

NAME:



IDENTITY

In our first workshop Kain recalled how his bedroom almost became a vision board of his desire and ambition to be a dancer with Bangarra Dance Theatre.

He recollected having posters of Bangarra productions and pictures of his Bangarra dancers all over the walls and doors of his bedroom and home.

Kaine revealed how his diaries and journals were full of pictures of Bangarra dancers. The fridge in the kitchen had multiple pictures of dancers and scenes from Bangarra productions.

Even the wall paper of his smart phone featured images of Bangarra dancers.

When Kaine left the house each day and took his keys from a hook near the front door the last thing he would see would be a poster from a Bangarra production.

*vision board: a collection or display of images that represents a person's dreams or visions of their future.

Activity:

Write a tour of a room that is a reflection of a character's identity.

How might this place, and the objects it contains, reflect a character's dreams, hopes, aspirations or obsessions?

Pre-writing activity:

Build a portrait of this place by creating a progressive drawing of this room and the objects it contains.

Take each of the numbered prompts from the envelope.

Read the prompt aloud and then add a quick annotated sketch to the templates.

The templates are:

- **TEMPLATE ONE:** a smartphone (lock screen and case)
- **TEMPLATE TWO:** a journal cover
- **TEMPLATE THREE:** a room or bedroom (choose one from the examples that inspires you or that you think suits your idea for your character)

Once you have added these sketches draw a line linking these objects that you can use to guide your writing of the tour of this room.

Think about where in the room this tour might begin and end.

You might add arrows to this line to indicate the direction of the tour.

It can help to number the points on the tour.

Each number and object might be a paragraph of your piece of writing.

Aim to focus on about 5-8 objects on the tour.

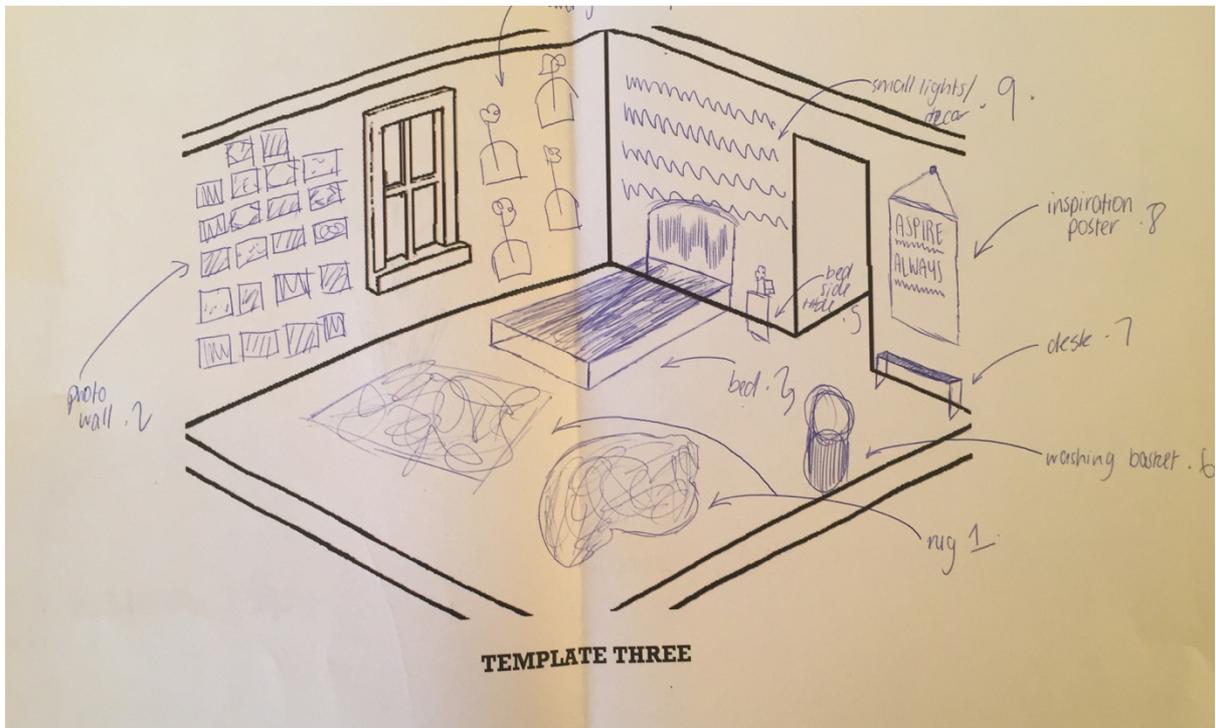
Drafting:

