

The Adventures of Perseus

No.	Drama Strategy	Teacher Guidance
1	Dramatic game	<p>Warm up (an adaptation of 'What's the time Mr Wolf'). Freeze whenever 'Medusa' looks at you. Medusa is the teacher. This is an opportunity for the teacher to give information, whilst in role, as Medusa, a hissing sentence spoken, each time Medusa turns around, e.g. 'I am the dreaded gorgon Medusa'. 'My hair slips and slithers with venomous snakes'. 'One steely stare from me and you stay stuck as stone statues'. 'Stay away from us gorgon sisters, you mere mortals. Beware my magic. Beware Medusa'.</p>
2	Teacher in Role Shadowy Role Hot-seating	<p>As Perseus (TiR), the teacher gives some key plot information. The class can ask questions of Perseus, to gather key information. The class are just 'shadowy' questioners, i.e. no particular character. The main part of the story so far, for the teacher to get across are:</p> <ul style="list-style-type: none"> • <i>Perseus and his mother Danae were washed ashore on Seriphos.</i> • <i>They were in a chest, cast to sea by her jealous father Acrisius.</i> • <i>The kind fisherman Dictys found them and they live with him.</i> • <i>The King of Seriphos (Polydectes) has fallen in love with Danae and wants to marry her.</i> • <i>Perseus has told Polydectes that he needs Perseus' permission to marry Danae.</i> • <i>Polydectes and Perseus have argued and Perseus has sworn by Zeus that he will bring Medusa's head as a wedding present.</i> • <i>If living things look at Medusa's head, they will turn to stone.</i>
3	Thought-tracking Passing Thoughts The 'I Wonder' game	<p>Perseus is now worried about how he will carry out what he has sworn to do.</p> <p>Teacher stands still, as Perseus looking out to sea. Ask the children to speak aloud Perseus' thoughts (in the first person), at this anxious moment. They can move past you as they speak thoughts or you can make this a static activity.</p> <p>Alternatively, this activity can be done by using the sentence stem, 'I wonder', e.g. 'I wonder where Medusa lives?' 'I wonder if I will come back alive?'</p>
4	Rumours	<p>Tell the children that Perseus now has to visit the three 'one eyed' witches, as they know where Medusa lives. The witches can see, only by sharing one eye that they pass between them. Rumours abound about these three witches. Ask the children to make up a plausible rumour about these witches and then move around, spreading and gathering rumours.</p>
5	Improvisation and mime Hot-seating	<p>Athena gives Perseus a shield and sword. Hermes gives him a cap of invisibility, a pair of winged sandals and a sack for Medusa's head.</p> <p>Divide the class into 5 groups. Each group is allocated one of these imaginary objects. Try to make groups no larger than 5 children. You can add other imaginary objects if necessary, e.g. Perseus' cloak, a small knife.</p> <p>First seated in groups, they pass the imaginary object amongst themselves, commenting on it, describing it, building up an image of about object collectively, e.g. 'This shield is very shiny' 'These shoes have very light feathers sewn along the side of them, etc.</p> <p>Secondly in turn, each group presents the imaginary object to the class, who can ask questions for further information, e.g. 'Are the feathers all the same sort?'</p>

	<p>Still image</p> <p>Teacher as Storyteller</p> <p>Improvisation</p> <p>Image Theatre</p>	<p>In turn, each person will enter a central space as a character depicted in the scene or, as an added character of their own creation. In role, each person takes up a still position (as if they are in a painting) and speaks either their character's thought or else a sensory sentence by the character. This gradually builds up one still image. Each person says which person they are in the scene and what they are 'sensing' or thinking as an eye witness character, at the banquet, in the moments before Phineas roars his command, e.g. I can smell roasted meat cooking' ' I can feel the cold, hard stone beneath my knee, as I kneel' etc.</p> <p>The teacher as storyteller, narrates up to the moment of the command from Phineas, 'Kill him' and this is the signal for the scene to proceed in silent, slow motion. The teacher steps into the slow motion scene and takes the imaginary head (possibly a mask), from the bag. As the mask is seen by those in the scene, they become still as stone, (petrified).</p>
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The staged structure below is loosely based on Joseph Campbell's Monomyth from his book *The Hero With A Thousand Faces* (adapted by Christopher Vogler is the *Twelve Stage Hero's Journey*).

Stage 1	<p>Ordinary World</p> <p>The story is set on the island of Seriphus, the home of Perseus and his mother Danae. Polydectes, the king of Seriphus wants to marry Danae, but Perseus says he is the one who must give permission.</p>
Stage 2	<p>Call to Adventure</p> <p>Perseus says he will bring back the head of Medusa to King Polydectes as a wedding gift. The task seems impossible and it means Perseus leaves his mother unprotected.</p>
Stage 3	<p>Refusal</p> <p>Perseus does not refuse the task but he may well be anxious and keeps this hidden.</p>
Stage 4	<p>Meeting with the Mentor</p> <p>Athena and Hermes give objects to assist Perseus and guide him to the home of the three women with one eye (Graeae).</p>
Stage 5	<p>Crossing of the Threshold</p> <p>Perseus grabs their one eye and bribes the Graeae into telling him how to find the Gorgons. The three hags give him advice for a successful quest. Now Perseus has entered the world of mythical creatures and gods.</p>
Stage 6	<p>Tests, Allies, Enemies</p> <p>Perseus' main test is finding Medusa. To do this, he has tricked the three woman with one eye.</p>

	<p>Perseus has Athena and Hermes, as his important allies. They give him magical objects that he will need. Athena advises Perseus to look at Medusa only as a reflection in his shield.</p> <p>Perseus flies off to seek the Gorgons' cave, taking the objects with him. The Gorgons will be enemies.</p>
Stage 7	<p>Approaching the Innermost Cave</p>
	<p>Perseus arrives at the Gorgons' cave and this is the most dangerous part of Perseus' adventure .</p>
Stage 8	<p>Ordeal</p>
	<p>Perseus finds Medusa and using the cap of invisibility to hide, he decapitates her and escapes on the mythical creature, Pegasus (a winged horse that comes out of Medusa's head).</p>
Stage 9	<p>Reward</p>
	<p>Perseus has Medusa's head as a reward but also ends up Andromeda as his wife, when he rescues her from a sea monster on his way home.</p>
Stage 10	<p>The Road Back</p>
	<p>Perseus flies back to home to Seriphus, with Medusa's head in his bag.</p>
Stage 11	<p>Resurrection</p>
	<p>The hero is at risk of death once more. The outcome will influence the ordinary world. He is fighting for the freedom of his mother (Danae), from forced marriage to King Polydectes. He uses Medusa's head again, to turn Polydectes into stone.</p>
Stage 12	<p>Return with the Elixir</p> <p>Perseus is home and has saved his mother from marriage to Polydectes. The quest is over. He gives back the magical objects and gives Athena the head of Medusa.</p>
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