

PROGRAM

PUSH Physical Theatre Performance

ARTIST NAME

PUSH Physical Theatre



AVAILABLE FORMATS

- Performance
- Single Workshop
- Multi-Session Residency Workshop

GRADE LEVELS

- Pre-K
- K – 2nd
- 3rd – 5th
- 6th – 8th
- 9th – 12th

MAX NUMBER OF PARTICIPANTS

In-Person: 300
Virtual: 100

PROGRAM LENGTH

60 minutes

PROGRAM DESCRIPTION

21st Century Learning Skills presented by PUSH’s team of talented ‘human sculptures’ using acrobatic strength, stunning physicality and emotional depth. Core subjects such as physical science, literacy and the arts are explored within the context of health, creativity, innovation, communication and collaboration. Relationships are examined between classroom learning and career & life skills such as social awareness, responsibility, adaptability and flexibility. Performers carefully guide audiences throughout the program. Individual pieces are given context that is grade level appropriate to help students interpret the work on a level that is relevant to them. Program can include Q&A.

CURRICULUM STANDARDS

This program supports these NYS or Next Generation Learning Standards:

Contact Arts for Learning WNY for more information.
(716) 881-0917 | info@artsforlearningwny.org

Arts for Learning WNY’s mission is to inspire, expand learning, and strengthen our community through engagement with the arts.

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EDUCATIONAL OBJECTIVES

Students will explore the relationships between the arts, science, literacy, health and more. They will also gain an understanding of career & life skills such as social awareness, responsibility, adaptability and flexibility. A question and answer period at the end will enable students to lead learning objectives in a way that is relevant to them.

LOGISTICS/EQUIPMENT

Stage/Performance area:

1. Must be clean (performers are barefoot, stage must be completely clear of debris, splinters, holes, wires, etc. and swept or mopped).
2. 2. Stage dimensions should be 25' x 18' or larger. For smaller areas, PUSH must be notified in advance.
3. 3. The audience should be able to see the performers whole body, without obstruction.
4. 4. The space must be available one hour before the program starts.
5. 5. If possible, all announcements and bells should be held until after performance.
6. Sound requirements:
 7. 1. A sound system capable of filling the facility with clean, undistorted sound (for most spaces, a boom box/portable stereo is not adequate).
 8. 2. Sound system should accept 1/4" or 3.5mm input (standard audio cable used for typical phones, iPads and computers) for the computer sound (provided by PUSH).
 9. 3. One (1) volunteer (teacher or older student) to operate sound. Volunteer will need to arrive at least 30mins prior to the performance to rehearse cues with PUSH.
 10. 4. One (1) hand-held microphone – either wireless or with cord long enough to facilitate movement around the stage.
 11. 5. If event is held in a theatre, in addition to the sound system, there should also be one (1) monitor speaker on stage directed towards the performers.
12. Lighting:
 13. 1. Any stage lights should be on and access given to lighting board if one is present.
 14. 2. A person knowledgeable with the lighting and sound system must be present during set-up.

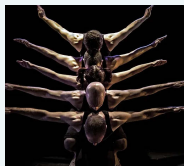
POST-PROGRAM ACTIVITIES & RESOURCES

Performance/Workshop » Discuss the content of the work. Students (esp. young-

er students) may have different interpretations of the meaning. Encourage a lively discussion that highlights why these differences occur, making sure to validate each individual interpretation as being right for them.

» Have the students repeat the pre-performance/workshop role-playing exercises using the communication tools that they learned.

» Have students give written examples of concepts and emotions and have them draw a comparison between those better communicated with words and those better communicated with movements.



ARTIST BIO

Intense athleticism, gravity-defying acrobatics, and soulful artistry – award-winning PUSH Physical Theatre, the genre-defining masters of physical storytelling, express what it means to be human: the joy and sorrow, humor and tragedy, the big questions and the simple things.

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