

**BOUGE
DE LÀ**

DANSE JEUNE PUBLIC

PRESENTS

GLITCH



TEACHER'S GUIDE

WELCOME

To all teaching staff,

Cultural days out have a really positive effect on children and I would like to thank you for giving them this chance! Going to the theatre means saying yes to the imagination, to emotions, to magic. It means sharing a moment together.

To see a dance show is to be told a story with the body rather than words. Dance appeals to our kinaesthetic sense; that is, it has the power to communicate the pleasure of movement. I therefore invite you to let the young audience members react to the movements the dancers perform.

GLITCH is a show aimed at children between the ages of 6 and 12. In order to amplify the students' pleasure (and yours!) as everyone gets settled into the room, we have created this accompanying booklet, which offers useful tools on how to approach dance, as well as providing suggestions for dance-related activities you can perform before and after your visit to the theatre.

Every memory has the potential to become a catalyst for a work of art. In *GLITCH*, this memory, from my childhood at my grandmother's house, came back to me unconsciously and guided my artistic choices. It's fascinating to see how costumes, stage design and – in this specific case – lasers, can provide an atmosphere conducive to the creation of a work of dance performance. In this place where everything is possible, you can see the characters metamorphose during the course of their explorations.

I hope you have as much pleasure watching this show as my team and I had creating it!

Enjoy the show!

Hélène Langevin
Artistic Director and Choreographer



BOUGE DE LÀ IN SHORT

Created in 2000 under the artistic direction of H el ene Langevin, choreographer, Bouge de l a is one of the rare professional dance companies in Qu ebec devoted exclusively to creating dance presentations for children. By fusing dance with other artistic disciplines (video, theatre, shadow play), the company offers contemporary dance performances full of humour and poetry. Perhaps you have seen one of the company's past performances, such as *Through My Eyes*, *Bedtime!* or *The 26 Letter Dance*... *GLITCH* is the 9th dance piece by Bouge de l a.

MISSION

The mission of Bouge de l a is to create and perform prime quality dance works for young audiences and to develop a multitude of cultural mediation activities that promote dance. This action is deployed nationally and internationally. Children are at the heart of the company's approach. Bouge de l a offers them a beneficial and joyful dance experience, eliciting the full range of their senses and awakening in them the desire to embrace movement.

VISION

Bouge de l a aims to give as many children as possible the opportunity to discover dance, to express themselves through movement and to experience the thrill of dancing with others. The company hopes that this process of discovery will create a significant and lasting impact on their lives.



GLITCH

A surrealistic fantasy, *GLITCH* transports us to the mysterious basement of a deserted theatre. At least that's what our 4 intrepid explorers believe as they delve into this new universe that is about to change them forever.

What will they find in this strange dimension where the laws of reality defy those of our own? Lighting, stage design and costume all come together, at the mercy of the laser beam that becomes a fifth character. This is the glitch that appears, disappears and guides the young audience to the discovery of this forbidden place, where the gap between two worlds becomes almost illusory.

In this limitless playground where the protagonists and the elements are closely intertwined, *GLITCH* awakens the imagination and leads the spectator to question and embrace the unpredictable.