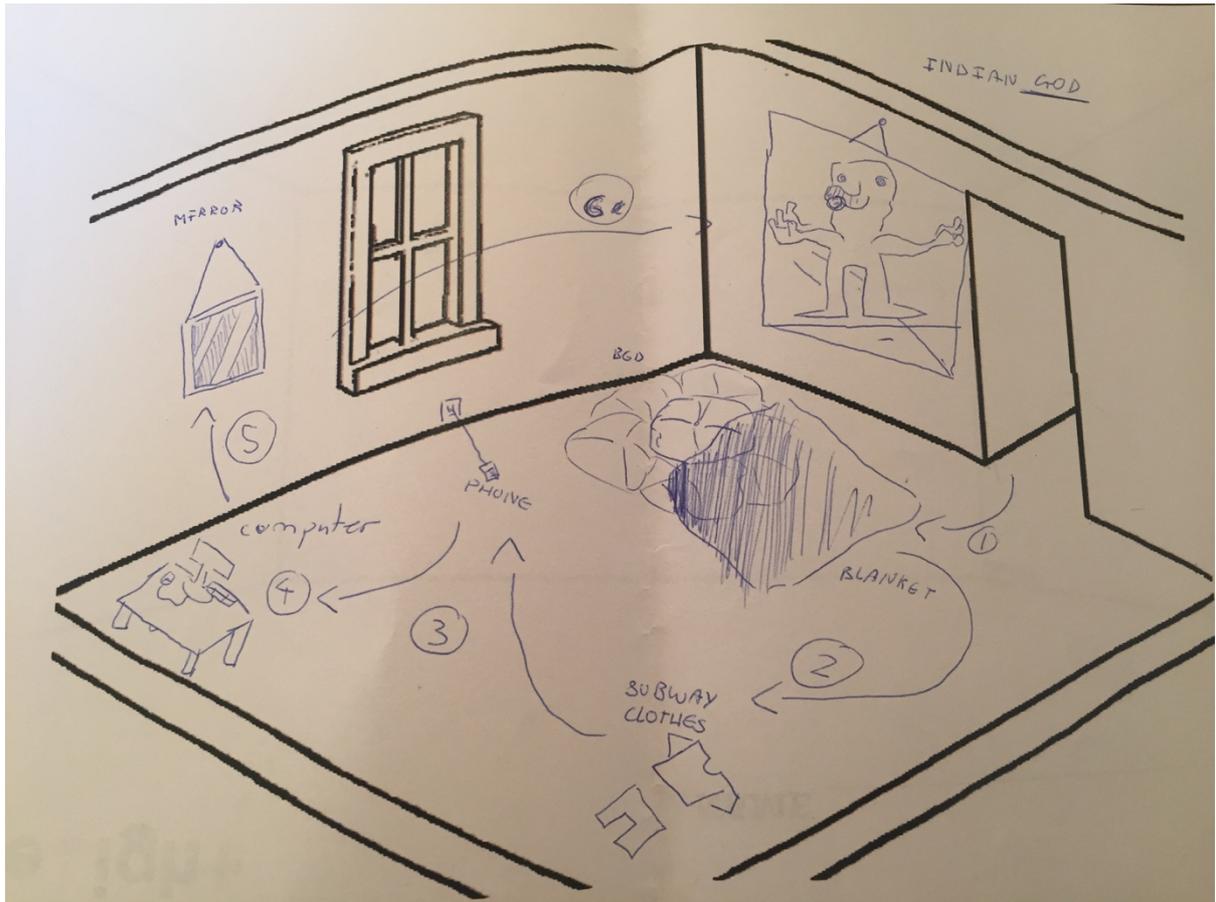
Sentence Starter:

“On entering this room what was noticeable was...

