

BKBXKIDS!

DESTINATION: EVERYWHERE

PARENT GUIDE



ENVIRONMENTAL CONSIDERATIONS FOR *DESTINATION: EVERYWHERE*

- 1** The performance takes place in the Eve Alvord Theatre. Seating is stadium style, on long benches. There is an aisle on each side of the theatre, and a quiet room on the back right.
- 2** The show is approximately 60 minutes in duration and takes place without an intermission.

SHOW CONTENT CONSIDERATIONS FOR *DESTINATION: EVERYWHERE*

- 1** There are 6 performers in the show. Five of them are mimes and only communicate using their bodies, they do not speak. The mimes have white make up on their faces to help the audience see their expressions.
- 2** When audience members enter the theater, the actors are already on stage, showing how they prepare for their performance.
- 3** For this show, there is no set, costumes or props. The actors wear all black clothing, and pantomime their environment and items with which they interact.
- 4** There is a performer who serves as a guide for the audience and uses her voice to explain to the audience what is happening during the show.
- 5** Sometimes in the show the guide will ask the audience questions or invite the audience to contribute by making sound effects with their voices. While people usually try to remain quiet during a theatre show, when the actors ask the audience questions, or invite them to make sound effects, it's ok to join in.
- 6** After the show, audience members may meet the mimes in the lobby.

KEY TO SYMBOLS



Visual intensity



Auditory Intensity













Suspense



Emotional Intensity



Audience Interaction

SCENE	SENSORY CATEGORY	DESCRIPTION
Opening		<p>-The guide enters and explains mining to the audience. The audience is invited to practice responding to the mimes' performances.</p>
The Sleepover		<p>-Two mimes pantomime stories involving monsters and fear. Additional mimes act like the monsters in the stories.</p>
Destination Everywhere Story I		<p>-The audience is invited to make jungle noises -The mimes encounter another mime acting like a wild animal and experience fear</p>
Super Lazy Boy 9000		<p>-The mimes form a chair. The guide throws an imaginary cord, belonging to the chair, to the audience and asks them to plug in the imaginary cord. - Near the end of the scene the chair grabs onto the guide, frightening her</p>
The All Scrambled Up Game		<p>-During this scene, when the mimes change places, the lights on stage flash different colors -The audience is asked to verbally assist the guide by putting elements of the story, acted out by the mimes, in the correct place on stage</p>
Destination Everywhere Story II		<p>-This scene takes place at a carnival. Audience members are asked to make roller sounds that one might hear when riding a rollercoaster. -Imaginary stuffed animals are thrown to the audience and the audience members can "catch" these imaginary stuffed animals. Nothing is actually thrown to the audience members.</p>
Date Night		<p>-One of the mimes is a superhero. He rescues frightened people who are on an imaginary train that is in danger.</p>
Hidden Messages Game		<p>-The mimes act out parts of a phrase. The audience is invited to verbally decode the phrase.</p>
Destination Everywhere Story III		<p>-The audience is invited to make sound effects of birds in the forest. -A mime pretends to be a monster threatening a character. Another character slays the monster with her magic wand.</p>
Mime Workshop		<p>-After the show, the audience is invited to stay in their seats, learn about miming, and practice miming themselves.</p>