



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

2026



ACCESSIBILITY GUIDE

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

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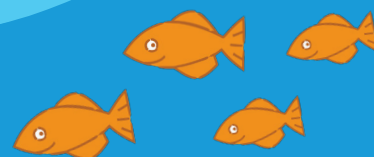
WELCOME



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 takes place on Whadjuk Noongar Boodjar.

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

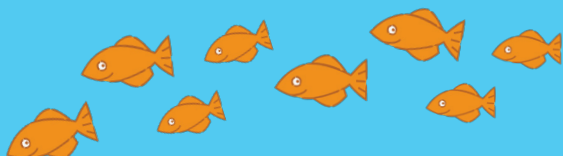
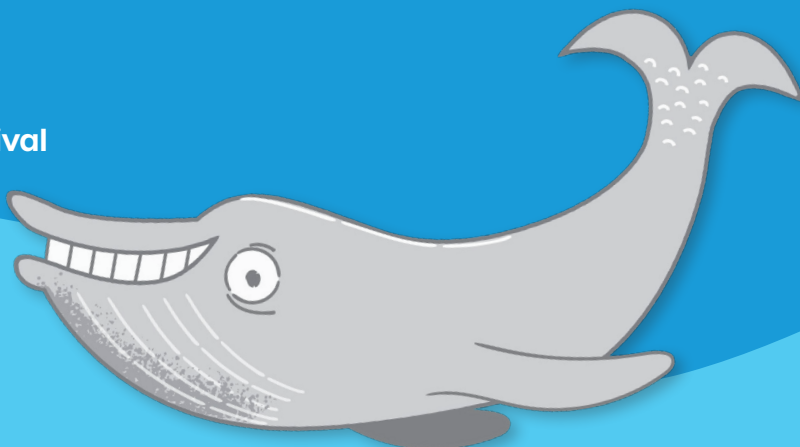
experience, so you can choose what will work best for your child and your family.

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 our events within the festival 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 at the 2026 AWESOME Festival.

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



Exhibition



Theatre



Music



Community



Creative

COMPANION CARDS:

You can use your Companion Card at any Festival event.

If you have a Companion Card, please call our office at (08) 6184 4905 during business hours, 9am - 5pm, Monday to Friday, or email gecko@barkinggecko.com.au

STATE THEATRE CENTRE OF WA

174/176 William Street, Perth Cultural Centre

Toilets:

Accessible and standard toilets are located on 3 levels of the venue. In the Studio Underground foyer, courtyard, and Heath Ledger Theatre foyer.

Lifts:

Two lifts service the main foyer up to the Heath Ledger Theatre foyer on Level 2, and down to Studio Underground foyer.

Public Transport:

- **Train:** The State Theatre Centre is a short walk via the Roe Street overpass from Perth Train Station. With the Perth Cultural Centre currently under construction, please use the lift or stairs in the Urban Orchard for access to William Street Level.
- **Bus:** The State Theatre Centre is within walking distance from Perth Busport via Yagan Square.

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

Closest Parking:

City of Perth Parking – Cultural Centre
5 ACROD parking bays.

Enter from 2 Roe Street, Perth

[Click here](#) for parking fees and information

Best drop-off point:

There are two, 5-minute drop off bays directly outside the venue located on William Street.

For more information on access at the State Theatre of WA, please visit: [State Theatre of WA Accessibility](#)

YAGAN SQUARE

Cnr Wellington Street and William Street, Perth

Toilets:

A wheelchair accessible toilet and standard toilets are located in Perth Busport.

Lifts:

Lifts available to access the Amphitheatre.

Public Transport:

- **Train:** Yagan Square is a short walk from Perth Train Station. Just exit through the ticket gates directly towards the Wellington Street concourse which will lead you immediately to Yagan Square.
- **Bus:** Yagan Square is directly adjacent to Perth Busport.
- Plan your journey here: [Transperth Journey Planner](#)

Closest Parking:

City of Perth Parking – Cultural Centre
5 ACROD parking bays.

