

# The Making of a Play

## OVERVIEW:



It's one thing to *read* a story. It's another to make a story *come to life*. That is the job of filmmakers and playwrights. These individuals are tasked with examining traditional narrative stories and creating visuals that accurately reflect the mood of the originals and add their own creative twist.

## YOUR TASK:

Your goal is to start thinking about the GREEK MYTHS and THE LEGEND OF SLEEPY HOLLOW *visually*. Consider what the Headless Horseman's Head actually is! What about Medusa's fearsome hairdo? What does it look like, and why is it so scary?

After you have done this, you can bring your vision to life - by making an actual costume piece or set prop! You will choose one of the projects below and create your chosen design for use on the stage.

**Choose *one* of the following and be prepared to bring your project to class on Friday, April 21! Your design may be selected to appear in our year-end production!**

### TASK ONE: Snakes... I Hate Snakes (50 Points)

- Design a wearable headdress/wig (hat) for the evil Medusa!
  - Be creative.
  - It must be 3-D.
  - It should be able to fit an actual middle schooler's head. You can use a hat or visor as a base and build up from there.
  - It should be scary!
  - It needs to look professional.

### TASK TWO: Getting A Head (50 Points)

- Design a head for the Headless Horseman!
  - Be creative.
  - It must be 3-D.
  - It should be the actual size of a human head
  - It should be scary!
  - It needs to look professional.