

CANDY BONES THEATRE

IDEAS BOBERT

LEARNING GUIDE

About the Artist

Candy Bones Theatre specializes in original immersive theatrical productions and creativity education. Artistic director and performer, Candice Roberts is 5th generation settler and artist based on the ancestral territories of the Coast Salish Peoples, including the territories of the xʷməθkwəyəm (Musqueam), Skwxwú7mesh (Squamish), and Səlílwətał (Tseil- Waututh) Nations. She brings her passion for interweaving artistic disciplines such as physical theatre, music, mask, puppetry, clown, and dance to create stories that explore the humor, the heartbreak, the trials, and the tribulations of being a human in this world. Cultivating anti-oppressive and intersectional understandings is important in Candice's artistic research of creativity, decolonization, and the connections between self-expression, mental health, and community.

About the Performance

In this 30-minute filmed performance, Candice explores tap-dance, clowning (physical theatre), puppetry and stop motion projections to tell the heartfelt story of Ideas Bobert who is learning the importance of listening to his own heart.

About the Art Form

Dance, theatre, and puppetry have been used for hundreds of years to captivate audiences and express an idea or a story, however, it is a fairly modern concept to mix media and art modalities to create multimedia interdisciplinary works. Puppetry gives voice to surprising characters and offers a creative approach to expressing a different side of a story. Stop motion animation takes this a step further where objects can appear to move by themselves. Music and Rhythm are used to draw emotion and express feelings. Central themes to Ideas Bobert are creative thinking and how self-expression supports mental health. What are the ways in which we practice self-love, self-care, and self-awareness? In Ideas Bobert, this is the metaphor of listening to our hearts. What are the many ways besides, but as well as, using words in which we can express our feelings? How can we bring an idea to form through creative problem solving and outside-of-the-box thinking?

Links to Curriculum

Music- History; What is that big machine? (it is a record player playing 1920's ragtime piano!!!!) How does different music make us feel or move? I.e; sad cello, happy piano, exciting drums.

Social Health- Self-awareness, self-expression, and the importance of creative thinking in building confidence and identity. What makes us feel heard and understood?

Physical Education- The different ways to find delight in exercise and movement (not just sports!)

Pre-Performance Discussion Questions

What makes an interdisciplinary artist?

Have you ever studied dance? What kind?

Does anyone know what stop-motion animation is?

Has anyone ever tried puppeteering?

What do self-care and self-awareness mean to you?

Do you know what a metaphor is?

Post-Performance Activities

Alternative uses game: The teacher holds up an everyday item and the students brainstorm as many possible uses for the item. (ie: A spatula can be a back scratcher, paint scraper, a reacher, a bug splatter.. etc) This game is fun and practices divergent thinking.) Ideas: spatula, cooking pot, a book

The Scribble Game: In pairs; each person makes a scribble on a piece of paper then exchanges it with their partner. They then have 1-3 minutes to turn that scribble into an image. An exercise in practicing perspective.

Everyday Object Theatre: Have the students form groups of 3 or 4. Ask them to each find common objects from the room (such as a pencil, a cup a piece of paper) to "puppet". Give them 10 minutes to create small plays to share with the class. Exercises perspective, creative thinking, and impulse trust!

The Yes Game:

One person (participant) leaves the room and the class decides what they want the person to "do" when they return- (jump on one leg, sit on a chair and read a book, put on their jacket).

When the participant re-enters the room, the class applauds for them as they are about to perform. If the participant does anything near/close/similar to what the