

By

My Puppetry Learning Journal





Puppetry Study



WALT: State the knowledge we are learning and the skills we are practising

We A	re Learning To
	Describe different forms of puppetry
	Compare similarities and differences between various types of puppets
	Locate and label significant features on a map of Japan
	Explain characteristics of the Bunraku Theatre style.
	Identify knowledge and skills required to complete the challenge
	Listen to, read and discuss key aspects of Japanese folktales.
	Describe the character traits and personality of our folktale character.
	Write a script in Bunraku theatre style for the folktale we will perform in.
	Name and label parts of a Bunraku Puppet.
	Design a costume for my Bunraku Puppet.
	List a set of functional and aesthetical attributes for the puppet.
	Devise a flowchart plan of actions for the construction of the Bunraku puppet.
	Sketch detailed drawings and plans of the puppet character
	Identify the materials to use to make the bunraku puppet
	Create a puppet inspired by the Bunraku puppet style
	Construct the skeletal armature for the puppet
	Assemble a mechanism to create movement on the puppet hand
	Identify components and set up of a bunraku stage setting
	Reflect on progress and learning.
	Review problems that have been encountered and solutions
	Compare the similarities and differences of Bunraku, Kabuki and Noh theatre
	Outline the role and skills required by Bunraku performers
	Experiment with bunraku puppeteering techniques
	Manipulate the puppet to create movement and express emotion.
	Move the puppet collaboratively with two other puppeteers to 'bring the puppet to life'
	Practice aspects of Tayu storytelling skills and techniques.
	Create the soundscape to accompany their Joruri script.
	Summarise the characteristics of some puppets from Asian countries
	Work collaboratively to present and perform a Bunraku style Japanese folktales



Bunraku

WALT: Describe different forms of puppetry

Mindmap of Puppetry Information



KEY FOR COLOUR USE



Our Challenge

WALT: identify knowledge and skills required to complete the challenge.

Scenario - Whakamarama

'Our community are seeking new and interesting performances about Japanese culture. We need to create our own Bunraku puppet character to present a play of a Japanese folktale to a group in our community'.



KWL Chart

What I Know	What I Want to Know	What I Need To Learn
	•	

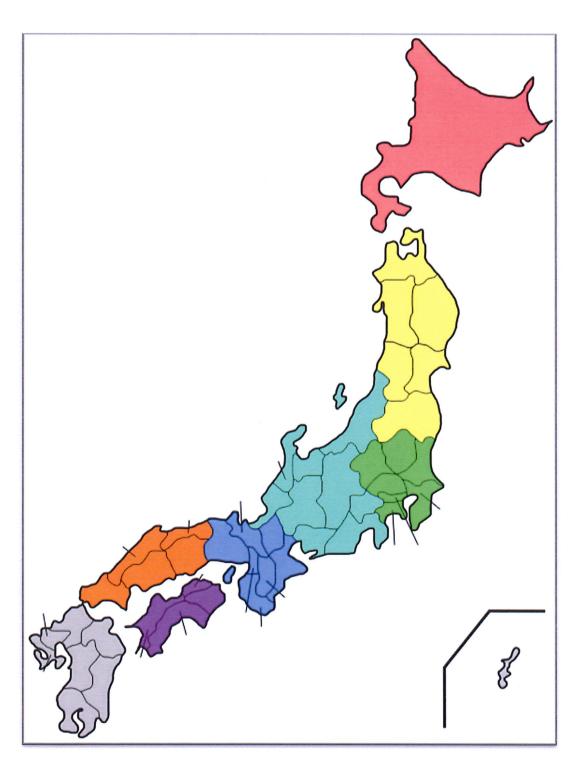
Questions



Japan



WALT: Locate and label significant features on a map of Japan





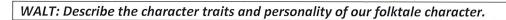
Japanese Folktale

WALT: Listen to, read and discuss key aspects of Japanese folktales.

