

NAME of activity	Juggling on stage
duration	3 sessions of 45'.
audience	Until 10 participants
Pedagogical goal	Stage direction becomes a game.
Description	<p>-starting with a decontextualizaion game of circus tools (diabolo, clubs, balls...) we create a history for an act.</p> <p>-find tricks to put in the act (juggling technics)</p> <p>-Find one trick in case of mistake (when a ball falls)</p> <p>-Each session gets its own goal :</p> <p>1 : familiarization, basic tehcnics, passing, balance ;</p> <p>2 : decontextualisation, technics ;</p> <p>3 : structuration of the act, entry, act, going out of stage.</p>
Material	Juggling Instruments, costumes
Space	Depends on the number of participants
Comments	It is important to maintain the playing atmosphere until the end of the show.
Restitution	<p>Exemple of juggling act :</p> <p>the participants are ninjas who use flower sticks as traditionnal weapons : bows, nunchakus... we work with the participants on the imaginary field of ninjas : how do they move ? How do they leave ? How do they eat ? Sleep ? Talk ?... If a flower stick falls, all the ninjas get a defensive posture, screaming a war word, so the one who made his stick fall can take it back.</p>