



## TheatreLink 2021

### CHARACTER TRAITS WALK

- 1) Random Walk. As participants walk randomly through the space, leaders call out the different character leading trait phrases.\* Instruct the group: “Let each image “penetrate your body and spirit. Let it inform the way you move about the space.” NB: It’s not about acting out the phrase literally — it’s about embodying the underlying persona. [Go through each fairly quickly.]
- 2) Give out numbered index cards,\* each containing one of the phrases. Instruct participants to go deeper into their specific character:
  - Find a characteristic phrase/utterance and/or life motto and voice it as you move about the space.
  - Freeze in a characteristic pose/posture then resume walking.
- 3) Instruct the group to find the others holding your card number. Without breaking character, each player should share his/her verbal utterances and characteristic pose with the others in the subgroup. With little or no overt planning and without breaking character, create a group portrait that includes an orchestrated sequence of utterances. Work to heighten and extend the respective characters and the contrasts within the group. [NOTE TO LEADER: In numbering the cards, try to create groups that will have contrasting individual life energies. The “traits list” and numbers below are for a group of 17. You can expand the size of the groups or create additional groups through the numbering process or by inventing additional “traits.” Use your imagination.]
- 4) Share “orchestrated portraits” and discuss.

#### \*Character Traits List

In preparation for Step 3, write each phrase on an index card with a number in one corner as indicated below. As this list anticipates a hypothetical group of 17 players, some phrases appear on more than one card and therefore have more than one number assigned to them. The configuration below will result in three groups of four and one of five. It’s also been organized to create maximum character contrast within each group. You can expand or contract the list or increase/decrease the number of groups as you see fit.

Please note that some traits are linked to a character from Jitney.

- |                                   |      |
|-----------------------------------|------|
| • Poke and Pry (Turnbo)           | 1, 3 |
| • Hang back                       | 2, 4 |
| • Go along/get along (Doub)       | 4, 1 |
| • Plunge forward (Youngblood)     | 3, 2 |
| • Work the angles (Shealy)        | 1, 3 |
| • Make/Enforce the Rules (Becker) | 1, 4 |
| • Start Afresh (Booster)          | 3, 2 |
| • Lost in the Past (Fielding)     | 4    |
| • Cling                           | 1    |
| • Seek to serve (Becker)          | 2    |