



international arts festival
for bright young things
presented by barking gecko arts

2026



ACCESSIBILITY GUIDE: Bunbury Festival Hub

CONTENTS

On a mobile device, you can navigate to each event page by clicking on the title!

Welcome to Country and Foreword	3
Access with AWESOME	4
At the Festival Hub Your Feedback	6

Bunbury Regional Entertainment Centre 5

Walk of the Whales	7
Experts Radio Lab	8
Madame Lark	9
Storyteller in Residence Glenn Swift	10
Kids Makers Market	11
Wardan (Ocean) Dreaming	12
Ocean Adventure	13
Play, Imagine & Move	14
Silent Disco	15
Draw Your Face Mural	16
Pop-up Talent Quest	17
Mini Film Festival	18
Postcards to the Wise	19

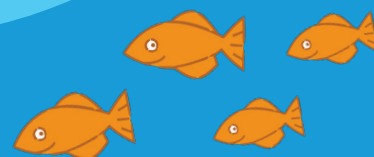
WELCOME



Acknowledgement of Country

Barking Gecko Arts and the AWESOME International Arts Festival for Bright Young Things acknowledge Traditional Owners of Country throughout Australia and recognise the continuing connection to lands, waters and communities. We pay our respects to Aboriginal and Torres Strait Islander cultures, and to Elders past and present. We are proud that this Festival Hub takes place on Goomburrup.

FOREWORD



Hello and welcome to the AWESOME Festival!

We want every child and family to feel that the AWESOME Festival is a place for them. A place to explore, create, play and experience wonderful art together.

We also know that knowing what to expect can make a big difference. That's why we've created this Accessibility Guide.

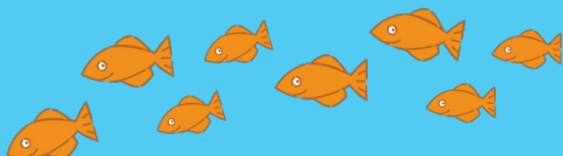
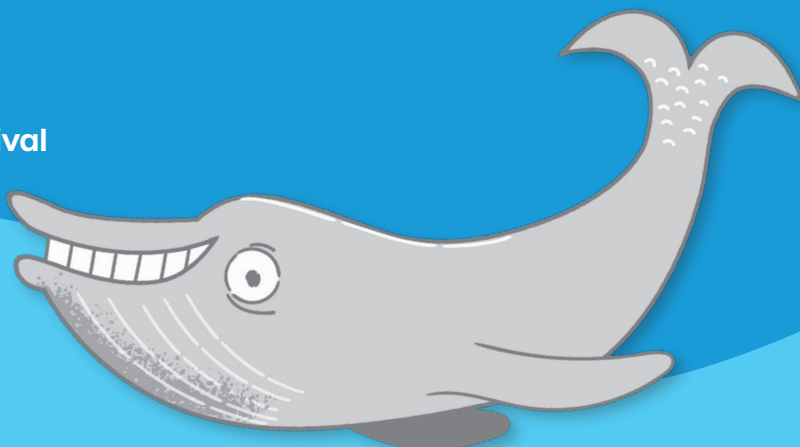
Inside, you'll find practical information about our shows, activities and Festival spaces, including what you might see, hear and experience, so you can choose what will work best for your child and your family.

Every child is different, and you know your child best. Dip into the guide, find the information that matters to you, and if there's something you need to know that isn't here, please ask us.

We're always happy to help.

Most of all, we hope this guide takes away a few of the unknowns and makes it easier for your family to get to the good bit – enjoying the AWESOME Festival together.

Jenny Simpson
Festival Director
AWESOME International Children's Festival



ACCESS WITH **AWESOME**

Our goal in creating this guide is to provide the support to cater for all our bright young things. We have gathered information about all of the events within the AWESOME Bunbury Festival Hub program and listed any possible triggers that could be of attention in providing the most comfortable, joyful experience for all.

Ultimately, it is parents and carers who are best placed to understand their child's needs and responses. We hope that this guide helps you to make decisions about the best events for your family to attend.

HOW TO USE THIS GUIDE:

Within the guide you will find a rating grid at the bottom of each page. We encourage parents and carers to utilise the grid to measure the difficulty of each activity between 1 and 5 (1 being 'easy peasy' and 5 being 'extremely difficult'). This may assist in making decisions about what to see and do, appropriate to the individual needs of your child.

COMPATIBILITY SCALE:



For easier navigation, all links in this document are clickable and will take you to other websites or pages.



