

# WORKSHOP I (Participants have not seen the play yet)

Duration: I hour

Each of the four main characters in Woolf has a secret and creates illusions around that secret to disguise the truth. The assignment is to devise a 3-5 min scene where a possible secret is either defended (and remains hidden) or is revealed.

Workshop leaders must assign either a character (or couple) to participants to enable them to improv a scenario.

Question: What is the 'secret, and is it defended or revealed?

#### Warm Up:

Party Game – either – participants are given a famous person which is stuck to their back. They do not know who this person is, but have to guess who they are from the way the other 'guests' treat and talk to them.

Or – The 'Host' of the party must guess who each of his/her guests are as they enter the party, if they can't guess within a few minutes the next guest arrives and can then interact with the one already there, when a 'guest' has been revealed they leave the party. (5-7mins)

### Teaching (part 1):

Talking about the characters - Give the participants hints to the characters of each of the main four leads, as well as to what possibly will happen in the play (no spoilers!) (7-10 mins)

## Teaching (part 2):

Characterisation – get the participants to move around the room/or perform an action depicting how they would physically characterise the person and the action they must perform.

e.g. how would Martha drink a glass of whiskey? How would George walk around the university campus? (remember they will already know what type of person they are from the previous discussion).

(7-10 mins)

# Project:

Divide participants into groups. Assign them their roles. Explain project - they must answer the question stated above. (3-5 mins). Use possible scenarios or illicit ideas (let them dictate what they come up with if they are a strong enough group). Devise scene/rehearsal (7-10 mins). Perform scenes for the group (20-25 mins)

#### Conclusion:

Discussion of scenes, vote for best secret or best revelation (3-5 mins). \*If you have extra time have groups devise a follow up scene to the aftermath of their favourite conflict (2mins to prepare a 30 sec reaction)

Times are suggestions only and are subject to group ability.