Enter from 2 Roe Street, Perth

[Click here](#) for parking fees and information

Best drop-off point:

There are two, 5-minute drop off bays located on William Street, just outside the State Theatre Centre of WA which is a short walk to Yagan Square.

For more information on access at Yagan Square, please visit: [Yagan Square Access](#)

STATE LIBRARY OF WA

25 Francis Street, Perth

Toilets:

Located on all levels, except the Mezzanine. Male and Female disabled toilets are available on the First, Second and Third floors.

Please note that the toilets opposite the Theatre will be undergoing refurbishments, alternate toilets will be available near the photocopier on the Ground Floor.

Public Transport:

- **Train:** The State Library is a short walk via the Roe Street overpass from Perth Train Station.
- **Bus:** The State Library is within walking distance from bus stops on Beaufort Street and from Perth Bus Port via Yagan Square and William Street to James Street.
- Plan your journey here: [Transperth Journey Planner](#)

Lifts:

Two lifts inside the library access all public floors.

Closest Parking:

City of Perth Parking – State Library (located below the building)

7 ACROD parking bays.

Enter from 15 Francis Street, Northbridge

[Click here](#) for parking fees and information

ACROD parking bay on Francis Street, adjacent to the ramp between the State library and the WA Museum

Best drop-off point:

There are two 15-minute drop-off bays available on Francis Street, outside Central TAFE and opposite the State Library. For more information on access at the State Library, please visit: [The State Library Access Inclusion](#)

WA MUSEUM BOOLA BARDIP

Perth Cultural Centre, Perth

Toilets:

Universal access toilets are located on each level of the WA Museum.

Lifts:

Six public lifts service all exhibition levels and floors.

Public Transport:

- **Train:** The WA Museum is a short walk via the Roe Street overpass from Perth Train Station.
- **Bus:** The WA Museum is within walking distance from bus stops on Beaufort Street and from Perth Bus Port via Yagan Square and William Street to James Street.
- Plan your journey here: [Transperth Journey Planner](#)

Closest Parking:

City of Perth Parking – State Library

7 ACROD parking bays.

Enter from 15 Francis Street, Northbridge

[Click here](#) for parking fees and information

ACROD parking bay on Francis Street, adjacent to the ramp between the State library and the WA Museum

Best drop-off point:

Corner of Beaufort Street and James Street Mall, and corner of William and James Streets.

For more information on access at the WA Museum, please visit: [WA Museum Access](#)

SUBIACO ARTS CENTRE

180 Hamersley Road, Subiaco

Toilets:

A wheelchair accessible toilet and standard toilets are located on the Ground Floor.

Lifts:

A lift is available from the ground floor with access to all levels. Wheelchair access to The Studio and Main Auditorium via the ramp from the Theatre Gardens side.

Public Transport:

- Train: Daglish Station is just a 10-minute walk away, Subiaco Station is within a 15-minute walk from the centre.
- Bus: Nine bus routes run through the city, connecting Subiaco with much of the Perth metropolitan area. Bus routes include the 24, 25, 26, 27, 28, 97 (Subiaco Shuttle), 98 and 99 (Circle Route), and 103.
- Plan your journey here: **Transperth Journey Planner**

Closest Parking:

