



Art Heist – Case File

Seat

Name

Tutor

Class

Do Now – Read the job description outline below

Lesson 1 Role of a D.I.

As a detective inspector you will deal with serious and complex investigations, uncovering the truth and analysing evidence on cases. This could range from undertaking search warrants and making arrests to pushing a case through the courts. At times it can be a challenging role, but also incredibly rewarding – you'll help make England safer, serve our local communities, and strive to achieve the right outcome for victims and their families.

Within the British police, inspector is the second supervisory rank. It is senior to that of sergeant, and junior to that of chief inspector. The rank is mostly operational, meaning that inspectors are directly concerned with day-to-day policing. Uniformed inspectors are often responsible for supervising a duty shift made up of constables and sergeants, or act in specialist roles such as supervising road traffic policing.

The rank of inspector has existed since the foundation of the Metropolitan Police, formed in 1829, when it was used to designate the rank immediately below that of superintendent, and many Commonwealth police forces also use the term.

You will take on the role of a plain clothes detective inspector. You are equal in rank to your uniformed counterparts, the prefix "detective" identifies you as having been trained in criminal investigation and being part of or attached to your force's Criminal Investigation Department (CID).

Write down 5 words below that describe the skills needed to be a good detective.

Detective Portfolio

Name: Inspector: Alias:

Police Identity Number: Number of Years as a detective:

Successes so far

.....
.....
.....

Physical Description

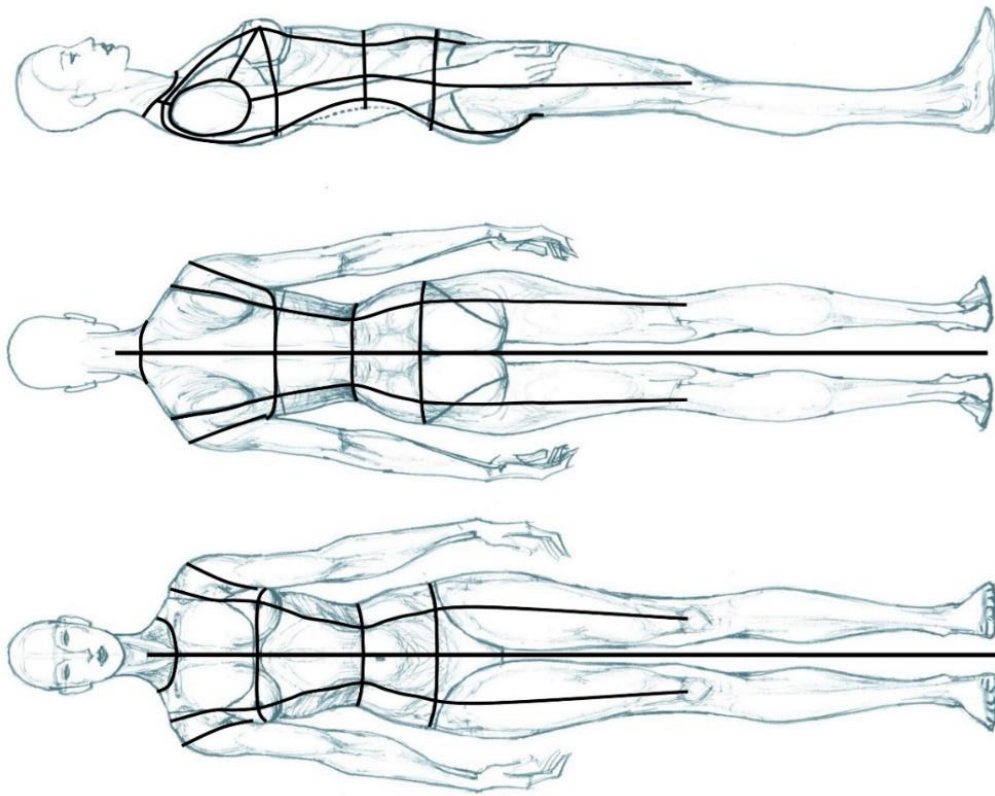
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Personal Characteristics

