

MR MAGLUMP

Activity - What Makes a World?

Mr Maglump is set in an imaginary world – all plays are – but how do you go about making an imaginary world? How do you come up with the ideas? How do you bring it to life?

In this activity, we've put together descriptions of some of the places that make up the world of Mr Maglump. Maybe you can use them as inspirations for making up a world of your own?

1. Decide your location

In the play: Chipson Street

On Chipson Street there are 10 houses. They are all very colourful, except for one...Mr Maglump's. Birds are always on the rooftops. There are beautiful gardens. And once a year all the neighbours come together and throw a wonderful street party to celebrate their street and everyone who lives on it.

You create - If you created a 'world' or a 'place', where would it be? Would it be somewhere recognisable or similar to places you know in real life? Or somewhere completely different?

2. Add some detail

When you've decided where your imaginary world is located, or what the main location of your world is, have a think about the detail.

In the play:

Mr Maglump's House - Upside down number '9' (looks like '6' - same but upside-down version of the Robin's) <ul style="list-style-type: none">● Overgrown front garden● grey and miserable looking house● black front door● rusty gate● closed curtains	The Robin's House - The <i>real</i> number 6 <ul style="list-style-type: none">● Bright orange● blue front door● Scruffy but nice	Miss Trelovely's House <ul style="list-style-type: none">● Number 1● Pale pink and purple● LOTS of flowers (which are actually plastic)● Very pretty front garden with a little white bench
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You create – have a think about some of the following:

1. *How many people live there?*
2. *Are they happy there?*
3. *Is there a lot of nature or lots of concrete?*
4. *Is it a calm place or very busy?*
5. *What is the weather like?*

Now, imagine a person or family, what does their house look like? How does it reflect their personality?

1. *How big is their home?*
2. *What colour is their home? Or what is it build from?*
3. *Do they have neighbours? Do they like their neighbours? Do their neighbours like them?*
4. *Do they spend a lot of time indoors/outdoors?*
5. *Do they speak to their neighbours? Do they know their neighbours?*

- If you were invited to their house for dinner, how would you feel?

3. Think about specific places

In the play: The Dinner Table

- The centre of the Robin family's home
- Big old wooden dinner table with lots of marks on (old pen marks, mug rings, dented edges etc. Its been *lived at*)
- Odd chairs and always extra (welcoming others)
- Big table cloth
- Gets brought outside for a street party, along with all the other neighbour's dinner tables.

You create - Is there somewhere special in your world? An important place, or places? Are they significant or magical? What has happened at those places in the past?

In the play: The Garden Walls

- Divides each front garden
- A chain of gossip
- Contrast from 9 to 1 (Mr Maglump's jungle and Miss Trelovely's plastic garden)
- 'They can keep us all boxed up in our own little cages or serve as the worlds fastest postal service.'

You create - How do the people in your world communicate? Are they well connected or separate? Do they know a lot about each other?

4. How it affects your senses

Just because it's an imaginary world, it doesn't mean you can't experience lots of it using multiple senses. In most plays you can create lots of the world's detail using sound. Some plays, smell and taste are even used!

In the play: sounds are used to describe different locations.

- Birdsong at the beginning - natural full song
- Miss Trelovely humming - restricted song
- Mr Maglump's Trumpet - Full song waiting to come out
- Helicopter - loud, unnatural and oppressive - opposite of birds

You create - What noises can you hear around your world? What makes those noises? Is there any music?