

DEVISING DECK

Twelve stimulus cards for group devising: images, words, headlines, constraints.



LEARNING GOAL

Turn a stimulus into an original devised scene with a clear idea and shape.

SUCCESS CRITERIA

- ☐ I can explore a stimulus in more than one way.
- ☐ I can shape a scene with a strong opening, a turning point and an ending.
- ☐ I can use a constraint to make bolder choices.



IMAGE

a picture to bring to life



WORDS

a line to build a scene around



HEADLINE

an invented news story



CONSTRAINT

a rule your scene must obey

Cut along the dashed lines. Deal one stimulus card, add one Constraint card, then devise a scene using both.

1 IMAGE An empty swing, still moving. Ask: Who was here a moment ago? Why did they leave?	2 IMAGE A suitcase alone on a platform. Ask: Whose case is this? Are they arriving, leaving or lost?	3 IMAGE A lighthouse in a storm. Ask: Who keeps this light burning? Who is out at sea?
4 WORDS Every cloud has a silver lining. PROVERB Try: A bad day that hides something good.	5 WORDS Actions speak louder than words. PROVERB Try: What someone does tells us more than what they say.	6 WORDS The map was right. We were wrong. ORIGINAL LINE Try: Who says this? Where are they, and what went wrong?

HEADLINES AND CONSTRAINTS



Cut these out too. The headlines are invented: no real people, places or events. A Constraint card is a rule: obey it all the way through.

7 HEADLINE STOP PRESS Town wakes to find river has vanished INVENTED HEADLINE Try: Show the morning the town finds out.	8 HEADLINE STOP PRESS Every clock in town stops at the same minute INVENTED HEADLINE Try: What was each person doing at that minute?	9 HEADLINE STOP PRESS Hall locked for 30 years opens tonight INVENTED HEADLINE Try: Who has waited thirty years for tonight?
10 CONSTRAINT Only three lines of dialogue. The whole scene has three spoken lines. Movement, sound and silence do the rest. Tip: Make every line count.	11 CONSTRAINT Begin at the end. Open on your final moment as a still image, then show how it happened. Tip: The audience knows the end. Make them wonder how.	12 CONSTRAINT One character never speaks. One character stays silent all the way through, yet matters most. Tip: Let the others react to the silence.

1 Our group plan

ACTION!

1 Our cards and big idea	2 Our opening image	3 How we obey the rule
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