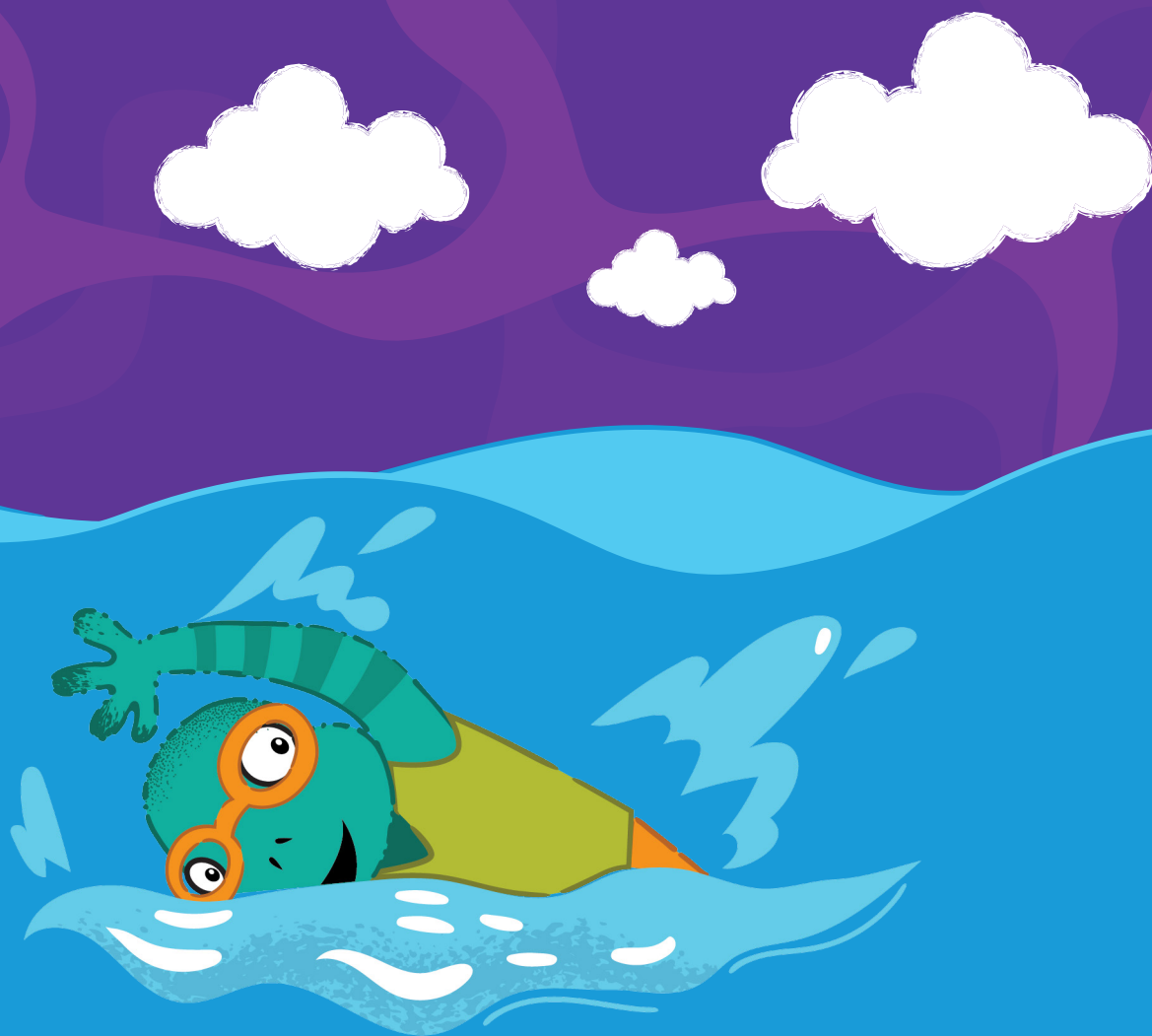
Theatre Gardens Carpark
3 ACROD parking bays
Entrance from Bagot and Hamersley Roads
Click here for parking fees and information

Rowland Street Carpark
2 ACROD parking bays
80 Rowland Street
Click here for parking fees and information

Best drop-off point:

A drop off/pick up area is located within the Theatre Gardens Carpark, entrance from Bagot and Hamersley Roads.

For more information on access at Subiaco Arts Centre, please visit: **Subiaco Arts Centre Accessibility**



THE SENSORY NOOK: SENSORY TOOL LIBRARY

Every Festival can get a little loud, a little bright, a little much, even for our festival monster Alistair! The Sensory Nook is a quiet corner stocked with a library of sensory tools to help. Located at two spots across the AWESOME Festival: Subiaco Arts Centre and the State Theatre Centre.

Borrow whatever helps quiet ears, a wobbe seat, a fidget, a weighted friend to hold, or as long as you need. Tools are free and self-serve. No need to ask. When you're done pop it back in the basket to be cleaned and ready for the next family.

