

# HORNIMAN MUSEUM

## Activity 1: Voices and Movement - Hand

### Try to make your own HAND CREATURE puppet

#### What makes puppets come to life?

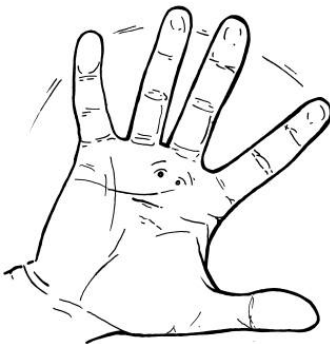
A specially trained person, called a puppeteer, brings puppets to life. Almost any object can become a puppet, if the puppeteer makes the object move and appear to be alive.



1. First, stare at the palm of your hand. Pretend there are 2 eyes staring back at you!
2. **Really** try to believe in the imaginary eyes and face you are looking at. Imagine that it is separate to the rest of your body and that it is a real, live creature - a **hand creature!** Keep looking at your hand.
3. Slowly turn the **hand creature** to face the other **hand creatures** if you are with someone else doing the same.
4. Introduce the **hand creature** to the other **hand creatures** in your classroom. Imagine how your **hand creature** feels and behaves when it meets these puppets. Is it scared/happy/curious? How does your **hand creature** move when it is scared/happy/curious?

#### Next: Try to make a voice for your HAND CREATURE!

The voice of your puppet is really important! How do you want it to sound?



1. Is your **hand creature** a happy/sad/grumpy character? If it is happy/sad/grumpy, how will its voice sound?
2. Try making different sounds with your voice. First try making your voice sound squeaky and high! Now try making your voice deep and soft.
3. Now choose a voice for your **hand creature**. Which voice suits your hand creature the best?

## Activity 2: Voices and Movement - Object

### Try to make an OBJECT CREATURE puppet

#### What makes puppets come to life?

A specially trained person, called a puppeteer, brings puppets to life. You can make almost **any** object become a puppet, if you can make the object move and appear to be alive!

1. First, choose an object – **any** object. It might be something in your pocket. It can be anything that you think you can make look alive! It could be: **a bunch of keys, a notebook, a pencil, a pair of sunglasses, a watch or a piece of jewellery**

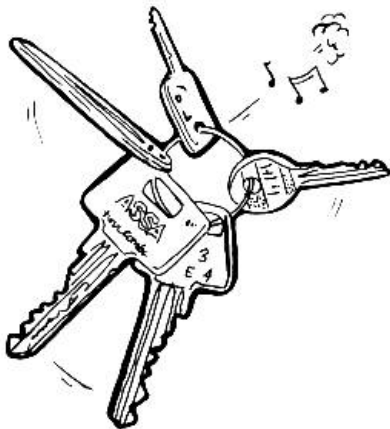


2. Look really carefully at your object. Find a way for it to walk/slither/ jump or fly!

3. **Really** try to believe in your imaginary creature. Imagine that it is a real, living **object creature**! Keep looking at your object.

4. Introduce the **object creature** to the other **object creatures** in your classroom. Think about how your **object creature** moves when it is sad/dizzy/busy. Is it a kind/clumsy/silly character? Can you make it move in a kind/clumsy/silly way?

#### Next: Try to make a voice for your OBJECT CREATURE!



1. If your **object creature** is kind/clumsy/silly, how will its voice sound?

2. Try making different sounds with your voice. First try making your voice sound squeaky and high! Now try making your voice sound deep and soft.

3. Now choose a voice for your **object creature**. Which voice suits your **object creature** the best?