

## Liverpool John Moores University

Title: FACILITATION 1: THEATRE GAMES  
Status: Definitive  
Code: **4513CMD** (118623)  
Version Start Date: 01-08-2014

Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Ros Merkin	Y

**Academic Level:** FHEQ4  
**Credit Value:** 12.00  
**Total Delivered Hours:** 40.00  
**Total Learning Hours:** 120  
**Private Study:** 80

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Workshop	40.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	SEMINAR	Seminar Workshop	40.0	
Presentation	PRESENT	Placement Presentation	30.0	
Essay	ESSAY	Essay: 2000 words	30.0	

### Aims

*This module aims to provide students with a practical and theoretical grounding in the key facilitation skills required to work within the broad spectrum of Community Drama. At this level the focus will be given to the anatomy of the drama workshop, the function of games and exercises, and the development of a personal facilitation style.*

## Learning Outcomes

After completing the module the student should be able to:

- LO1 Demonstrate a critical awareness of the role of 'games' and 'playing' in different social contexts and how this links to drama practice.
- LO2 Demonstrate awareness of a range of external and internal factors that can affect the progress of a drama workshop.
- LO3 Utilise appropriate strategies to devise and deliver a short seminar.
- LO4 Demonstrate an ability to analyse a specific community context and formulate facilitation strategies appropriate for implementation within this context.
- LO5 Demonstrate a critical awareness of facilitation styles and an ability to adapt to prevailing circumstance.
- LO6 Utilise a process of structured reflection to analyse and improve facilitation practice.

## Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

SEMINAR WORKSHOP	LO2	LO3	LO5
PLACEMENT	LO4	LO6	
PRESENTATION			
ESSAY: 2000 WORDS	LO1		

## Outline Syllabus

*The module will begin with an interrogation of the range of practices that constitute Community Drama and the notion of 'workshop' that is central to many of them. This will be followed by a detailed exploration and analysis of the constituent elements common to games and exercises and how these might be adapted to suit different participant groups. This first phase will conclude with the writing of an essay exploring the role of 'games' and 'playing' in human culture and how this links to drama practice.*

*In the second phase of the module focus will shift to the role of the facilitator and students will undergo a series of diagnostic exercises to explore their own facilitation style. Class based facilitation practice in groups will lead to individual work and ultimately an assessed group delivery of a short workshop.*

*Throughout the module each student will undertake a 30hr placement with a community group (that may or may not currently undertake a drama based activity). The student's role in the placement will be largely observational and they should not at this level be expected to lead sessions alone. At the end of the module each student will present an analysis of the needs of the community group and propose a hypothetical series of workshops and the appropriate facilitation approach they would use in working with this group.*

*Students will be encouraged to keep a reflective journal of their development as facilitator throughout the module.*

## **Learning Activities**

This module is delivered in lecture, group workshop and seminar formats. Students are expected to work in pairs or small groups for the purposes of the practical assignments and seminar presentations

## **Notes**

The short workshop will normally be a joint assessment with Theatre For Social and Political Purpose