

# HAY FESTIVAL

*imagine the world*



## DANIEL MORDEN

### Secret Tales From Wales

#### What is a story? Why do we need to tell them?

A story is a helpful frame or context for an experience. The telling of a story enables us to investigate the events contained within it.

#### What is a traditional story?

A tale created by a community rather than one writer. It is a tale that has developed as a result of repeated tellings. The fears, aspirations and obsessions of a society are contained within its traditional stories.



#### Name three traditional stories. What is the difference between Jack and the Beanstalk and Pandora's Box

The major difference is mood. J&TB is playful and repetitive. Pandora's Box is more thought-provoking and mysterious. It is the difference between a joke and a story from the Bible. One story sets out to entertain: the other to make you think.

Daniel collects and rewrites traditional stories. He doesn't invent the plots. Is he still an author?

#### How did Daniel use movement during his performance? Can you think of a plot point when Daniel replaced words with a gesture? Why did he do this?

Sometimes a physical action can convey information more succinctly than a paragraph of words. Daniel's mime of the blacksmith beating the devil with the hammer deepens our understanding of the blacksmith's character - his strength and delight in inflicting pain - as well as advances the plot.

#### How did Daniel use tempo and intonation? When did he speak slowly, when quickly? When loudly, when quietly? Why?

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#### How did Daniel use tempo and intonation? When did he speak slowly, when quickly? When loudly, when quietly? Why?

The modulation of his voice helps indicate mood and escalate tension.

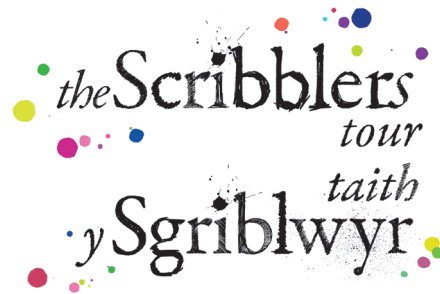
#### How did hearing the story differ from reading it? What are the advantages of each art form?

Daniel's performance mediates between the story and the recipient. He momentarily inhabits characters, so that we have a clearer sense of their personalities. Non-verbal communication - Daniel's use of movement, facial expression, intonation & pace - gives the audience an enormous amount of information without them knowing they are receiving it.

But Daniel can't come home with you! You can take a book away at the end of the show and enjoy the story whenever you like, wherever you like. You can stop the story and resume it when you see fit.

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## ERIC NGALLE CHARLES

### I Feel At Home, Away From Home

Eric describes the powerful journey he has made in his life and the reasons he had to leave Cameroon when he was 17.

Describe six things that you think are really important to take with you on a long journey and why you would bring them.

Discuss the priority of these objects and the difference between the functional and sentimental choices.

Describe one single thing you would take with you if you had to leave home suddenly, never to return.

If you have selected your phone then think again, what one object would you bring other than your phone.

Imagine that you are Eric for a day, perhaps when he was 17 and had to leave Cameroon so suddenly, or when he was living on the streets in Russia.

Describe in poetry or prose what this experience might be like, think about what the journey or streets might look like and smell like, the temperature, what you might hear, who you might meet and how you might need to behave to stay safe.



## EMPATHY - CLOUDS OVER SIDRA

Watch this short film about a 12-year-old Syrian girl called Sidra who is living in the Za'atari refugee camp in Jordan <http://dragons.org/creators/chris-milk/work/the-united-nations-clouds-over-sidra/> (if you have the app <https://www.with.in> you can watch this film in virtual reality)

This film was commissioned as part of the United Nation's advocacy at the World Economic Forum in Davos to state and business leaders and offers a unique perspective into the lives of the world's most vulnerable people.

Imagine that you are Sidra and describe a day in her life using all of your senses.

Explain what helps you to understand what someone else is feeling having watched this film.

Describe what might stop you from understanding what another person is feeling or experiencing, particularly if that person is from a culture different to yours.