Each event is also marked with an icon to indicate the type of events we have:



Literature



Film



Theatre



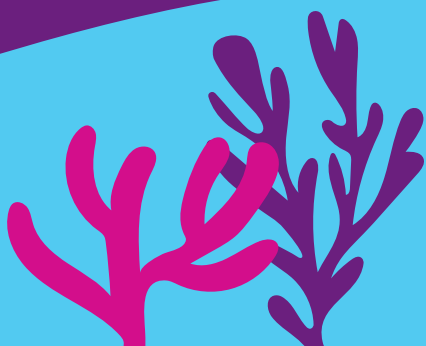
Music



Community



Creative



BUNBURY REGIONAL ARTS CENTRE (BREC)

2 Blair Street, Bunbury

Toilets:

Toilets are located on all levels. The Cube toilets are signed clearly, and accessible toilets/ambulant toilets are available. They are located down a short corridor to your immediate left if exiting from the lift, or immediately in front of you as you come up the stairs to the Cube Theatre.

Lifts:

Lift access available

Public Transport:

BREC is located in the heart of Bunbury, with coach and rail services available from Perth, Mandurah, the South West and Great Southern regions.

Daily bus services run from the Bunbury Passenger terminal and Central Bunbury Bus Station.

Plan your journey here: [TransWA Journey Planner](#)

Closest Parking:

There are two carpark at the front of the BREC building.

- Clifton Street entrance (2 ACROD bays)
- Symmons Street entrance (5 ACROD bays)

Best drop-off point:

Drop-off point is directly out front of the venue, simply turn on your hazard lights while disembarking from vehicles and then move off to find a suitable car park. For more information on access at BREC, [click here](#).



AT THE FESTIVAL HUB:

Approach our Festival team! All you need to do is say: "I have a child with additional needs." We will respond with: "**How can I help?**" and we will be guided by you to assist in any way that we can.

We will be wearing an AWESOME Festival or Barking Gecko Arts t-shirt. The lovely BREC staff will also be happy to help!

We can help you with:

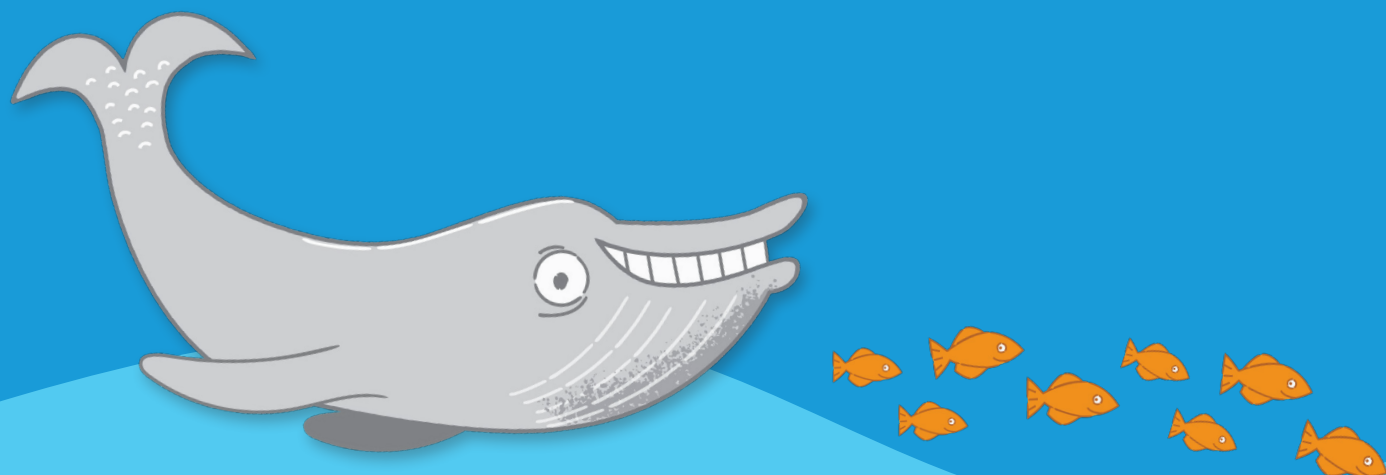
- leaving a venue
- finding a quiet space
- getting into a venue early
- finding appropriate seating

YOUR FEEDBACK

We'd genuinely love your feedback on this guide as it is important for us to learn what works for you and what needs improvement.

If there is anything we can do to make our festival a more inclusive space, please don't hesitate to get in contact, or you can contact us at:

08 6184 4905 | gecko@barkinggecko.com.au



WALK OF THE WHALES

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	Some stalls will be selling candles
Lighting Level	Lighting is low during the performance	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	
High Pitched Tones	Some whale noises	Capacity for a child slower in their movements to participate		Props	
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
				Try to stay in your seat. Giggles and clapping encouraged!

