

# ACTIVITY: DESIGN A SET FOR A STORY YOU KNOW!

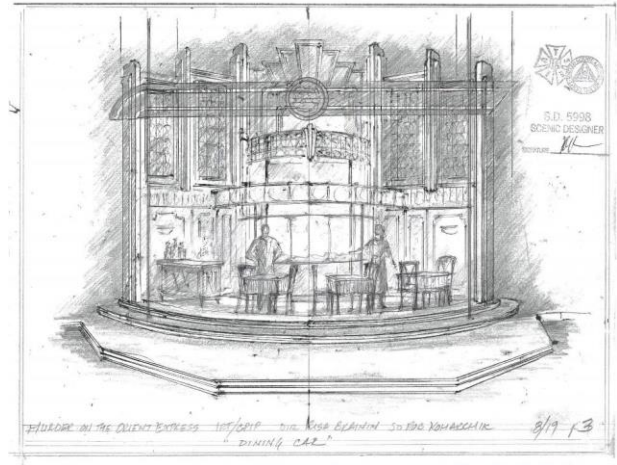
**RECOMMENDED AGE: 8 and up**

**TIME: 10 - 30 minutes**

**SET-UP: None**

**SUPPLIES:**

- **Writing supplies (paper/pencil or computer/tablet)**
- **Drawing supplies (paper, pencil, marker, colored pencil, crayons, etc.)**
- **Internet access (optional)**



A Scenic Designer's job is to design the physical world of the play, called a set. Sometimes this means just designing one room in a house, and other times you might have to show different locations throughout the play or at the same time. To decide what the set will look like, the Scenic Designer first reads the play and then does research about it. Then the Scenic Designer will draw or create ideas for what each location will look like (sometimes, these are called renderings).

Try being a Scenic Designer and design a set for a story you know!

## INSTRUCTIONS

1. Decide on the story you want to tell. It could be a book you have read recently, or a fairy tale or classic story that you know.
2. Review the story you selected, and make a list of the settings and important locations.
3. Select two or three of the most important locations. Think of where the biggest events in the story happen
4. Make your set design! Try drawing it out on a piece of paper. What elements in this location are mentioned in the story? What kind of space is it? What is it being used for?
5. If you don't want to draw, try using a Pinterest account and create a board. Find different pictures of similar spaces and locations that have the mood of what you are going for. Is it dark and mysterious? Light? Spooky? Comforting? Think about what happens in the space and how your characters feel about it.



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*Above: Preliminary sketch of IRT's Agatha Christie's Murder on the Orient Express set by Scenic Designer Robert M. Koharchik.*