



What The Ocean Said

Creative Learning
2024 Teacher Resources



What The Ocean Said

Notes for Teachers

What The Ocean Said is a live experience for young students. They are invited to relax into a sea of pillows amidst a magical space of calm. This is a world of dreamy electronic music, animation, and wonder.

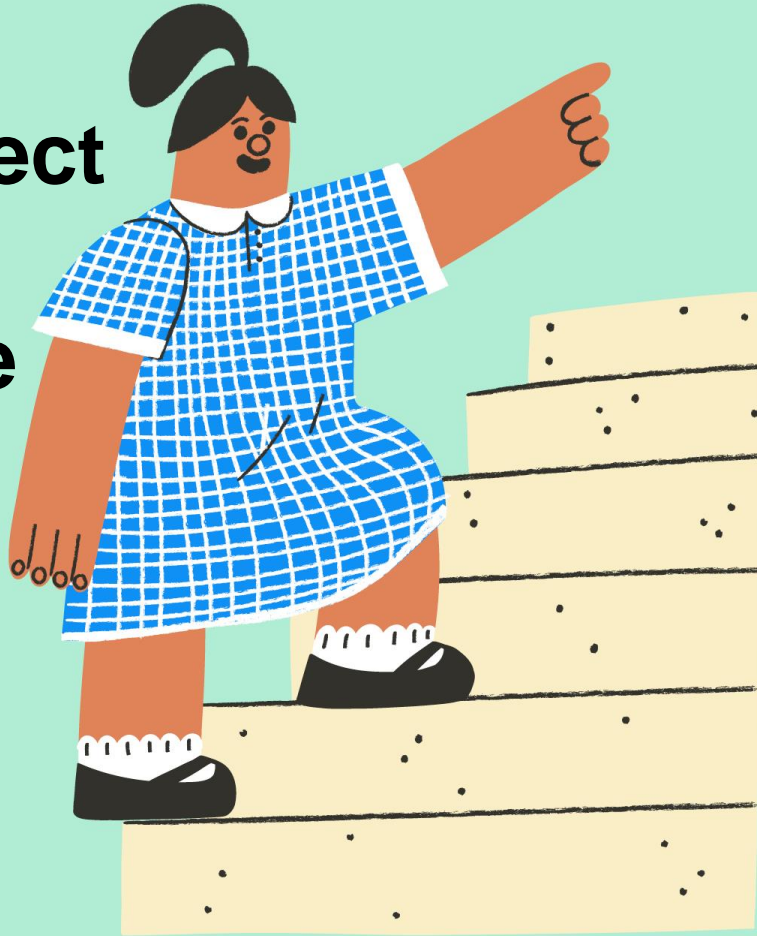
See through the eyes of a humpback whale diving deep into the water, and expand into the reaches of the ocean itself. With mindfulness techniques wrapped up in a storytime adventure, we'll introduce younger children to meditation, and offer bigger kids a whole new perspective.

The following Creative Learning Notes contain key themes, links to videos and suggestions for conversations and activities in the classroom before and after a visit to the performance.

We recommend using this resource as a starting point, to adapt content in a way that suits the learning needs of your students.

[Watch the trailer here](#)

What to expect during the performance



What to expect during the performance

The following prompts may support the experience for students with additional learning, sensory, physical and mental health needs.

Performance: single performer guiding audiences across a narrative story and meditation, often sitting with or near the group

Lighting: Soft, low-lit lighting, with projected images on large silk fabric, moments of no lighting except for image projected on fabric

Audio and Images: Gentle and nature-like soundscape matching projected images of clouds, underwater and landscape scenery

Seating: Floor carpet and soft cushions to lie down amongst with peers. There is an opportunity for participants to close eyes, lie down, imagine and visualise scenes, paying attention to their breathing

Meet the artists

James Brown, Director, Writer and Composer

James Peter Brown is known for his highly evocative, original and diverse music scores and sound design. Having worked professionally across a large range of genres, from mainstage theatre, film, documentary, animation, video games and virtual reality. His process often involves creating music and sound in synchronicity with the development of the project, creating a strong connection between the material and sound.

Alice Osborne, Director and Writer Alice Osborne is a director, puppeteer and movement artist. In Australia she worked extensively with My Darling Patricia and created the dance theatre work Falling Woman with Halcyon Macleod for Performance Space. Recently, as part of Sydney Opera House's Creative Leadership in Learning program, Alice has collaborated with primary school students and teachers in Western Sydney to create performance and film for Amplified Festival.



Meet the artists

Vaishnavi Suryaprakas, Performer Vaishnavi is an actor, Bharathanatyam dancer and dramaturg. She is a graduate of the National Institute of Dramatic Art (NIDA), completing a Bachelor of Fine Arts in Acting in 2017. Her theatre credits include Grand Horizons, White Pearl, and Julius Caesar [understudy] for Sydney Theatre Company; Counting & Cracking, Life of Galileo, and Sami in Paradise for Belvoir Theatre; Moby Dick for Sport for Jove; Pramkicker for Vox Theatre; and Blue Christmas at KXT for New Ghosts Theatre.

Nikita Waldron, Performer Nikita is an actor and writer. She is a graduate of the National Institute of Dramatic Art (NIDA), completing a Bachelor of Fine Arts in Acting in 2017. Her theatre credits include Rules for Living, Lord of the Flies and Mosquitoes at Sydney Theatre Company, The Wolves and An Enemy of the People at Belvoir St Theatre, girl friend at Belvoir's 25a, and Youth & Destination at KXT for Manifesto Theatre Company

Solomon Thomas, Video Designer Solomon Thomas is a theatre maker and performer currently situated in Sydney. He explores the intersection between the physical and digital in theatre, experimenting with how theatre and film can co-exist in a live context. He works as a performer, puppeteer, theatre maker and video designer and is driven by how these practices meet formally.

