

# CREATING

## AN AERIAL ACT

### How do you start?



**Music** - Do you just have a song that you love, or you like to dance or improvise too? Then that is a great starting point for an act!



**A Character** - You can base yourself on a character. Maybe a superhero, a Disney princess, a historical figure...It could be absolutely anyone



**Object or Prop** - Do you want to create an act around a prop e.g. a hat, a chair, a bag, a hula hoop...The options are endless!



**Feeling** - Do you want to make the audience feel a certain way? Happy or sad? Do you want to base the act on an emotion or action like anger or maybe kindness.



**Message or Statement** - Is there something you feel strongly about that you would like to educate the audience about e.g. pollution, recycling.



**Costume** - Do you have a great costume idea that may restrict some movements? Or a certain look you want to go for? Then this is also a great place to start!

### Create 3 move sequences

Try linking 3 moves together and then another 3 moves and then another...

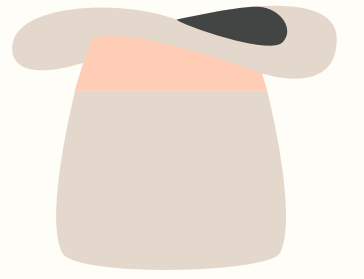
Then use them like jigsaw pieces and see how they best fit!

### Where do you start?

You can start anywhere! The **BEGINNING**, the **MIDDLE** or the **END**! Lots of people know what they want to do at the end to fit in their **WOW** moment. There is no right or wrong answer here!

## Act Creation Techniques

### PUT ALL YOUR MOVES IN A HAT...



Write down all the moves you know and then rip them into little tickets and put them in a hat or a bowl.

Then pick out the moves and see if you can do them in that order. If you don't like the order you can keep retrying until you find an order that works!

### CREATE A RECOGNISABLE MOTIF...

Are you going to flex your feet the whole time? Or do a small movement with your hand every 3rd move? Do you do the same movement every time a certain piece of music or sound plays? This is quite a fun creation technique and allows you to give your act originality.

### CHARACTER RESEARCH...

If you are basing your act on a character find videos and research how that person moves and see if you can apply it to your aerial moves!



PRACTICE!



PRACTICE!



PRACTICE!



The more you practice the more you find the bits that are tricky and may need changing! You also become more comfortable and confident in your performance!