Audience 6 to 12 years old

Approximate duration 55 minutes



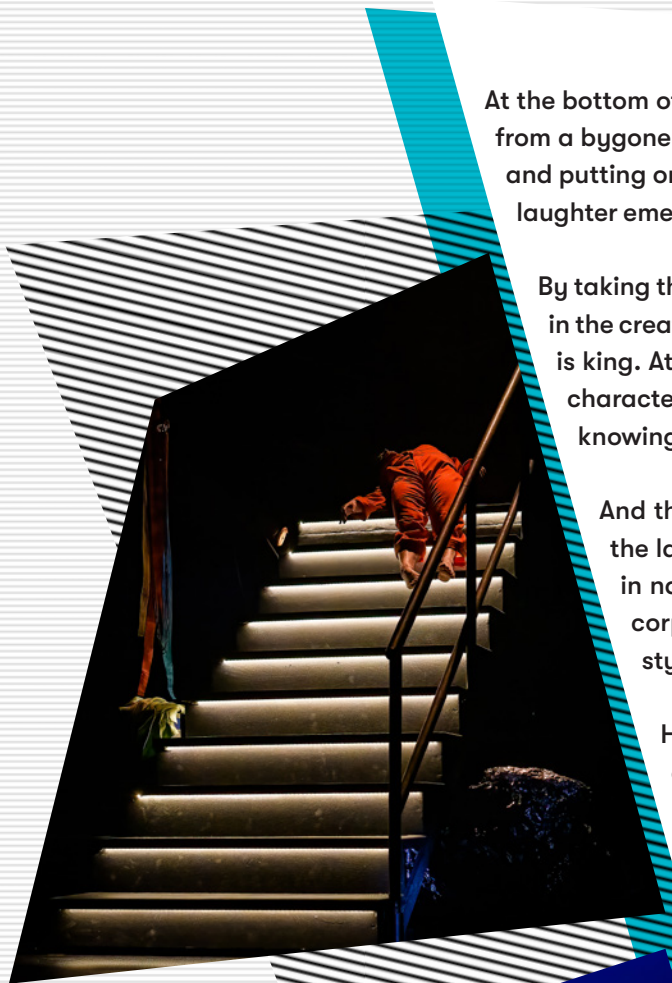
APPROACH AND INTENT

At the bottom of the stairs, the child H  l  ne Langevin was giving new life to outfits from a bygone era, creating characters in her grandmother's sand-covered cellar and putting on concerts with her cousins. This imaginary world full of frights and laughter emerged from the choreographer's memory as the key to this new work.

By taking these stairs – a part of the set that quickly became a central element in the creation – we undertake a descent into the unknown, where imagination is king. At the heart of the mystery into which the spectator is plunged, four characters move back and forth between the two worlds, without really knowing how!

And then a fifth protagonist appears, embodying the spirit of the place: the laser, which manifests before our eyes, leading the game. Magnetic in nature, on stage its appearances cause ruptures of time, space and corporeality. Its light, just like its movement, creates the rhythm, the style, the contrasts. This is the glitch.

H  l  ne Langevin brought Audrey Bergeron on board in the role of choreographer for this two-headed creation. Having worked together since *Vieux Thomas et la petite f  e* in 2008, the two artists admit to freely contradicting one another before arriving at the perfect consensus. The richness of this collaboration comes from a common vision of the power of experimentation.



APPROACH AND INTENT

The work also relies on the contribution of the performers who, as with all Bouge de là creations, take an active role in the creative process. The variety of bodies, of personalities and, therefore, textures also implies a variety of “physicalities”. In the contrasting tableaux, the performers explore a range of body-states: angularity, limpness, roundness, fluidity, friction, abandon... So many mutations, all subject to the dictates of the laser and the omnipresence of the stage.

This, right here, is the glitch: a malfunction, a rupture, a freeze frame propelling us into another dimension. It is the unforeseen confrontation between realities, disciplines, experiences, colours, sounds. The magic and the magnetic flow from it – almost like a warning to stay alert.

How the piece evolves is dictated by one thing and one thing alone: the project itself, endowed with its own, living intelligence. This type of creative process is so fascinating because mere words are not enough to describe how the different stage elements have influenced the creation and its outcomes. One must take the stairs, confront the darkness, approach the boxes and follow the laser to find out.



FUN FACTS!

- In the early stages of the creative process, the project's working title was *Étrange (Strange)*.
- The rabbit's head, which makes a brief appearance, featured in an earlier Bouge de là project: *L'atelier (The Workshop)*, from back in 2010!
- During a first aid training course, choreographer H el ene Langevin enjoyed exploring the type of movements she could make with a forearm splint. This somewhat bizarre research led to the choreography of the robots that appear in the show!
- Many elements of the production, e.g. the staircase, the hanging curtain, the boxes onstage and even some of the costumes are reused and recycled items!
- Once, right in the middle of a rehearsal, we produced so much smoke the fire alarm went off! The fire department arrived and the whole building had to be evacuated. Whoops!



BACKSTAGE

What exactly is involved in developing a show? Who's responsible for the design?
Why did they choose this type of career?
Check out the testimonies and anecdotes of our team members!

