

## Gravity – FAQ

### **What is this show about?**

This is a digital performance in the form of a pre-recorded video that can be screened for your intended audience.

*Gravity* tells the story of an astronaut who struggles to find balance back on earth. This show is designed to help children explore the state of disequilibrium through sensory engagement, and is supported by a Sensory Kit that will be provided upon booking of the performance.

The duration of the performance is roughly 30 minutes. This is a non-verbal performance with minimal dialogue, and is open and accessible for audiences with varying cognitive development. Please watch the trailer on our website to find out more.

### **Who is this digital performance suitable for?**

This is suitable for children of all ages, with various needs, of a cognitive age of 4 years and above, and varying psychomotor abilities.

If you are unsure if your students are suitable for this programme, please contact [admin@fingerplayers.com](mailto:admin@fingerplayers.com) for more information.

### **Who created this show and the idea behind it?**

Our creators, Ellison Tan and Myra Loke (Co-Artistic Directors of The Finger Players), were inspired by the target audience themselves. Children at a younger age are more prone to falling down due to slower or yet-to-develop psychomotor capacities.

Gravitational force is invisible but an essential element in our lives. Through this performance, we hope to introduce the concept of gravity to our audience members, and to lessen any self-blame when they fall down. *Gravity* aims to deliver its concept in an accessible way, so children of any need(s) can understand the world they exist in, in a better and clearer manner.

### **What are the other objectives for this programme?**

Through this programme, we hope

- To introduce and explore the concept of gravity and STEM through an immersive puppetry performance.

- To lessen the fear and self-blame on falling in children of any need(s) by:
  - offering strategies pertaining to sensory processing difficulty / proprioceptive dysfunction; and
  - scaffolding the engagement of the balance disc, a frequent tool used in special needs education
- To explore the state of disequilibrium as being manageable

### **Is this show chargeable?**

This Digital Performance and Sensory Kit is presented free of charge, brought to you by The Finger Players, with the support from Qualcomm Foundation at Give2Asia.

### **When is the deadline for booking?**

We encourage you to book before **30 September 2021** so that we can deliver the sensory kits on time, in case of overwhelming response. It is best to make your booking at least one week before the video is scheduled to be screened for your audience.

### **What information do you need for booking the digital programme (video viewing link)?**

Please let us know in the **online booking form**:

- The number of teachers and students watching the video
- The dates and timings that you plan to screen the video
- A physical address where we can deliver the sensory kit

### **What happens after I submit the booking form?**

After you submit the online booking form, we will contact you to deliver the physical sensory kit for your educators to use during the viewing of the performance or for post-show activities in your classrooms. We will also send you the link to access the digital video.

This is in the hopes that your students can experience the elements or textures that were explored in the performance, as we are unable to bring the live show to them.

### **What is the (physical) sensory kit about?**

The sensory kit is a post-show engagement kit that helps educators to demonstrate and enhance the experience of the digital show.

For the post-show sensory kit engagement exercise - we recommend a smaller group size of 10 to 15 pax to allow each student to be able to experience the textures. However, we ultimately leave it up to your discretion as to how best to engage your students.

For an example of the sensory kit instruction booklet, please visit our website.

### What is inside the sensory kit?

This sensory kit contains items that represent the objects they have seen in the video as well as some tips for the teachers on how to use these objects to enhance or supplement the experience of the students.



There will be instructions given in the kit on how to use the items in the sensory kit. We would advise you to also use the items as you deem fit.

However, we have limited sensory kits, and will only be able to send **one kit to one organization**.

### What is the recommended group size and duration of the programme?

The duration of the digital performance (video) is about 30 minutes.

We do not have a recommended group size as we understand that this may be dependent on the size of the rooms in which the performance will be screened.

The video link is made available to you from the time of confirmation of registration till 30 September 2021, to give you flexibility in planning how to screen the performance for your audience size.

### **What is the recommended group size and duration of the post-show engagement programme?**

For the post-show sensory kit engagement - we would recommend a smaller group size of 10 to 15 pax to allow each student to be able to experience the textures. However, we would definitely leave it to your discretion as to how best to engage your students.

The duration of post-show engagement is dependent on how your teachers would like to plan the activities. We would recommend a 30-minute post-show engagement for a fuller experience. Thus, planning a 60-minute programme in total might be suitable.

### **How do I make a booking?**

You can email us at [admin@fingerplayers.com](mailto:admin@fingerplayers.com) or complete the **online booking form**, found at <https://fingerplayers.com/tour/gravity>.