Open to anyone, anytime, for any reason.

Sensory Access supported by Skillbuilders Therapy Products.

Skillbuilders Therapy Products brings together over 30 years of experience supporting children and families through therapy and allied health services. Our range of sensory, regulation, developmental and therapeutic resources has been carefully selected by our experienced Occupational Therapists and therapy team. We choose products that are practical, engaging and purposeful, helping children develop skills, support regulation, build confidence and participate more successfully in everyday activities. Whether used at home, in therapy, early learning or school settings, our products are selected with children's individual needs and development in mind.

Visit us at www.skillbuilders.com.au or in store, 19/41 Catalano Circuit, Canning Vale.



QUIET ZONES:

Sometimes the Festival 'vibe' can be overwhelming or over-stimulating, and you just need somewhere quiet to wind down. For those who need some time away, some suggested quiet zones on the festival site:

- The Story Place (or anywhere) in the State Library of WA
- Studio Underground foyer (under the stairs), State Theatre Centre of WA
- Main Theatre foyer, 1st floor, Subiaco Arts Centre
- Subiaco Theatre Gardens (behind Subiaco Arts Centre)



AT THE FESTIVAL:

Approach our team! All you need to do is say: "I have a child with additional needs."

Our team member will respond: "*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 t-shirt or pink volunteer vest.

We can help you with:

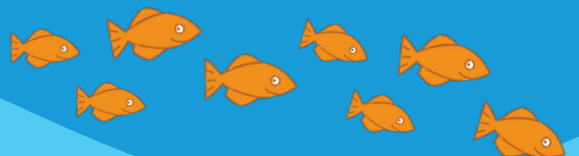
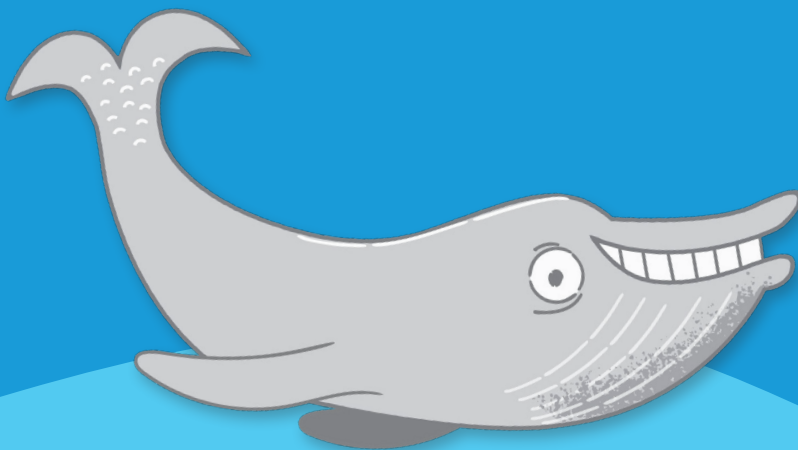
- leaving a venue
- finding a quiet space
- getting into a venue early
- finding appropriate seating

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



STELLARPHANT BY JAMES FOLEY

COMPATIBILITY SCALE:



Ages:
5+



Brochure
page
6



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	At the end of the performance, and also as they lift off into space
Lighting Level	Low
Flashing Lights	
Loud sounds	
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	The sound of the buzzer will be unexpected the first time after that it can be guessed when it will come
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	Haze/smoke machine
Textures	
Balloons	
Characters express anger	The Man gets frustrated in certain scenes. However, the anger is mild and not frightening. He is rather annoyed than angry.
Dialogue Driven	
Props	

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
		There is an Acknowledgement of Country and a reminder to turn off mobile phones. Approximately 1 minute		

AMAZING ASTRO ANIMALS: BOOK LAUNCH

COMPATIBILITY SCALE:

