

# Component 3

## Devising Techniques

### Reckless Theatre Company

#### Empty Chair

Task 1:

Lay out chairs in pairs ensuring there is one for each person and an empty chair

Move around the room making sure that the empty chair is never left empty for more than 10 seconds. Observe the relationships and character that evolve, look for moments when more than one person walks towards the empty chair, two people cross paths.

Discuss the characters and relationships which started to evolve.

Task 2:

In groups of 4/5 create 5 individual moves while sitting on a chair

Now each member of the group moves to a different chair and complete move 1, move to a second chair for move 2 etc. until you have moved 5 times.

Again look out for interactions and relationships

When you reach the last chair repeat all 5 moves from that chair.

Share your work with another group and ask them to write out the thoughts of your character.

Using the script written by the audience member add in the dialogue to your movement sequence

#### **Potential to generate material**

Creating character to develop for the plot

Showing character relationships

Sharing internal monologues of different characters in the same situation

### Third Angel Theatre Company

#### The Conversation Game

Task 1:

Think of a conversation you have had with one other person.

Write out the conversation using the template I am in/at (location: where the conversation is taking place)

This is (person: the person or people you are talking to)

The conversation is about...

They say.. (quote)

I say ... (quote)

Now present the scripts with one person as the person who is in your conversation and the person whose conversation it is.

As you read the script you refer to the other actors as the person you are talking to.

Task 2:

Now link the scripts to create an opening of a play. Person A tells their script about person B. Person B then walks to person C and tells their script about person C etc.

#### **Potential to generate material**

Introduces several main characters to the audience

Scripts can be based on a theme so the characters' stories link

Introduce characters in main characters' story  
Script template can be changed

### Frantic Assembly

#### Chair Duets

In pairs sitting next to each other on the chairs develop a sequence of movements to create a linked canon.

Ensure you decide on a fixed focus

Vary the dynamics

Don't worry about the story just let the movements develop?

#### **Potential to generate material**

Movement sequence can be developed to show relationships between characters.

Can be used to create stylised fights or arguments

### The Hatch Theatre Company

#### Autographology

Using a picture focus on a character and develop creative writing in the third person

The Character is...

The Face is....

The character appears....

Weave your creative writing with your partners to create a script. Look for moments of connection, echoes and collisions between the different texts. Stage the script physically demonstrating the character as you describe them.

#### **Potential to generate material**

Could be used to introduce character before the scene starts, to add distance between the actor and the audience and to highlight significant moments.