

LITTLE BIT OF YOU, LITTLE BIT OF ME

Subject: Visual Arts; Theatrical Design

Goal: to explore how to make art collaboratively and how to bring it to life on stage.

Objectives: Students will...

- Work collaboratively with a partner.
- Create a design for a fictional character that represents personal qualities.
- Create a theatrical design for a character.

Materials:

- Paper
- Markers
- “A Little Bit of You” music track from *Frozen*
- Music playing device
- “Costume Design Template” handout

Introduction

In *Frozen*, sisters Anna and Elsa work together to create Olaf, a friendly snowman and playmate, who embodies qualities of each sister. Collaborating in pairs, students will explore how two people can create art together using qualities and ideas from each other.

Warm Up

Divide students into pairs and provide each pair with one piece of paper and two markers. Instruct students to determine who is partner A and who is partner B. Then, explain that they will silently improvise a drawing together. Partner A will begin by making a mark on the page. When A lifts the marker, B will make a mark. They will trade on and off until they feel the piece is finished. At which time, whichever partner has the next turn will begin naming the piece of art. Again, the partners will trade off writing a letter until the name is complete. Then, allow students to walk around and see one another’s artwork.

Main Activity:

Play the first 60 seconds of “A Little Bit of You” from *Frozen: The Broadway Musical* (Original Broadway Cast Recording). Ask students to consider what they heard and share how they think Olaf represents both Anna and Elsa. What qualities did each sister imbue him with?

Next, ask each student to write down characteristics of their own personality. Continuing with the partner from the warm-up, invite students to create their own creature that, like Olaf, should embody characteristics from each partner. Encourage students to begin by considering something they both like as a starting point (e.g. a tennis ball if they both enjoy playing tennis) and then add features that represent each of them separately. Provide paper for them to sketch their idea on, offering guidance and encouragement as needed.

After allowing some time for students to brainstorm, challenge them to find a way to bring their creature to life onstage. Facilitate a brief discussion for how they might bring Olaf to life onstage (an actor in a costume, a puppet, etc.). Instruct students to decide how their character will manifest onstage. Provide the “Costume Design Template” for students to create their design plan. If time allows, have students share their character and its design with the class.

Reflection

Facilitate a brief discussion using the following prompts:

- How did you and your partner’s qualities manifest in the character you created?
- How did you determine whether your character would be costumed or a puppet?
- What considerations do you think directors and designers have when making such decisions?

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(CTD.)



Variations:

OLDER: If you are working with older students, challenge the pairs to write a design concept statement for the reflection. Consider extending the lesson over several class periods and allow students to bring their design to life using a variety of materials: fabric for costumes, paper and rods for puppets, etc.

YOUNGER: If you are working with younger students, provide time limits in the warm up for each partner to draw, and announce transitions. In the main activity, create one creature together as a full class on a large piece of paper or your board.

HOMESCHOOL: If you are working with a homeschool student, invite a family member or friend to participate, or participate yourself as a partner in the lesson. Alternatively, have your student have choose two friends or family members in their life, and create an original creature with them in mind.

COSTUME DESIGN TEMPLATE



Now that you have brainstormed an original creature with your partner that represents both of your characteristics, design how your character will manifest onstage using the template below.