1

2

3

4

5



Ages:
5+



Brochure
page
7



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)	X	Children invited on stage	X	Distinctive Smells	X
Lighting Level	Goes to dark theatre lighting	Artist goes into audience	X	Special effects	X
Flashing Lights	X	Manual Activity (e.g. read, draw, sing, paint)	X	Textures	X
Loud sounds	X	Undertake directed movement	X	Balloons	Not exactly balloons, but inflatable rockets
Repetitive Noises	X	Participate in groups/pairs	X	Characters express anger	A man dressed as a chimpanzee will make noise and throw brown foam into the audience
Drums	X	Parent/carer can support in participation	X	Dialogue Driven	Entirely
High Pitched Tones	X	Capacity for a child slower in their movements to participate	N/A	Props	X
Unexpected Sounds	Potentially. A man dressed as a chimpanzee will make noise and throw brown foam into the audience				
Background Music	X				

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

AMAZING ASTRO ANIMALS: EXHIBITION

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Normal indoor lighting	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)	There is additional information provided about the animals, but it is not a requirement of the exhibition	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

HERMIT

COMPATIBILITY SCALE:



Ages:
2 - 6



Brochure
page
8



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)	Almost, but we always have a tiny bit of light in the audience	Children invited on stage	Only in the final moment of the performance is 1 child invited.	Distinctive Smells	
Lighting Level	Very low	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	N/A	Dialogue Driven	
High Pitched Tones		Capacity for a child slower in their movements to participate	N/A	Props	
Unexpected Sounds					
Background Music					

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

IMAGINATION PLAYGROUND (PERTH)

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	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	Children often participate with other children to construct structures	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

SNUGGLEPLAY

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage	There is no separation between performers and audience members.	Distinctive Smells	
Lighting Level	Soft light turning gradually darker but not dark	Artist goes into audience	Skilled artists facilitate interactions with babies and their families.	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	Djembe is played fairly softly	Parent/carer can support in participation		Dialogue Driven	Very small amount.
High Pitched Tones	Kochi Chimes	Capacity for a child slower in their movements to participate		Props	Water - baby may need a change of clothes. Also, we expect that babies may place things in their mouths, and each prop has been constructed to be safe - either disposable or washable.
Unexpected Sounds	Changing soundscape with natural recorded bird and frog sounds				
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
		Less than 5 minutes		

TOUCH & GO

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	General warm wash
Flashing Lights	
Loud sounds	Live music
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	Nothing sudden
Background Music	

Participation	
Children invited on stage	Children (and their adults) are welcome to join the action or not according to their own preferences.
Artist goes into audience	
Manual Activity (e.g. read, draw, sing, paint)	
Undertake directed movement	All optional
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	Masking tape can be a little bit sticky
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
		Sally, the director of the show, will introduce herself, share some information about the show, and invite children to have a try at some actions.		

KOOKY FINDS HOME

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	There will be some scent boxes, marked and labelled
Lighting Level	Warm ambient lighting	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)	Drawing and building with natural materials (like leaves) are main activities, they are completely optional.	Textures	
Loud sounds				Balloons	
Repetitive Noises		Undertake directed movement	Not required, but there will be opt-in prompts	Characters express anger	
Drums		Participate in groups/pairs		Dialogue Driven	The dialogue is simple and heavily aided by visual cues, with the artist and the puppet in hopes of reducing the reliance on English and sound
High Pitched Tones		Parent/carer can support in participation			
Unexpected Sounds		Capacity for a child slower in their movements to participate		Props	
Background Music					

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

SKILLS & THRILLS CIRCUS PLAY

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)	This workshop is designed so families can drop in anytime, stay as long as they want, and enjoy playing together.	Textures	
Loud sounds				Balloons	
Repetitive Noises		Undertake directed movement		Characters express anger	
Drums		Participate in groups/pairs		Dialogue Driven	
High Pitched Tones		Parent/carer can support in participation		Props	
Unexpected Sounds		Capacity for a child slower in their movements to participate			
Background Music	Because the courtyard is shared, some noise can carry between spaces.				

