner, and then in larger groups.**
- **Use this reflection to develop further conversation about the play’s themes and the character’s dilemmas.**