- **Paragraph One:** describe the first numbered object and explain its significance
- **Paragraph Two:** describe the second numbered object and explain its significance
- And on you go to describe the rest of the numbered objects.

MODEL:





CHARACTER PROFILE		QUICK SKETCH OF CHARACTER
FIRST AND LAST NAMES:		
NICK NAME / PET NAMES:		
AGE AND GENDER IDENTITY:	HEIGHT/ BODY TYPE:	
ETHNICITY / CULTURAL HERITAGE(S):		
EYE COLOUR:	HAIR COLOUR AND STYLE:	
OBSESSION/ DREAM/ HOPE/ ASPIRATION		
SPECIAL SKILLS / TALENTS:		
QUIRKS / IDIOSYNCRASIES		
WHEN DO THEY LIVE/ TIME SETTING?		
WHERE DO THEY LIVE? BE SPECIFIC		

JEWELLERY / TATTOOS / DISTINGUISHING MARKS	
OTHER POSSESSIONS:	

PROMPT ONE:

Draw and annotate a quick sketch of the character's **phone case**. Consider how this choice of phone case reflects your character's identity. Perhaps consider the colour, text and images on the phone case. Use TEMPLATE ONE.

PROMPT TWO:

Draw and annotate a quick sketch of the **wall paper** on your character's **smart phone**. Consider how this choice of image reflects your character's identity and aspirations. Use TEMPLATE ONE.

PROMPT THREE:

Draw and annotate a quick sketch of the front page of your character's **journal or diary**. What are the images or written text on this journal or diary that reflect your character's identity and aspirations? Use TEMPLATE TWO.

PROMPT FOUR:

Draw and annotate a quick sketch of an object or objects that would live on the **walls of the room** and that reflect their identity and aspirations. Use TEMPLATE THREE.

PROMPT FIVE:

Draw and annotate a quick sketch of an object or objects that could be **worn** by your character and reflect their identity and aspirations. This **wearable object** could be clothing, shoes, jewellery or any type of accessory. There are no right or wrong answers. Include this object in the room of your character. Use TEMPLATE THREE.

PROMPT SIX: Draw and annotate a quick sketch of an object that would **live on the floor** of the room that reflects the character's identity and aspirations. Use TEMPLATE THREE.