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

UPTOWN BROWN'S PINBALL PALACE

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage	In the sense that it is participatory play, yes.	Distinctive Smells	
Lighting Level	Outdoors	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	There are a number of small brass bells that the balls will strike in the normal course of play.	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	

AWESOME KIDS MARKET (PERTH)

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	Some stalls will be selling candles
Lighting Level	Outdoors	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
				Families can come and go as they please

LITTLE IMPRESSIONS

COMPATIBILITY SCALE:



EVENT INFO

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)	Participants are required to walk around to view the artworks	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

MADAME PENELOPE & HER PET LIZARDS

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	Artist goes into audience	The Lizards run all over the space and can surprise people sometimes	Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)	Participants are not required to walk; however, they may do so if they want to follow the action as it moves	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

PLEASE WAIT HERE

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
Flashing Lights	
Loud sounds	
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	

Participation	
Children invited on stage	The audience is invited to join in playful activities.
Artist goes into audience	
Manual Activity (e.g. read, draw, sing, paint)	Participants need to read along because the performers use signs to explain the games, since the characters do not speak.
Undertake directed movement	
Participate in groups/pairs	Some games are with a group of strangers.
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

BOAT OF FAITH

COMPATIBILITY SCALE:



Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
Flashing Lights	
Loud sounds	
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	There is a portable sound system on board the boat

Participation	
Children invited on stage	This is in the street. Children are invited to a take part and interact if they want
Artist goes into audience	The Angel sometimes goes into the audience
Manual Activity (e.g. read, draw, sing, paint)	Some moments invite you to read a message in a bottle, and you're welcome to respond with a drawing if you'd like
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	No, but the Angel can get frustrated and express this in a comic way
Dialogue Driven	
Props	

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
			You are welcome to follow the Boat as it meanders	

THE ZEBRAS

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
Flashing Lights	
Loud sounds	Portable sound system used to play dance music
Repetitive Noises	Zebras costumes have castanets on them so they sound like horses hooves
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	Portable sound system used to play dance music

Participation	
Children invited on stage	This is in the street. Children are invited to a take part and interact if they want
Artist goes into audience	We will sometimes go into the audience but we are in the street to its informal
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	Changes depending on the audience. Sometimes we do entire sets nonverbally
Props	

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



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)	Audiences are expected to walk around to look at artworks on display and explore the exhibition at their own pace
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

BOOK BOOGIE - A STORYTIME EXPERIENCE

COMPATIBILITY SCALE:



EVENT INFO

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)	Participants are not necessarily required to read, as parents/guardians can read to them and help facilitate the activity. However, they are required to draw.
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	There is an orientation at start
Props	Small blank notebooks

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
		5 - 7 minutes		

A FEAR LESS STORYTIME WITH KELLY CANBY

COMPATIBILITY SCALE:



EVENT INFO

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	A small number of volunteers may be invited to participate in drawing
Artist goes into audience	
Manual Activity (e.g. read, draw, sing, paint)	Interactive drawing activity suitable for young children
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	Picture book, whiteboard, markers

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
		Approximately 5 minutes		

BOOK LAUNCH - KEP BARNA, WORL BARNA & NOONGAR BOODJA WAANGKAN

COMPATIBILITY SCALE:



EVENT INFO

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	Story time session
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

SPONTANEOUS STORIES WITH JAMES FOLEY

COMPATIBILITY SCALE:



EVENT INFO

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)	Drawing with pencils, papers, sharpeners and erasers
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	Potentially
Dialogue Driven	Completely
Props	

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
				Can make noise, cannot move around

STORYTELLER-IN-RESIDENCE GLENN SWIFT

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Indoors, well-lit
Flashing Lights	
Loud sounds	There may be loud noises in the audience response
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	

Participation	
Children invited on stage	Audiences are invited to sing a line of response
Artist goes into audience	N/A
Manual Activity (e.g. read, draw, sing, paint)	Individuals can volunteer to read or sing
Undertake directed movement	Audiences are invited to clap. Optional responding with sounds/ words
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	Mostly, involving sounds, actions, stories and pictures.
Props	

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		

CREATE YOUR OWN DYSTOPIA!