Folktale Summary	
Title:	
Characters in the Story:	
Introduction – Scene Setting:	
Main Decision – Action taken	
Climax – Incident and major struggle that occurs	
Resolution- How the story concludes	



Character Dossier





Profile Sheet

BACKGROUND HISTORY Important things that happened in their past Name Age Eye and Hair Colouring Distinguishing Features Last seen wearing Movement/Gait Voice Voice			DESCRIPTION	ANY EVIDENCE TO SUPPORT THIS – including actions, thoughts, dialogue
Age EWOLIONAL STATE TOOLIONAL STATE EVA and Hair Colouring Distinguishing Features Last seen wearing Movement/Gait Voice	Important things that			
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WHAT OTHER CHARACTERS THINK ABOUT THIS CHARACTER	PEF			
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ABOUT THIS CHARACTERS TH	N			
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Emotion Description

Joruri Script Plan

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WALT: Write a script in bunraku theatre style for the folktale we will perform in. TITLE INTRODUCTION **Scene Description Character Speech Action Description Emotion Description INCIDENT Scene Description Character Speech Action Description Emotion Description CLIMAX Scene Description Character Speech Action Description Emotion Description DANCE SCENE Scene Description Character Speech Action Description Emotion Description RESOLUTION Scene Description Character Speech Action Description**



Puppet Parts

WALT: Name and label parts of a Bunraku Puppet.



Glue puppet parts here and label each part.



Puppet Costume

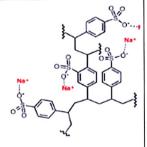
WALT: Design a costume for my Bunraku Puppet.

My Design





Attributes Plan



WALT: List a set of functional and aesthetical attributes for the puppet.

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Aesthetic requirements

Attributes are something a technological outcome <u>must</u>	<u>do</u> or <u>could have</u> to be successful for its intended purpose.
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١	ATTRIBUTES FOR MY PUPP	PET		
	Attributes are something a techno	ological outcome <u>must do</u> o	r <u>could have</u>	to be successful for its intend
	Head and Hair		N	
	Functional requirements			Type of Material to Use
	Aesthetic requirements			
١	Body Frame			
	Functional requirements			Type of Material to Use
	Aesthetic requirements			
	Arms		N	
	Functional requirements			Type of Material to Use
	Aesthetic requirements			
	Legs Functional requirements			Type of Material to Use
	Aesthetic requirements			
	<u>Costume</u> Functional requirements			Type of Material to Use
	Aesthetic requirements			
	Props and Ornaments Functional requirements			Type of Material to Use



Plan of Action

Proposal

Proposal

Test for Consensus

Modification
No Proposal

Consensus
Raised

Action
Profis

WALT: Devise a flowchart plan of actions for the construction of the Bunraku puppet.

Flowchart of Tasks and Decisions

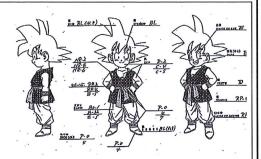


Puppet Drawings

WALT: Sketch detailed drawings and plans of the puppet character

Two Dimensional Drawings of My Puppet

Front View



Profile

Remember to have coloured drawings

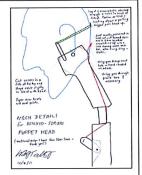


Plans for Puppet Parts

WALT: Sketch detailed drawings and plans of the puppet character

Two Dimensional Drawings of Puppet Parts

Head



Remember to identify all the head attributes from design brief with a label.



Plans for Puppet Parts

WALT: Sketch detailed drawings and plans of the puppet character

Two Dimensional Drawings of Puppet Parts

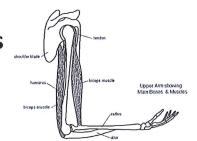
<u>Hairstyle</u>



Remember to identify all the hair attributes from design brief with a label.



Plans for Puppet Parts



WALT: Sketch detailed drawings and plans of the puppet character

Two Dimensional Drawings of Puppet Parts

<u>Arms</u>

Remember to identify all the arm and hand attributes from design brief with a label.