

BEHIND THE SCENES

MASKS AND PUPPETS

1. How many puppets are there in the production?

2. Where did the inspiration for the puppets come from?

3. How many people work in the puppetry department?

4. What materials are used to make the masks and puppets?

5. What would be the most important considerations when designing the masks and puppets in 'The Lion King'?

ANSWERS

FROM SCREEN TO STAGE

1. Creating the African Savannah live on stage; turning actors into animals.
2. Working with visionary director Julie Taymor plus a range of technical solutions including the latest in digital technology.
3. The 'double event' - the audience has to do two things at once, look at the animals represented on stage as well as being lost in the story and characters.
4. More music was required to make the production longer, to express different aspects of the story and add depth to the characters and African contexts.

BEHIND THE STORY

1. Homeland, exile, identity, Prodigal Son, finding your strength, love, loss, finding who you are.
2. Sunrise, masks, wheels used in puppets, Pride Rock.
3. The circle of life, balance.
4. The circle of life represents each person's life journey, being part of a wider community and also sharing the planet as a whole.

MEET THE CHARACTERS

1. Nala needs to step up and save the savannah. She makes the decision to go out and seek help. She has to convince Simba to return to the Pridelands to take up his rightful place as King.
2. Scar is no longer first in line to the throne.
3. In the beginning of the film 'The Circle of Life' is sung by a woman. Rafiki plays an integral role in Simba's personal development; she is conveyed more spiritually and as a guide to Simba and the audience. Her role has more depth in the stage show. The South African performer is cast in order to provide a rich, authentic cultural performance through language, interpretation and accent.
4. Zazu is Mufasa's trusted adviser and occasionally provides childcare for Simba.
5. Timon and Pumbaa provide a safe haven without responsibilities where he can run away from his problems.

AN ACTOR PREPARES

1. 5.30pm (2 hours) 6.15pm vocal warm up.
2. More to explore, building up the backstory.
3. Motors, boom, mask, battery pack, wires, leather chaps, leotard, cage.
4. 15kg/2.5 stone.
5. Actor must work with masks, intricate costumes, different languages. The mask and puppets must look like an extension of the actor's body. It is important that the actors are so comfortable with the mask and puppets that it becomes second nature to move with them.

DISCOVER THE COSTUMES

1. The double event.
2. Africa, Indonesia.
3. They would need to be light weight, flexible and durable.
4. A natural, sun-baked appearance, dry hot African savannah.
5. Feather, silk, bone, wood.

MASKS AND PUPPETS

1. 300
2. Japan, Bunraku, African, Indonesian.
3. Six people work in the puppetry department at 'The Lion King'.
4. Carbon fibre, balsa wood, horse hair, peacock feathers.
5. Puppets have to be durable, light, strong, have a natural look, usability.

SETTING THE SCENE

1. Back wall/backdrop.
2. Pride Rock, Stampede, expanse of the African savannah, Scar's cave, jungle, Elephant Graveyard, night sky.
3. The wildebeest stampede.
4. Tells the emotional story of the production, the mood, the atmosphere.

ANSWERS

BEING A LION KID

1. To divide the pressure of eight performances a week between a team and so that they don't miss too much school.
2. Warm up, make up, get into costume.
3. Learn songs, choreography, learn staging and be joyful!
4. They have to continue to go to school and complete their homework.

MAKING THE MUSIC

1. Origins of the music, Pop (Elton John) African (Lebo M), 'Rhythm of the Pridelands'.
2. Add depth to the story, score and characters. Julie Taymor describes this as 'spiritual'.
3. African drums are the 'heartbeat' of the show. Drums play an important role in African society, bringing people together and being played at community events and celebrations.
4. The percussionists are in the boxes at the side of the auditorium.

DANCE AND MOVEMENT

1. Conveys the story and our understanding of the animal characters.
2. Creates the movement and dance within the show.
3. Isolation, precision: Julie discusses a lion, cheetah, Mufasa, Scar. Celise discusses lioness and hyenas. The movement reflects the character and changes as they do.
4. Hip Hop, Jazz, Modern, African, Caribbean, Ballet.
5. Dance provides the vocabulary for the production; feelings and emotions of the characters will be conveyed through the movement.

CURRICULUM LINKS, PRIMARY

EPISODE SIX - MASKS AND PUPPETS

KEY STAGE 2 DESIGN & TECHNOLOGY

DESIGN & TECHNOLOGY	
Make	<ul style="list-style-type: none"> select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

KEY STAGE 2 ART

ART	
	<ul style="list-style-type: none"> Pupils should be taught about great artists, architects and designers in history.

CURRICULUM LINKS, SECONDARY

EPISODE SIX - MASKS AND PUPPETS

BTEC Entry level / Level 1 Performing Arts	
Unit 1: Introduction to the Performing Arts	<ul style="list-style-type: none"> 2. Know about performance roles in performance venues 3. Know about non-performance roles in performance venues
Unit 11: Exploring Design Skills for the performing arts	<ul style="list-style-type: none"> Know the purpose of design in performing arts productions
Unit 14: Working in the Performing Arts	<ul style="list-style-type: none"> 1. Know what skills and training are required for jobs in performing arts 2. Know what opportunities there are for progression in performing arts
Unit 16: 2 Know job roles in the performing arts industry	<ul style="list-style-type: none"> 2. Know job roles in the performing arts industry

BTEC Level 1/ 2 First Award in Art and Design	
Unit 4: Communicating Ideas in 3D	<ul style="list-style-type: none"> Learning aim B: Investigate how artists, craftspeople and designers communicate in 3D

KEY STAGE 3 – Art and design	
Art and design	<ul style="list-style-type: none"> evaluate and analyse creative works using the language of art, craft and design

KEY STAGE 3 – Design and technology	
Design	<ul style="list-style-type: none"> use research and exploration, such as the study of different cultures, to identify and understand user needs develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations
Evaluate	<ul style="list-style-type: none"> analyse the work of past and present professionals and others to develop and broaden their understanding