COMPATIBILITY SCALE:



EVENT INFO

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)	Participants are required to read and draw	Textures	
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs	This is optional. They can work individually if they prefer	Characters express anger	Our protagonist in the novel is very frustrated with the world she lives in.
Drums		Parent/carer can support in participation		Dialogue Driven	The presenters are in dialogue with each other as they read from their novel.
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
		20 minutes		

CLAY MEELYU WITH DR HOLLY BRADLEY

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Indoors, well-lit
Flashing Lights	
Loud sounds	
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	Recording playing of the Badimia language in the book to accompany the live reading

Participation	
Children invited on stage	
Artist goes into audience	
Manual Activity (e.g. read, draw, sing, paint)	Participants are invited to build and colour a lizard replica using Crayola Model Magic and felt-tip pens.
Undertake directed movement	
Participate in groups/pairs	
Parent/carer can support in participation	
Capacity for a child slower in their movements to participate	Participants can take their time to create their models, in whatever creative form their lizard replica takes

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
		5 minutes	Sit and listen to the reading, then ask questions	A quiet audience for story time is ideal, but they can move around during the workshop activity

A PERFECT CITY

COMPATIBILITY SCALE:



EVENT INFO

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

HISTORY HUNTERS

COMPATIBILITY SCALE:



EVENT INFO

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)	Participants are expected to engage in creating drawings, treasure maps, pirate flags, and similar items.
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

WALK OF THE WHALES BY NICK BLAND

COMPATIBILITY SCALE:



Ages:
8+



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EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Lighting is low during the performance, with stair lights remaining on.
Flashing Lights	
Loud sounds	
Repetitive Noises	
Drums	
High Pitched Tones	Some whale noises.
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
				Try to stay in your seat. Giggles and clapping encouraged!

THE EXTRAORDINARY ADVENTURES OF FURRY FRIENDS: AN ORIGINAL STORY WITH LIVE MUSIC

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	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	40% of the performance is narrated
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
		5 minutes		

INDIAN RHYTHMS

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
Flashing Lights	
Loud sounds	Amplified music from the performance
Repetitive Noises	
Drums	Indian hand 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

OOMPAH!!!

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
Flashing Lights	
Loud sounds	Playing in a brass band can get quite loud, especially near the front of the stage
Repetitive Noises	
Drums	
High Pitched Tones	At several points, the clarinet reaches into its upper register.
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
			It is a concert, but dancing is encouraged	

WILD SYMPHONY

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	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	The character of a Dancing boar that appears mean at first but turns out to be having fun chasing butterflies and dancing
Drums		Parent/carer can support in participation		Dialogue Driven	50% dialogue and activities, and 50% music
High Pitched Tones	Violins	Capacity for a child slower in their movements to participate	Some possible simple clapping, choreography	Props	
Unexpected Sounds					
Background Music					

Attention Span	Intermission/ Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around
		Yes, but content will shift quickly between concepts		

CRASH! BANG! KABOOM!

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
Flashing Lights	
Loud sounds	
Repetitive Noises	
Drums	
High Pitched Tones	
Unexpected Sounds	
Background Music	

Participation	
Children invited on stage	A few volunteers will be selected from any keen children audiences
Artist goes into audience	Yes, briefly to select children to participate on stage
Manual Activity (e.g. read, draw, sing, paint)	
Undertake directed movement	There is some call and copy if the kids wish to participate
Participate in groups/pairs	
Parent/carer can support in participation	
Capacity for a child slower in their movements to participate	The turns happen all at once, so each child can participate to their ability at the time

Senses, Emotions & Effects	
Distinctive Smells	
Special effects	
Textures	
Balloons	One balloon is blown up on stage and then played as a squeaker
Characters express anger	Some mild pantomime anger, delivered in a funny manner
Dialogue Driven	There is some explanations and introductions of the instruments as the show progresses. But as it is a musical performance, the meaning can be gained from seeing and hearing the instruments
Props	

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

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	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

