

Your PVS Games Brief

OBJECTIVES

The PVS Games are a team event conducted over the 3 days of the PVS workshop. All participants at the PVS workshop are team players. Teams are asked to respond to their workshop experience with a presentation that creatively interprets the objectives, content, key messages and/or outcomes of the workshop.

PROGRAM

- **DAY 1 Tuesday** (1.15pm - 1.45pm) Meet with your team and formulate some initial ideas in response to the brief. (Thoroughly baffled? Then please consult 'Team Chuckle' - Gil, Iain, Karen, Shaun and Lorna – the guys and gals who got you into this pickle.)
- **DAY 2 Wednesday** (8.15am - 8.45am) Craft your presentation.
- **DAY 3 Thursday** (9.45am - 10.15am) Present your team activity.
Award ceremony to take place during morning tea (10.15am to 10.45am).

PRESENTATIONS

Your team presentation on DAY 3 has been scheduled for the half-hour prior to morning tea and has a time limit of 5 minutes. Please be 'brief but brilliant' so that we can keep to schedule. Presentations may take one, or a combination of the following approaches. Your team also has the option to expand on this list and come up with your own unique approach. Be creative! Be bold!

- Dramatic skit
- Storytelling
- Hand-puppet play
- Shadow play
- Song or poem
- Human sculpture
- Arts and crafts

<p>NOTE : all teams will include 1 to 2 players who will only be present on Day 3 of the Games, so please provide an active role for them in your final presentation.</p>
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PROPS

An assortment of props are available. These include: large sheets of white paper, coloured pens, hand puppets, socks, stuffed toys, face paint, glue, cardboard, egg cartons, balloons, musical instruments. Please consult 'Team Chuckle' if you require specific props that are not provided - we may be able to help you. Your presentation can also include audience participation.

TEAMS

There are 6 teams competing in the PVS games - each under the banner of an Olympian god or goddess:

- **‘The passionate ones’** Patron deity: **Aphrodite** - Goddess of love and beauty. She possesses a magical girdle, which has the property of causing men to fall hopelessly in love with whomever is wearing it.
- **‘The movers & shakers’** Patron deity: **Poseidon** - God of the sea, earthquakes and horses. Poseidon has dominion over all water, both salt and fresh. Also called ‘The Earth shaker’.
- **‘The productive ones’** Patron deity: **Demeter** - Goddess of grain and fertility. As the patron deity of agriculture she is worshipped with festivals and other honours.
- **‘The crafty ones’** Patron deity: **Hephaistos** - God of fire and crafts or the two together, hence of blacksmiths. He built the marvellous palaces atop Mount Olympus.
- **‘The wise ones’** Patron deity: **Athena** - Goddess of wisdom, war and the domestic arts. In the mortal realm Athena is protector of heroes.
- **‘The merry ones’** Patron deity: **Dionysus** - God of wine, mysteries and theatre. It was Dionysus who granted Midas the power to turn whatever he touched into gold.

Please wear your team **badge** each day of the games.

DRUG TESTING: Players are requested to provide a ‘sample’.