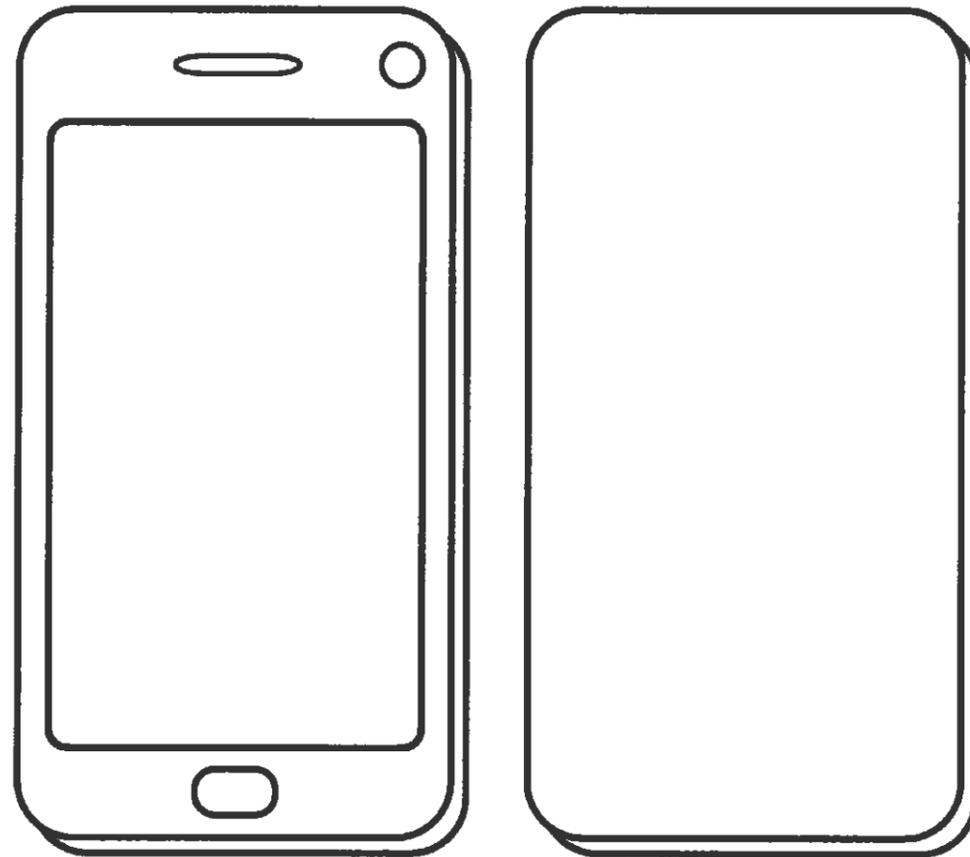
PROMPT SEVEN: Draw and annotate a quick sketch for this room of a **large object** that reflects the character's identity and aspirations. Use TEMPLATE THREE.

PROMPT EIGHT: Draw and annotate a quick sketch of a **small object** for this room that reflects the character's identity and aspirations. Use TEMPLATE THREE.

PROMPT NINE: Your free choice! Add any other objects or elements to the room that you believe would reflect the characters' identity. Use TEMPLATE THREE.

