



# **ACTIVITIES: KEY STAGE 3**

## **INTERVIEWS WITH THE CREATIVE TEAM**

### **Interviews with Simon Kenny and Bill Buckhurst on the design of the play:**

- 1) Find the interview with the designer of the production, Simon Kenny. In the interview he says that the design process started with the idea of the festival of Twelfth Night a day when things were turned upside down in early 17th Century England.
- 2) Next watch the interview with Bill Buckhurst the director where he talks in more detail about how the festival of Twelfth Night was a time when people could change their role in life for one day.
- 3) Make a list of all the things in the play which are confused or turned upside down. Compare your list with that created by a fellow student and discuss any differences you find.
- 4) Write a paragraph describing and explaining how these themes link together.

### **Interview with Simon Kenny:**

- 1) Find the interview with the designer of the production, Simon Kenny. In the interview he explains that the designs for the costumes have been created with a dream-like unreal feeling.
- 2) Choose one of the main characters and decide how you think they might be dressed.
- 3) Create an illustration to show your ideas. You could draw your illustration or use a collage of parts of photographs from magazines to create the image. Make notes on your illustration to explain the decisions you made for your character's costume.
- 4) Share your illustration with others in your group and explain why you made particular decisions. If you are able to see the production, you will be able to compare your ideas with the actual costume your character wears.

### **Interview with Bill Buckhurst on time:**

- 1) Find the interview on Time with Bill Buckhurst, the director of the play. In the interview he talks about the importance of the theme of time in Twelfth Night mentioning Feste's words 'youth's a stuff will not endure' (2.3.50). Bill then describes the way Sir Toby and Sir Andrew seem to want to hold back time and remain youthful.



**GLOBE  
EDUCATION**

**PLAYING SHAKESPEARE  
WITH DEUTSCHE BANK**

**Interview with Bill Buckhurst on the sea:**

- 1) Find the interview with Bill Buckhurst, the director of *Twelfth Night*, where he talks about the importance of the sea in the play. He describes the sea as being almost like another character.
- 2) List the ways in which the sea and the shipwreck affects some of the characters such as Viola and Sebastian who are directly affected. Then think how their arrival in Illyria affects some of the other characters such as Olivia and Orsino.
- 3) Compare your notes with a fellow student and discuss the differences in your ideas.
- 4) Write a paragraph explaining your thoughts about the impact of the sea in the play.