CHOREOGRAPHERS

Audrey Bergeron

To start the video,
click the image



Hélène Langevin

To start the video,
click the image



PERFORMERS

José Flores

To start the video,
click the image



Marianne Gignac-Girard

To start the video,
click the image



Chloé Ouellet-Payeur

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Gabrielle Surprenant-Lacasse

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click the image



ABOUT DANCE

A dance show is one of the most stimulating and rewarding activities for children. Since we can't personally accompany each and every group throughout its artistic discovery and experience of dance, we have provided teaching staff with a section of our website that offers a few useful tools to help you better understand dance and how to approach it with your pupils. Follow this link to find out more > <https://bougedela.org/en/teachers/#about>.

BEYOND THE SHOW

To all teaching staff!

We would like to recommend two workshops you can do with your students: before the show, we suggest the Puppet workshop and then, after seeing GLITCH, the Robot Dance.

As dance is a visual medium, a demonstration is worth a thousand words! For each of these workshops we have created a series of videos that explain the activities and provide instructions to help you better understand them.

These activities can be adapted to the three elementary school cycles. Please respect the progression: begin with the basic activity before continuing further in your exploration of movement.

We recommend watching them with your pupils! The videos will definitely be of particular benefit to those pupils who are more visual learners than auditory.

THE PUPPET (BEFORE THE SHOW)

By working in pairs, this series of activities will get you moving different parts of the body.

PUPPETRY 101

basic puppet activity

To start the video, click the image



PUPPETRY 201

adding strength and direction to the puppet

To start the video, click the image



PUPPETRY 301

the puppet starts to dance (and we switch roles)

To start the video, click the image



PUPPETRY 401

dancing in pairs using structured improvisation

To start the video, click the image



THE ROBOT DANCE

(AFTER THE SHOW)

In teams of 2, 3 or 4, you can either copy the choreography of the robots or come up with your own movements inspired by this choreography. To make the activity even more fun, come up with machine sounds for each of your arm movements. Have fun and be creative! And present your results to the class.

For the 1st cycle: do the robot in pairs and try to memorise 4 to 8 movements. If all goes well, continue memorising.

For the 2nd and 3rd cycles: work in groups of 2, 3 or 4, depending on your preference. The more people involved, the more difficult it gets!

DUO

To start the video, click the image



TRIO

To start the video, click the image



QUARTET

To start the video, click the image



WHY NOT SEND US YOUR CHOREOGRAPHIES! DON'T WORRY, THEY'LL REMAIN PRIVATE, JUST BETWEEN US! :-)

info@bougedela.org

MAKING ROBOT ARMS

This art activity is optional.

Learn how to make your own robot arms to use in the Robot Dance activity!

NECESSARY MATERIALS

- a cardboard box
- scissors
- a pencil
- a roll of strong packing tape (such as duct tape)

METHOD

Click on the link below or paste the address into your web browser to watch H el ene Langevin's tutorial.



Vid eo tutorial: bdldanse.org/brasderobot

ARTISTIC TEAM

CONCEPTION & DIRECTION

HÉLÈNE LANGEVIN

CHOREOGRAPHY

AUDREY BERGERON

HÉLÈNE LANGEVIN

PERFORMANCE

JOSÉ FLORES

MARIANNE GIGNAC-GIRARD

CHLOÉ OUELLET-PAYEUR

GABRIELLE SURPRENANT-LACASSE

ARTISTIC TEAM

MARILÈNE BASTIEN – COSTUMES

LUCIE BAZZO – LIGHTING

MARTIN BELLEMARE – DRAMATIST

MARIE-EVE CARRIÈRE – REHEARSAL DIRECTOR

BERNARD FALAISE – MUSIC

RICHARD LACROIX – SET

JIMMY LAKATOS – LASER

PRODUCTION TEAM

CATHERINE COMEAU – PRODUCTION MANAGER

GUY FORTIN – SOUND DIRECTION AND LASER EFFECTS

MARTIN LEPAGE – TECHNICAL DIRECTOR AND LIGHTING EFFECTS

GRAPHIC DESIGN

JULIE PARENT

PHOTOGRAPHY

SUZANE O'NEILL

DAVID WONG

If you have any questions about the show or would like to enquire about the possibility of an in-class visit by our artists, please reach out to us at info@bougedela.org.

BOUGEDELA.ORG



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