NAME _____

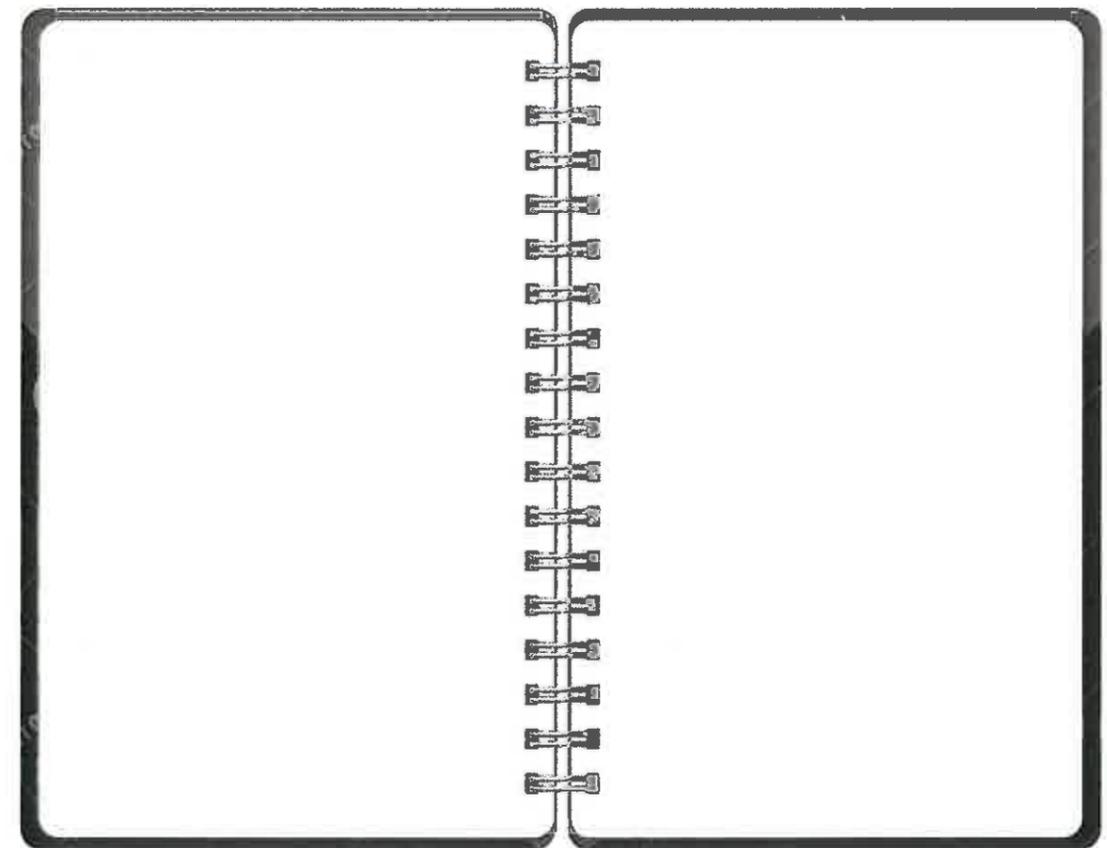
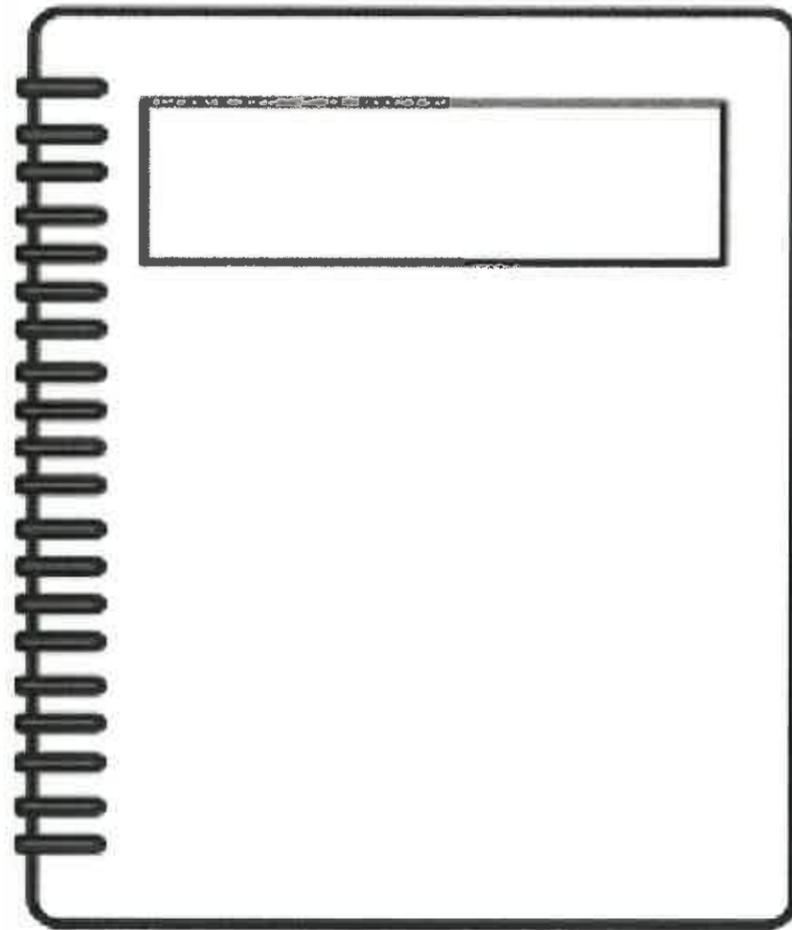
TEMPLATE ONE