Angus Callander, Designer Angus Callander is a visual artist and designer based in Sydney. His art practice focuses on how the visual language of modernism can be reappropriated to influence our understanding of the physical world and the overlay of information we impose on it. His work crosses the mediums of painting, sculptural construction and digital animation. He graduated from The University of Sydney in 2012 with a Bachelor of Design in Architecture and in 2015 graduated from the National Art School with a Bachelor of Fine Art majoring in painting. As a designer he works across architecture, film, TV and theatre

Conversation starters



Conversation starters

Imagine your favourite place.

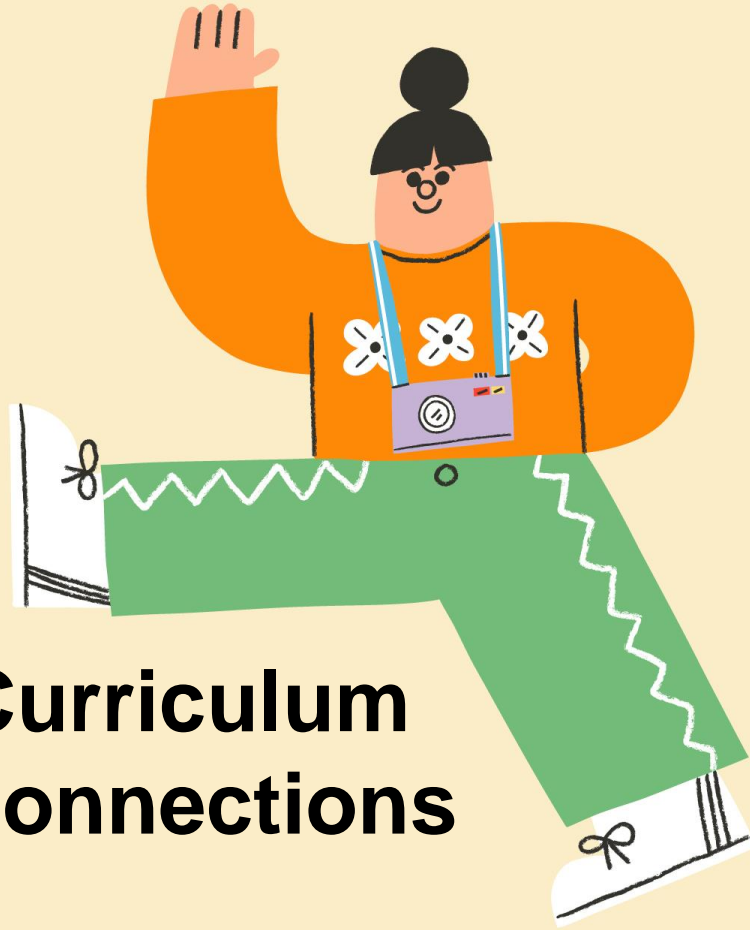
- What does it look like?
- What does it sound like?
- Who or what lives there?
- What does it smell or taste like?
- Who is with you?
- What are you doing when you are there?

Create a word list with some adjectives and verbs that help you describe and explain this special place.

From here you might like to create a drawing, postcard, sculpture or poem that you can share with a friend or someone close to you.



Artwork projection by Blak Douglas on the Sydney Opera House Sails for World Oceans Day 2021



Curriculum connections

Curriculum Links

Connecting with the classroom

English

- ENE-OLC-01: communicates effectively by using interpersonal conventions and language with familiar peers and adults
- EN1-OLC-01: communicates effectively by using interpersonal conventions and language to extend and elaborate ideas for social and learning interactions

Science

- STe-3LW-ST: explores the characteristics, needs and uses of living things
- ST1-4LW-S: describes observable features of living things and their environments
- STe-6ES-S identifies how daily and seasonal changes in the environment affect humans and other living things
- ST1-10ES-S recognises observable changes occurring in the sky and on the land and identifies Earth's resources

Geography

- GEe-1 identifies places and develops an understanding of the importance of places to people
- GE1-1 describes features of places and the connections people have with places
- GE1-2 identifies ways in which people interact with and care for places

Creative Arts (Drama)

- DRAES1.4 Responds to dramatic experiences.
- DRAS1.4 Appreciates dramatic work during the making of their own drama and the drama of others.

Creative Arts (Music)

- MUES1.4 Listens to and responds to music.
- MUS1.4 Responds to a range of music, expressing likes and dislikes and the reasons for these choices.

Resources

More about the Sydney Opera House

Sydney Opera House: Our Story

- <https://www.sydneyoperahouse.com/our-story>

How we work – strategic plans and programs

- <https://www.sydneyoperahouse.com/about-us/how-we-work>

Community projects

- <https://www.sydneyoperahouse.com/about-us/in-the-community>

Careers and opportunities

- <https://www.sydneyoperahouse.com/about-us/careers-and-other-opportunities>

Creative Learning resources

- <https://www.sydneyoperahouse.com/learn/teachers-and-students/classroom-resources>

50th Anniversary Celebrations

- <https://www.sydneyoperahouse.com/50>

Get in touch

Got questions? Contact us with any enquiries about our education programs for schools via phone or email.

P +61 2 9250 7770

E creativelearning@sydneyoperahouse.com

