

Title	Build A Machine
Duration	1h
Nr of participants	5-25
Logistics (space, materials...)	Ensure an open and unoccupied floor, providing ample space for participants to move freely and seamlessly transition into working groups. Additionally, make available diverse support materials such as films, pictures, and sign language to enrich the activity and cater to various learning preferences.
Precautions	Prepare participants for the possibility of physical contact during the activity.
Objectives	<ul style="list-style-type: none"> - Creativity - Teamwork - Fantasy - Physical understatement.
Preparation	Consider introducing the workshop or activity by showing a preview film beforehand, if possible. This will help participants familiarize themselves with the content, promoting better preparation and a more predictable experience when the group convenes.
Description	<p>In this activity, we're building a machine using sounds and movements. Here's how it works:</p> <p>Initiating the Machine:</p> <ul style="list-style-type: none"> o Start with one person on the "stage" making a move accompanied by a sound. o Each subsequent participant adds their move and sound to the machine. o Decide beforehand to build the machine with 4-7 participants. o Once completed, the audience gives the machine a title. <p>Guiding Participants:</p> <ul style="list-style-type: none"> o To help those who need more time or feel nervous, invite 4-7 participants to start individually in a phased approach. o Repeat this initial phase as needed until everyone understands the process. <p>Developing the Machine:</p>

	<ul style="list-style-type: none"> o In the next phase, instruct the group inside the machine to stop and start simultaneously or one by one. o Experiment with sounds and moves, creating varied rhythms. o Use music as a guide for the machine's movements and changes in mood. <p>Dueling Phase:</p> <ul style="list-style-type: none"> o Introduce a duel phase where participants use the established moves and sounds. o This adds reflection and can lead to the machine changing based on different moods. <p>Final Phase - Theater Performance:</p> <ul style="list-style-type: none"> o Participants form groups, each selecting or being given a subject/theme. o Create a theater performance that tells a story using the machine's movements and sounds.
--	--

- Groups present their performances, and the audience guesses the story or title.

