

# Silhouette



What is a silhouette? A silhouette is the shadowy outline of a person or thing. In performing arts, a silhouette can be used to create a backdrop, add mystery, or to create the main performance. Silhouettes can also create optical illusions by growing bigger or smaller based on the proximity to the light source.

**Objective:** Explore the magic of silhouette and light by performing a puppet show with paper silhouettes.

**Project:** Performing Arts- Bingo, Day 20

**Ages:** 1<sup>st</sup>-12<sup>th</sup> Grade

**Time:** 1 hour-2 hours

**Supplies:**

- Paper
- Pencil
- Popsicle sticks, straws, or something similar
- Tape or Glue
- Flashlight
- Card table, box, curtain, or something small to hide behind
- Imagination



Photo From:

<https://www.onlygfx.com/10-man-walking-silhouette-png-transparent/>

**Activity Directions:**

- Come up with a short story or skit. If you need help, there are some suggestion you can modify on the back.
- Make a list on the characters (include the pets), props (bed, table, etc.), and background (bedroom wall, wise man's shack, etc.) you will need.
- Draw each of these items out on a paper. Remember, they are silhouettes and do not need any facial features, etc. Cut out the silhouettes and tape or glue them to a popsicle stick, straw, etc.
- Using the flashlight in a darkened room, dance each silhouette in front of the flashlight. Move them closer and further away from the light to see what happens.
- Practice your skit using different voices and moving your characters in an out of the light.
- Once you are prepared, make your stage using a table, box, curtain, etc. and share your skit with your family and/or friends.

**Facilitation Questions:**

- What are some jobs that use creative writing and storytelling?
- Besides acting in a play, what other jobs or careers fall into performing arts?
- Name some supporting roles that actors/actresses might need to do their jobs (hint: think about other 4-H projects)
- Think about your speech and tone. Practice using different tones to convey emotion in a message.
- Practice your facial features in a mirror; try for surprised, angry, suspicious and others.

## **Sample Skits**

### The Doctor's Office:

A patient is waiting to see the doctor. Another patient is already in the waiting room and complains of a sore toe. A nurse brings the sore toe patient into the doctor's office and he comes back out with his toe bandaged. "What happened?" the first patient asks. "My toe ached and so the doctor cut it off." Another patient goes in complaining of a sore hand and comes back out with a bandaged hand. She says, "My hand ached so the doctor cut it off." Have several patients with different body part ailments go in to see the doctor and come out with that body part bandaged.

When the nurse finally calls the first patient to come see the doctor, he jumps up and starts to run out of the waiting room. The nurse calls after him, "Wait! What's the matter?" The patient says, "You don't understand, nurse. I have a HEADACHE!"

Skit from: <http://www.skits-o-mania.com/SkitsForKids.html>

### Sleepless Nights:

A man (or woman) is unable to sleep and is tossing and turning in his bed. He complains of the noise. Somebody offstage makes quiet sounds such as wind blowing gently, leaves rustling, maybe a board creaking quietly. The man says he can't sleep with all this noise. Finally, he gets up and goes to the Wise Man for help. The Wise Man sits behind a table with a big book to consult. He tells the sleepless man, "This is a serious problem. But I can help you. What you need is a cat. Go and get a cat."

The man buys a cat and takes it home. (Someone should act out being the cat.) The man goes back to bed. The same noises of gentle wind blowing, leaves rustling, and a board creaking continue and now the cat meows. The sleepless man goes back to the Wise Man and is told to get a dog. He buys a dog and comes home. He tries to sleep. The wind, leaves and board continue, the cat meows and the dog barks. The sleepless man continues to visit the Wise Man and is told to get another animal each time. At last he has a cow, a horse, a pig, etc. Add whatever animals you like that are noisy.

Finally, the sleepless man tells the Wise Man that he cannot stand it any longer. The Wise Man tells him to go home and get rid of all of the animals. He leads the animals offstage and comes back. He lies down. The wind blows gently, the leaves rustle and the board creaks. "Ahhhh," he sighs. "Silence at last." And he falls asleep.

Skit from: <http://www.skits-o-mania.com/SkitsForKids.html>

With parents' permission check out other skits online.