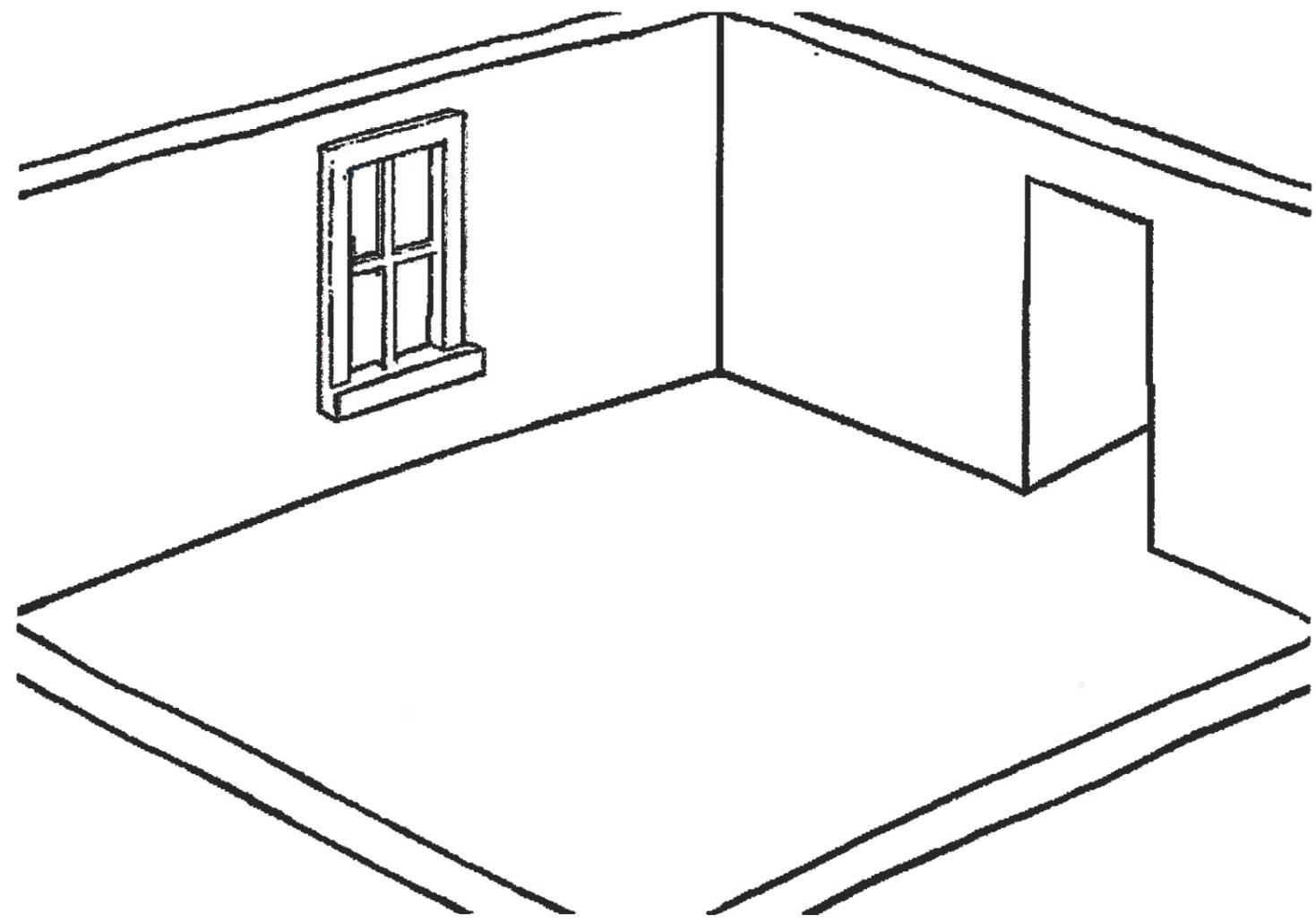
Story FACTORY
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TEMPLATE TWO

