

Haddo Playhouse

Set Up:

Put the theatre on the table in the library and make sure it's all working.

Place the little people and props* throughout the house. You can change up the hiding places (especially if there's a chance people have been before).

1. North corridor from Library to main house
 2. Ante Room
 3. Dining Room
 4. Drawing Room
 5. Morning Room
 6. Main Stairs (up to bedrooms)
 7. Queen V's Bedroom
 8. The Square
 9. Main Entrance - in a window where it can be spotted outside
 10. Gordon Room
 11. On or near the stone stairs outside
 12. One outside near Chapel entrance
- + Two other positions of your choice

There are 9 characters, one moon, one set of fairy wings and 3 trees. NB: the trees won't fit in the basket so either you carry those or a responsible other.

Gather near the game larder.

"Something odd has happened. I was going to show you around the house pointing out all the bits that are about play. You know, playing with toys, but also about parties and about theatre and music. All different types of play!

I went to set up the main exhibit, an old paper puppet theatre and they've done it again! Those pesky little puppet performers have taken off and gone on their own little adventures! They're supposed to be performing Midsummer Night's Dream tonight and they're all missing!

So I need your help. We need to find all twelve of them before they disappear again. They only move when no one is watching, so if you do spot one, you need to stand still and stare at it. Like really, really, stare at it. Like this [demonstrate].

If someone else spots one first, join them in the staring, that way we will fix them in our group stare and we catch them and get them in our basket. Once in here they'll behave. Then we can get them all back to the library.

It's very important we move quietly and carefully so they don't dash off. Can everyone tiptoe? And what about whispering, can you do that? OK, we better get going as time is running out."

Go searching for the characters. Remind all to not approach but do a very fixed clear stare. To stay quiet and tiptoe.

Pathway:

- ★ Outside (find 2)
- ★ Enter at Chapel Entrance
- ★ Gordon Room
- ★ Main Entrance
- ★ Main Stairs
- ★ The Square
- ★ Queen V's Bedroom
- ★ Morning Room
- ★ Drawing Room
- ★ Dining Room
- ★ Ante Room
- ★ North Corridor

Then bring them all to the library where we get to play with the theatre. The guide has to be completely engrossed in the theatre to facilitate the play and to give the highest importance to the smallest visitors.

Let the children lead the play, love their ideas and build on them.