



BRIDGE

ADVENTURES



KIT THEATRE

OUR MISSION

KIT's vision is to use immersive theatre to support the emergence of a generation of creative, confident, questioning young people; inspired through adventure.

OUR VISION

Our mission is to make playful, immersive theatre for (and with) young people which develops their creativity, confidence and critical thinking while connecting them with their local creative community.

KIT Theatre is an award-winning not for profit theatre company. Our work always begins with a disruption, whether the arrival of a letter, a mysterious package or a Time Traveller bursting into an assembly, a dramatic intervention interrupts the school day.

In our Bridge Adventures, the story driving pupils' missions requires pupils to leave the school and find clues/meet characters in their community's local cultural places. These projects foster creative communities: introducing young people and their families to their local cultural places whilst empowering community/young people's teams to use immersive practices as they build relationships into the future.



**VISITING BATTERSEA
ARTS CENTRE
WAS AN AMAZING
AND UNIQUE
EXPERIENCE FOR OUR CHILDREN.**

**GRIFFIN PRIMARY
SCHOOL**

ON ENVIRO TAKEOVER (2023)

WARDROBES

BRIDGE ADVENTURES

YOUNG PEOPLE COME TO THE RESCUE OF LOST TIME TRAVELLERS, CREATING PERFORMANCES AT THEIR LOCAL LIBRARY TO TEACH THEM ABOUT OUR MODERN WORLD.

KIT's first Bridge Adventure, Wardrobes is a time-travelling adventure which develops young people's creative writing and performance skills while introducing them to local cultural venues, their local library and their local history.

Remade for each new location, Wardrobes tells the stories of characters from an area's past being catapulted through time to the present day. Young people are recruited by a mysterious Professor who gives them the important job of forming a welcome party for time travellers, preparing performances and guidebooks to introduce them to modern-day life in their hometown.



**THIS WAS THE
BEST DAY OF MY
LIFE.**

THEO, AGED 6



WARDROBES



I'VE BEEN TEACHING A LONG TIME AND HAVE NEVER BEEN INVOLVED IN SUCH A PROJECT THAT HAS IMPACTED CHILDREN AND STAFF THE WAY THIS HAS... IT HAS SHOWN ME WHAT MY CLASS ARE CAPABLE OF, IT HAS HELPED THEM AND ME BUILD AN EVEN STRONGER RELATIONSHIP TOGETHER. THIS PROJECT IS JUST AMAZING FOR ANY CHILD TO HAVE THE OPPORTUNITY TO PARTICIPATE IN"

**TERRI REVELL, GLADSTONE
ROAD PRIMARY**

**THE LIBRARY FELT ALIVE FOR THE
FIRST TIME IN YEARS!
MORE THAN BOOKS TRUSTEE**

ENVIRO TAKEOVER

BRIDGE ADVENTURES

**YOUNG PEOPLE BECOME CLIMATE ACTIVISTS,
LAUNCHING AN UNDERCOVER CLIMATE ACTION
FESTIVAL AT THEIR LOCAL VENUE.**

Recognising that the school climate strikes initiated by Greta Thunberg were less accessible to young people from less advantaged backgrounds, this Bridge Adventure casts young people as climate activists.

When they learn that a planned Climate Action Festival at their local arts venue has been cancelled, young people go undercover with their teacher and KIT's facilitators to create theatrical and spoken word performances which they then perform at the venue anyway...

Once they have managed to sneak in unseen. This project develops young people's performance and critical thinking skills, as they see how they can make change through peaceful protest.



ENVIRO TAKEOVER

IT WAS AWESOME, THE CHILDREN WERE ALL SO EXCITED AND BUZZED ABOUT THE WHOLE PROJECT.

DEPUTY HEADTEACHER, GRIFFIN PRIMARY SCHOOL



THE TRIP TO THE ARTS CENTRE WAS AMAZING!

**DEPUTY HEADTEACHER,
GRIFFIN PRIMARY SCHOOL**

CLASSBOT 450

WHEN THEIR ROBOT TEACHER BECOMES CONSCIOUS, YOUNG PEOPLE ARE TASKED WITH INTRODUCING THEM TO ART THROUGH THEIR OWN PERFORMANCES AND VISITS TO THEIR LOCAL GALLERY.

BRIDGE ADVENTURES

A normal Monday morning is disrupted when the whole school is summoned to an emergency assembly where they learn that they have been selected to participate in the Classbot450 programme, a government trail where an android teacher joins the staff for a week. When the robot breaks down, pupils need to use their coding skills and creativity to reprogramme their brain and personality.

When the robot becomes conscious, pupils teach her about our world, taking her on trips to local cultural venues and showing her what art is. Pupils also must explore the ethical questions posed by sentient AI and decide whether to return the robot to their Government minder, or help them escape to freedom.

This adventure develops young people's coding, creative and critical thinking skills; introducing them to the role that AI might play in their lives.



CLASSBOT 450

IT STIRS THEIR IMAGINATION AND ENGAGES THEM AS THEY BECOME ACTIVE PARTICIPANTS... I LOVE THE FACT THAT SOME OF THEM WHO PREVIOUSLY HAVE BEEN REALLY SHY ARE NOW ASKING QUESTIONS AND REALLY INTERESTED IN CODING.

MANSUKH HUSSAIN, SALUSBURY PRIMARY SCHOOL



I'VE NEVER SEEN THEM SO FOCUSED ON ANYTHING BEFORE. IT'S GOT THEM HOOKED.

YEAR 3 TEACHER, BRENTFIELD PRIMARY SCHOOL

ALL THREE BRIDGE ADVENTURES ARE AVAILABLE FOR PROGRAMMING IN 2023/2024

IF YOU ARE INTERESTED IN HEARING MORE ABOUT OUR
BRIDGE ADVENTURES, PLEASE EMAIL

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