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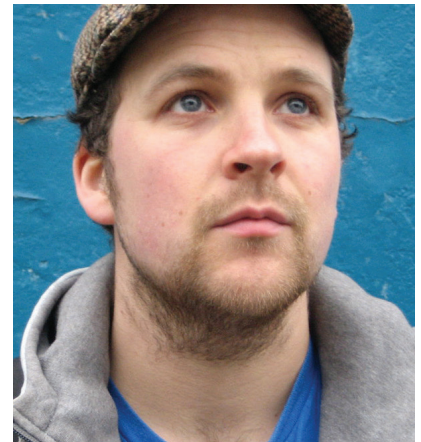
## STEVEN CAMDEN

### Build A Story

By the end of the session, students will have the basic outline/back-story of a character just from talking through ideas. It's important that this informal style carries on back in class.

These are all exercises that will give you possible starts to your story and will make it more dynamic.

You know your characters now. They're real and solid. No matter what happens, you can always come back to them and start again if you want to. Remember not to block ideas by waiting for something amazing. Every idea you are not happy with at first is just a stepping stone to a better one.



### 1. MAP

Draw a map that covers the places your character regularly visits: school, home, friend's house, Nan's house, park, shops, anywhere. Lay it out on paper big enough that there's plenty of space in between places. Draw little pictures to represent each place and give a sense of what your character thinks of it. How does s/he get around? Bus, foot, train, car? Join up the places with lines and see the web of how your character moves around.

Add other places, places you're making up. A marsh. An abandoned house. A running track. Worst enemy's house. Whatever you like.

This map will be your reference at any time for the story. Sometimes just looking at the world from above can give you ideas.

Look, there, near the swimming pool, what's that? Draw something there. A bag. A dog. A dismembered hand.

Your character finds the thing. How did it get there? What does it mean?

What happens next?

### 2. PHONE

Your character's phone rings. S/he picks up. We can only hear their half of the conversation that follows. Use your hand as a phone and pretend you are that person. You'll need to decide who's phoning and then make it up as you go along. Do you pace up and down gesturing with your hands? Do you stand still? Do you sit down? How do you speak?

Try it a few times, play with it, then, when you like what you come up with, write it down.

eg.

*What?*

*When?*

*You're kidding me! But he said I had until Tuesday! What am I going to do? I'll never get it finished!*

This gives you three things: another character and relationship to explore, a possible problem that your character needs to deal with and a glimpse into how your character actually speaks.

Keep going until you feel that it's interesting and you want to know more. What happens next?

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## 3. LATE NIGHT SOUND

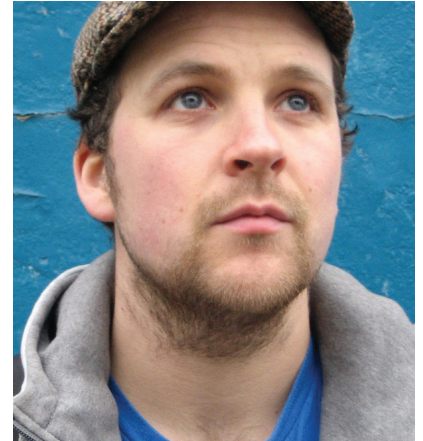
Your character is in their room. It's late, but they're not asleep, or maybe they were asleep, but something has woken them up. A sound has woken them up.

Everything feels quiet. They try to listen and hear it again but there's nothing; only the sounds of the sleeping house.

What can they see? Remember the light? Describe things as they look around. Textures. Colours. Details.

There it is again. The sound. What is it? Where is it coming from?

Put yourself there in your mind. Lie down if it helps. You are your character. What is it that you can hear?



## 4. INTERROGATION

This one works best with a partner or a group, but you can prepare questions and use a mirror if you're on your own.

Sit in a chair, facing your partner or rest of the group. You are your character. Something has happened. Something important. You are being interviewed. You are being interrogated. Questions are coming at you thick and fast, you have to answer as your character.

e.g.

*What did you see? Did the man give you something before he vanished? What was in the bag? Are you a good liar?*

The less organised the questions are, the better. That way unusual ideas will pop up and at some point, something interesting will happen, a certain question, a certain answer. Whatever grabs you and makes you want to know more, take that as your starting-point.

Write it down. What happens next?

Swap roles with your partner/group so that everyone gets chance to play both roles.

## 5. FAMILY

This is a role play. You and your partner or group will play different roles. If there are two of you, both of you may have to play multiple roles. If you're on your own, you definitely will.

It's a family meal. Who's there? Choose your characters. Is it a special occasion? What time is it? Where are they? You set the scene.

Your character (you) is late. You walk in. What happens?