EXPERTS RADIO LAB

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Indoors, well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds	Pre-recorded jingles between interviews	Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	Heavily verbal show
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
				Noise anticipated, though we do encourage listening if/when possible

MADAME LARK

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Indoors, well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around

STORYETLLER IN RESIDENCE

GLENN SWIFT

COMPATIBILITY SCALE:



All
ages



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage	Audiences invited to sing a line of response	Distinctive Smells	
Lighting Level	Indoors, well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)	Audiences can volunteer to sing or read	Textures	
Loud sounds	There may be loud noises in audience response	Undertake directed movement	Audiences invited to clap, respond with words/sounds	Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	Mostly involving sounds, stories, actions, pictures.
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
	Audiences may come and go as they please	Very short if any		

KIDS MAKERS MARKET

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	Some stalls will be selling candles
Lighting Level	Indoors, well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around

WARDAN (OCEAN) DREAMING

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	Paint and glue
Lighting Level	Indoors, well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	Cardboard serves as the canvas for this activity
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around

OCEAN ADVENTURE

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Indoors, well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)	Drama workshop	Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	Children may develop characters that demonstrate anger
Drums		Parent/carer can support in participation		Dialogue Driven	
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	Household items and costumes
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around

PLAY, IMAGINE & MOVE

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Indoors, well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs	Depends on group size and objective of the movement task	Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	Instructions or ideas to support movement exploration
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
		10-mins for everyone to meet one another and play a game.		

SILENT DISCO

COMPATIBILITY SCALE:



Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Disco lights with mirror ball
Flashing Lights	
Loud sounds	Volume can be controlled
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	

Participation	
Children invited on stage	
Artist goes into audience	
Manual Activity (e.g. read, draw, sing, paint)	Singing, dancing
Undertake directed movement	
Participate in groups/pairs	
Parent/carer can support in participation	
Capacity for a child slower in their movements to participate	

Senses, Emotions & Effects	
Distinctive Smells	
Special effects	
Textures	
Balloons	
Characters express anger	
Dialogue Driven	
Props	

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
	Stay for as short or as long as you like			

DRAW YOUR FACE MURAL

COMPATIBILITY SCALE:



Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Indoors, well-lit
Flashing Lights	
Loud sounds	
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	

Participation	
Children invited on stage	
Artist goes into audience	
Manual Activity (e.g. read, draw, sing, paint)	
Undertake directed movement	
Participate in groups/pairs	
Parent/carer can support in participation	
Capacity for a child slower in their movements to participate	

Senses, Emotions & Effects	
Distinctive Smells	
Special effects	
Textures	
Balloons	
Characters express anger	
Dialogue Driven	
Props	

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around

POP-UP TALENT QUEST

COMPATIBILITY SCALE:



Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Indoors, well-lit
Flashing Lights	
Loud sounds	
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	

Participation	
Children invited on stage	
Artist goes into audience	Likely
Manual Activity (e.g. read, draw, sing, paint)	
Undertake directed movement	If they choose to perform
Participate in groups/pairs	
Parent/carer can support in participation	
Capacity for a child slower in their movements to participate	

Senses, Emotions & Effects	
Distinctive Smells	
Special effects	
Textures	
Balloons	
Characters express anger	
Dialogue Driven	
Props	

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
		Likely a short introduction		

MINI-FILM FESTIVAL

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Indoors, ambient lighting	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	In some short films, they do
Drums		Parent/carer can support in participation		Dialogue Driven	Some films are dialogue driven, some have no spoken words
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
	Screenings running throughout the day, drop in at any time			

POSTCARDS TO THE WISE

COMPATIBILITY SCALE:



Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Indoors, well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)	Children are invited to write and design a postcard	Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	
High Pitched Tones		Capacity for a child slower in their movements to participate		Props	Postbox
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around

THANK YOU



Thank you for taking the time to access and read our Accessibility Guide!

We hope this guide has been informative and helpful in creating a comfortable environment all of our patrons can enjoy.

We are a not-for-profit arts organisation that aims to inspire creativity in young people by crafting world-class, award-winning arts experiences designed to entertain, nourish, and inspire young minds. From captivating theatre performances and vibrant festivals, to dynamic workshops and innovative school programs, we offer a kaleidoscope of arts experiences that blend quality with boundless creativity.

In developing this guide we are hoping to create a model that other events and venues can use to be more welcoming of all abilities. We'd genuinely love your feedback as it is important for us to learn what works for you and what needs improvement.



The Barking Gecko Arts Team
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