UPTOWN BROWN

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	Artist goes into audience	The performer interacts with the audience in the round if they are interested.	Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds	Drums, singing, some horns/bells as part of the musical performance.	Undertake directed movement		Balloons	
Repetitive Noises	Live music, drum beats etc	Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	
High Pitched Tones	Within musical context only (eg higher notes on a clarinet)	Capacity for a child slower in their movements to participate		Props	
Unexpected Sounds	Occasional bells/horns - again, only within a musical context.				
Background Music	Live music, drum beats etc				
Attention Span	Intermission/Breaks	Introduction	Children need to sit in one place	Appropriate to make noise/move around	

UPSOUND INSTRUMENTS - MAKE & PLAY WORKSHOP AREA

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Ambience lighting
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)	Participants will build their own musical instruments. Some may use tape, screws, or decorate, while others explore materials and sounds.
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	Participants create sounds by rubbing wood or metal and blowing into straws or tubes.
Balloons	Balloons are available. We can arrange a balloon-free time or space, but cannot guarantee that balloons from earlier sessions won't be present.
Characters express anger	
Dialogue Driven	
Props	

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

PLAY IN PROCESS

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
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)	Children can also choose to build with loose parts, recycled materials, or natural objects, with paint also available.
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

THE ZINE FACTORY

COMPATIBILITY SCALE:



Ages:
7+



Brochure
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EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Ambience lighting	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds	Yes, potentially from other participants and possibly background music	Undertake directed movement	Should a participant require help, they should be able to have some level of ability to follow instructions	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	May play music in the background of the workshop (but this isn't a fixed variable)				

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

WOVEN WONDERS

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
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	Fabric, yarn, string, cardboard, wool, scissors
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 as long as you like	Several minutes		

WALKEN STORY TIME

COMPATIBILITY SCALE:



Ages:
2+



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page
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EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	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	There may be some group discussion	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	Large zebra
Unexpected Sounds					
Background Music					

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

EXPERTS RADIO LAB

COMPATIBILITY SCALE:



Ages:
6+



Brochure
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EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)		Textures	
Loud sounds	Pre recorded jungles are played between the live interviews but will be kept to a moderate sound level	Undertake directed movement		Balloons	
Repetitive Noises		Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	It is a heavily verbal show as children are asked to speak on the subject of their choice.
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
			We are in a public space, so anticipate noise, though we do encourage listening, if/ when possible, to the interviewee on stage	

ARTIST IN RESIDENCE | NICHOLAS KIRKNESS

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Well-lit	Artist goes into audience		Special effects	
Flashing Lights		Manual Activity (e.g. read, draw, sing, paint)	Colouring-in, origami, collage, etc.	Textures	From the Colouring-in, origami, collage activity
Loud sounds		Undertake directed movement		Balloons	
Repetitive Noises	The Artist in Residence interview video is on loop	Participate in groups/pairs		Characters express anger	
Drums		Parent/carer can support in participation		Dialogue Driven	It is not dialogue, beyond some basic instructions for workshop activities (Colouring-in, origami, collage, etc.)
High Pitched Tones		Capacity for a child slower in their movements to participate			
Unexpected Sounds				Props	
Background Music	Sounds from the Artist in Residence interview video				

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

AWESOME KIDS MARKET (SUBIACO)

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	Some stalls will be selling candles
Lighting Level	Outdoors	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
				Families can come and go as they please

IMAGINATION PLAYGROUND (SUBIACO)

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
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	Children often participate with other children to construct structures
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

FOUNDATION HOUSING CUBBIES

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	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

THE CHANGE MAKER TENT

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound	
Total Blackout (Audience)	
Lighting Level	Outdoors
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)	Read posters and write postcards using pens and markers
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
			Come and go as you like	

LOVE MAKES A FAMILY HUB

COMPATIBILITY SCALE:



EVENT INFO

Lighting & Sound		Participation		Senses, Emotions & Effects	
Total Blackout (Audience)		Children invited on stage		Distinctive Smells	
Lighting Level	Outdoors	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	Discussion and explanation are able to be delivered in simple, non verbal demo
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

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.



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