

CREATING A CHARACTER

THE TASK: FOLLOW THE HINTS AND TIPS ON THE FOLLOWING PAGES TO CREATE YOUR VERY OWN CHARACTER.

THERE ARE NO RULES

IT'S UP TO YOU

THEY COULD BE YOUNG OR OLD, BIG OR SMALL

A PERSON OR AN ANIMAL

A DOCTOR, A NINJA, A PIRATE, A KING

A HERO, A VILLAIN OR A DANCER THAT SINGS

A GRUMPY CAT OR FUNNY DOG

A SHOPKEEPER WHO LIKES TO JOG

AN ALIEN WHO'S COME TO EXPLORE

IT COULD BE ANY OF THESE AND SO MUCH

MORE!

HAVE LOTS OF FUN CREATING AND USING YOUR

AMAZING IMAGINATION!

WHAT'S MY NAME?

A NAME IS SOMETIMES A GOOD PLACE TO START.
SOMETIMES NAMES GIVE US CLUES TO OUR CHARACTERS

FOR EXAMPLE – HERE'S OUR ALIEN



IF HIS NAME WAS – **BOB**

HE MIGHT BE FRIENDLY AND KIND AND DEFINITELY NOT SCARY

BUT IF HIS NAME WAS – **GRAND MASTER ARTECH OF THE 6TH DIMENSION**

HE MIGHT BE POWERFUL AND BOSSY AND A LITTLE BIT SCARY

- WHEN CHOOSING YOUR CHARACTER'S NAME, THINK ABOUT HOW IT MAKES YOU **FEEL**. WRITE DOWN SOME WORDS, IT WILL GIVE YOU CLUES FOR YOUR CHARACTER'S PERSONALITY.

HOW DO I MOVE?

A BIG PART OF CREATING YOUR CHARACTER IS FINDING OUT HOW THEY MOVE.

ARE THEY **FAST** OR **SLOW**? DO THEY STAND **TALL AND CONFIDENT** OR ARE THEY **SHY AND SMALL**? HOW DO THEY MOVE THEIR ARMS AND LEGS? ARE THEY CURIOUS? DO THEY LOOK AT EVERYTHING OR DO THEY CONCENTRATE ON 1 THING?

TASK - PLAY WITH DIFFERENT WAYS OF MOVING AROUND THE ROOM. START BY WALKING AROUND THE ROOM NATURALLY AND THEN MORPH INTO YOUR CHARACTER. CHANGE ONE THING FIRST – IF YOU USE SMALL STEPS, TRY MAKING THEM BIGGER OR TAKING LOTS OF TINY STEPS. NOTICE HOW THE CHANGES MAKE YOU FEEL.

- TOP TIP! - WATCH OTHER PEOPLE CLOSELY – SOMEONE IN YOUR FAMILY OR A CHARACTER FROM A TV SHOW – TRY COPYING HOW THEY MOVE – BE AS SILLY AS YOU WANT, IT'S IMPOSSIBLE TO GET THIS WRONG!



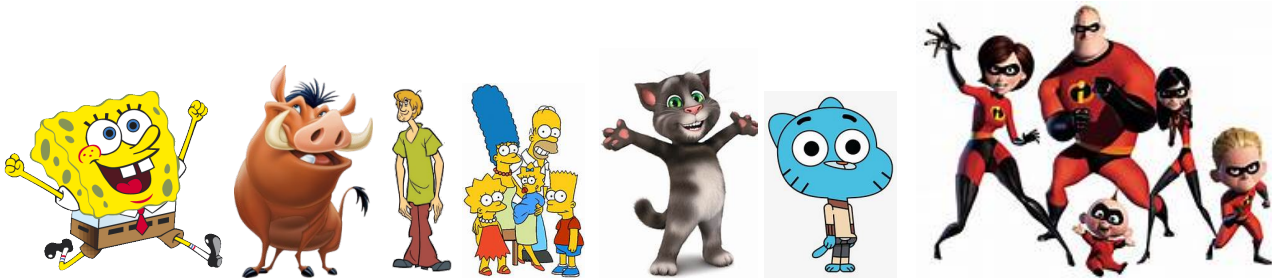
IF YOUR CHARACTER IS AN ANIMAL, WATCH SOME WILDLIFE VIDEOS ON YOUTUBE AND COPY THEIR MOVEMENTS

IT CAN BE FUN TO IMAGINE YOUR CHARACTER MOVING IN DIFFERENT WAYS – HOW WOULD THEY MOVE IF THEY WERE **STUCK IN MUD**? HOW WOULD THEY MOVE IF THEY WERE AS **LIGHT AS A FEATHER**? HOW WOULD THEY MOVE IF THEY HAD **A REALLY LONG NOSE**? HOW ABOUT **UNDERWATER**? - HAVE FUN EXPLORING.

ONCE YOU HAVE DECIDED HOW YOUR CHARACTER MOVES THEIR **BODY**, IT'S TIME TO THINK ABOUT THEIR **VOICE**.

HOW DO I SPEAK?

THINK OF ALL THESE CHARACTERS VOICES –



SOME ARE SQUEAKY AND HIGH AND FAST, SOME ARE LOW AND SLOW.

HOW DO YOU WANT YOUR CHARACTER TO SOUND? PLAY WITH **PITCH** (HIGH AND LOW) AND **PACE** (FAST AND SLOW).

ONCE YOU'VE FOUND A VOICE YOU LIKE, IT'S TIME TO PLAY WITH **TONE**

HOW DOES YOUR CHARACTER SOUND WHEN THEY ARE -

HAPPY **MAD** **TIRED** **HYPER** **LONELY** **SLEEPY**
GRUMPY **CONFUSED** **BRAVE** **JELOUS** **RELAXED**

➤ **TOP TIP!** - TRY OUT YOUR VOICES AND MOVEMENTS IN FRONT OF A MIRROR.



LOOK AT HOW MUCH YOUR FACE CHANGES WITH THE DIFFERENT VOICES AND EMOTIONS.

PLAYTIME IDEAS

NOW YOU'VE CREATED YOUR CHARACTER, WHY NOT TRY OUT SOME OF THE FUN TASKS BELOW

- **FASHION SHOW – USING THINGS AROUND THE HOUSE CREATE A COSTUME/OUTFIT FOR YOUR CHARACTER**
- **STORY TIME – CREATE A SHORT SCENE WITH YOUR CHARACTER AND SHARE IT WITH YOUR FAMILY**
- **DANCE PARTY – IMAGINE YOU ARE HOSTING A PARTY AS YOUR CHARACTER, CHOOSE THEIR FAVORITE SONGS AND GET FUNKY!**
- **CREATE A TWIN FOR YOUR CHARACTER WHO IS OPPOSITE IN EVERY WAY – GIVE THEM A NAME, VOICE AND MOVEMENT.**

HAVE FUN!!!