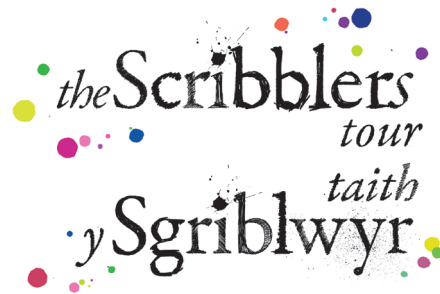
Role-play the scene without a script. Who gets angry? Who says nothing? What happens? Argument? Tension? Silence?

Whatever happens, somebody at some point says something that nobody was expecting. Who says it?

What do they say? What does it mean for your character? What happens next?

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**GEMMA CAIRNEY**

## Take The Irl Vs Url Quiz

**When you put your phone or device down after a boredom-filling session, you realize you have been looking at it for....**

- A Between 0-30 minutes.
- B Between 30 minutes to 1 hour.
- C More than an hour.

### On holiday you and your phone...

- A Have a much needed break from each other and it is switched off most of the time.
- B Comes everywhere with you, but you only check it a couple of times a day.
- C Are letting all your mates see constantly what amazoid food you are eating, how much you are in love with the sights, your sun-kissed body and perfected holiday pose.

### When you are online you are mostly...

- A On social media talking to your friends and looking at cute dogs.
- B Doing a) above and ordering stuff you don't need.
- C Doing all of a) and b) above and you sometimes end up down rabbit holes looking at stuff that makes you feel a bit icky.

### Which statement do you agree with the most on the subject of what's acceptable to share online ( even in a private-message capacity)?

- A I would never post anything I wouldn't say out loud or would hate my family to see.
- B I sometimes regret being a little ranty/overexcited.
- C I definitely have shared images, messages or comments I regret.

### If someone's written something nasty about you online, do you...

- A Report them straight away.
- B Feel upset, reply to them and then try to forget about it.
- C Stew on it for a long time, thinking their nasty words might be true.

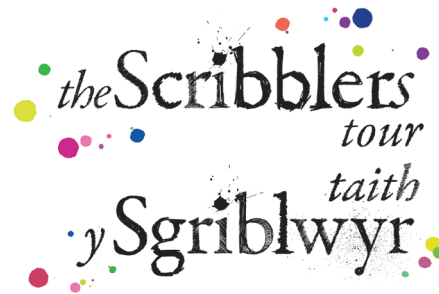
### How many tabs do you usually have open at one time on the computer?

- A 1-5
- B 5-10
- C More



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**Have you noticed how, when you search for something, similar products are advertised for you at a later date, sometimes on different sites?**

- A Yes, you are aware that cookies store up to create your digital footprint and that advertisers work with this information so they know how to target you.
- B You've noticed but you try not to think about it too much.
- C You had NO idea.

**With your best mate you prefer to...**

- A Go to the cinema.
- B Skype - it's easier to fit in.
- C You have loads of best mates and most of them you keep in touch with on endless WhatsApp chat.



## HOW DID YOU SCORE?

### Mostly As - You're an IRLer, ella, ella!

You are mainly motivated by things in real life and feel you have a healthy understanding and grip of how the online world can affect you. You protect yourself and harness your online time and relationships carefully. You mostly live your life in the real world and don't really understand how people take it all so seriously.

### Mostly Bs - You're the common keyboarder!

You are likely to stay in an online hole for a little longer than you'd like sometimes, but you are keen to brush up on your knowledge of the ever-evolving technology.

Head to [www.bbc.co.uk/webwise](http://www.bbc.co.uk/webwise) for guides and answers to lots of questions on internet facts and safety.

### Mostly Cs - You're a Cybermaniac!

You are probably spending a little bit too much time online and sometimes feel a bit down, but don't know why. You act impulsively online and don't always think about what you are putting out there. It's time not to rely on your phone or device for company. Reconnect with the real world and challenge yourself. Don't have your phone nearby when you are eating with people. Read a book from cover to cover. Spend a whole Sunday with your phone switched off and no access to a computer or connected device. It would also be a good idea to head to [www.bbc.co.uk/webwise](http://www.bbc.co.uk/webwise) so that you can get clued up on certain things about being online and, with the basics under your belt, still enjoy surfing the web.