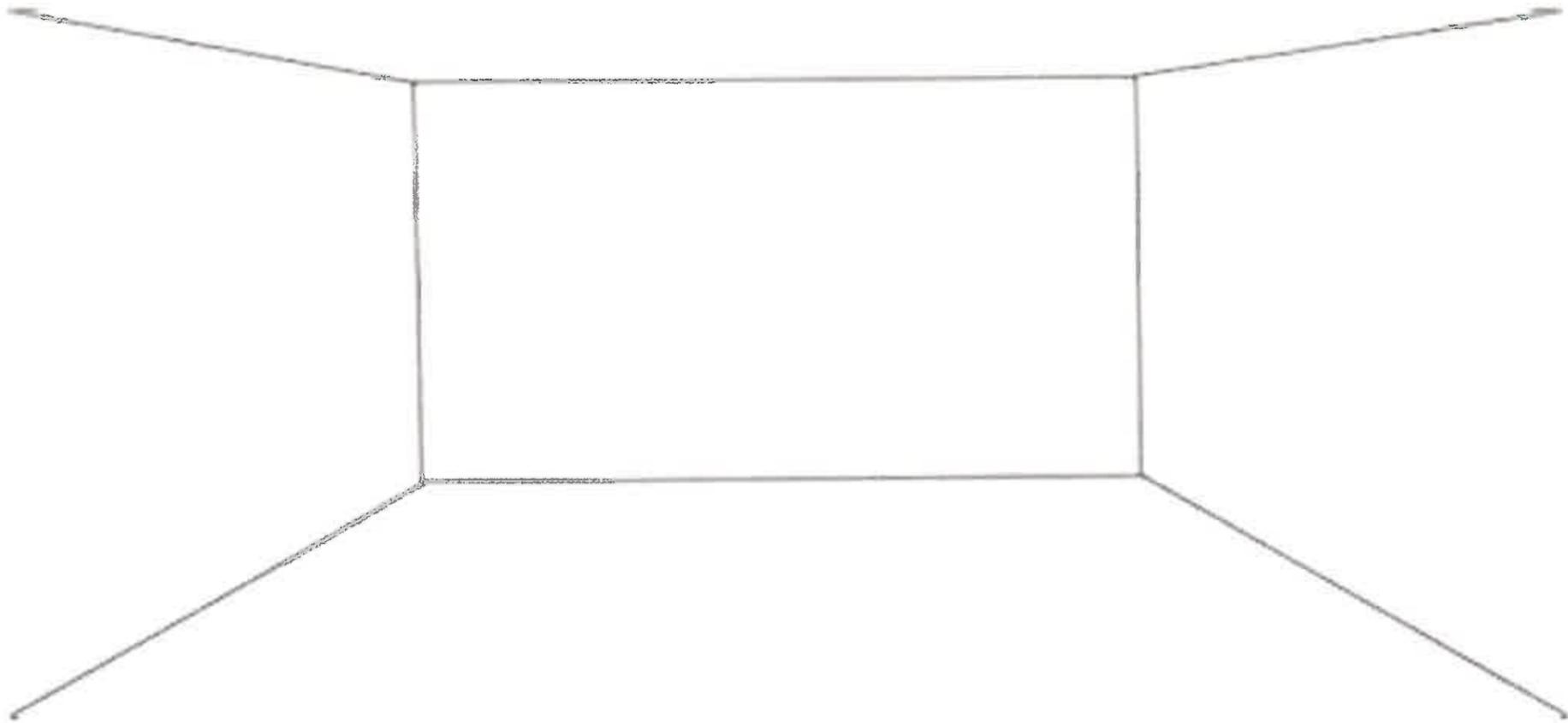


NAME _____



TEMPLATE THREE

NAME _____



TEMPLATE THREE