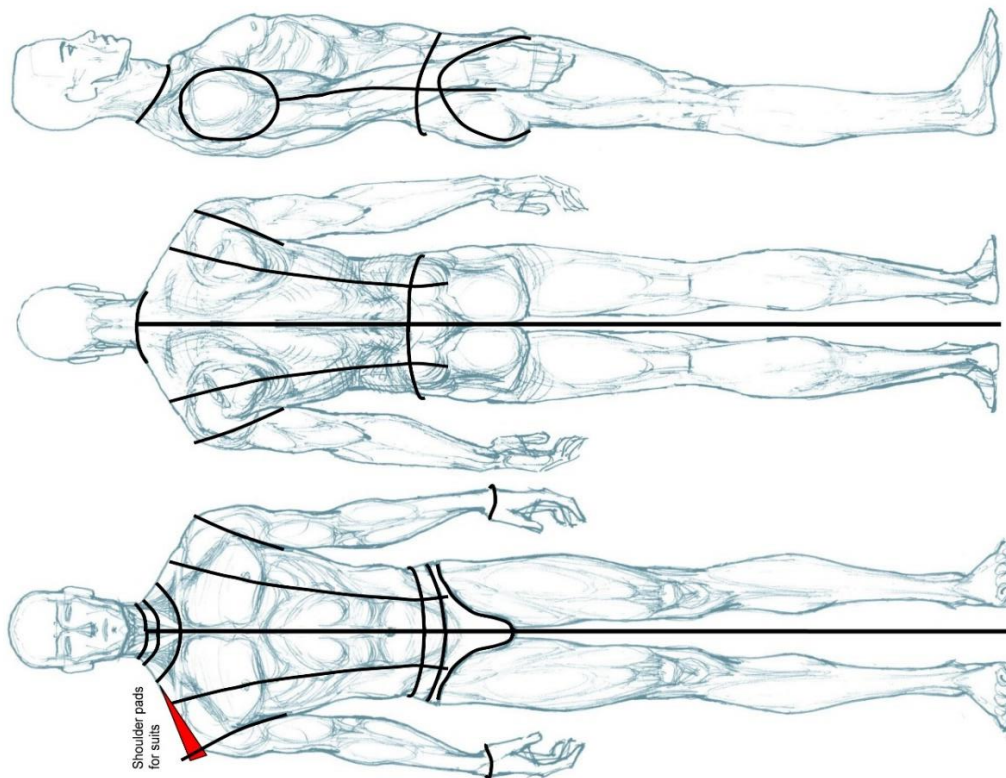
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Signature

FEMALE - LEAN ATHLETIC BODY



MALE - LEAN ATHLETIC BODY



Lesson 1 - Stolen Paintings

Do Now – Please have a look at the famous paintings that have been stolen in this link.

www.wikipedia.org/wiki/List_of_stolen_paintings

It tells you the value, when it was stolen, the gallery where it was from and the reward for its return. The table also gives you details of the theft.

Choose 3 and list them in the table below.

Painting	Artist	Date	Location	Details	Value

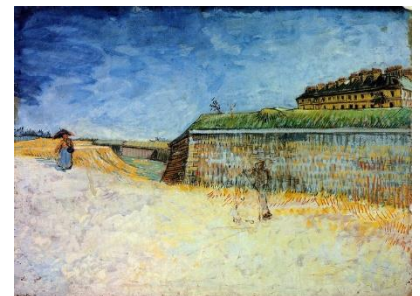
Choose one painting that you are interested to find out more about and list its details below.

Five things you like about the painting.

1.
2.
3.
4.
5.

Lesson 2 - The Whitworth Art Gallery Theft

On Saturday 26 April 2003, three paintings (Van Gogh's The Fortification of Paris with Houses, Picasso's Poverty and Gauguin's Tahitian Landscape) were stolen from Whitworth Gallery, Manchester. They were later found rolled up in a nearby public toilet and were subsequently put back on display. You will take on the role of Detective Inspectors and begin putting together a case file to solve the crime.



What I found out about these paintings and the artists

-
-
-
-
-
-
-
-

The pieces of evidence are;

- the INTENTION WAS Not
to steal.
ONLY to Highlight
the
WOEFUL
Security

Handwriting personality analysis -

-

- 97% match with Fred on water bottle, paracetamol and hammer
- 89% match with Nikol on painting frames and notepad
- 86% match with Nigel on Map and notepad
- 72% match with Anthony on Notebook and painting frames.

- All 4 suspects have a 90% or higher match

- All 4 suspects have a 95% or higher match

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and is set against a dark background.

Lesson 3 The Suspects



Anthony – Gallery Manager



Nikol – Artist and Curator



Fred – Cleaner / Caretaker



Nigel – Head of Security

With your partner you are going to begin your enquiries by interviewing the suspects.

Working together, write a series of questions to ask them. (You may ask a few more questions but keep them relevant.)

Remember that the suspects may not know the evidence you have found in the gallery and it is important that you do not solve the crime yet!!

Interviews (Hot-seating)

Write down 10 questions that you would like to ask the suspects

- 1.....
- 2.....
- 3.....
- 4.....
- 5.....
- 6.....
- 7.....
- 8.....
- 9.....
- 10.....

Notes from the interview:

.....

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Final verdict

KAT 1.1 Grade
(For Teacher use)

Your Hypothesis

Give an account of what recommendations you will give to a judge based on the evidence and interviews.

.....

.....

.....

.....

.....

.....

Name(s) of intended arrests.

.....

The case will now go to court for a final verdict.

Signature

CASE CLOSED

Art Heist Quiz

Score ____ / 10

1. Which character narrates the story?

- ☐ Serena
- ☐ Alice
- ☐ Will
- ☐ Rosa

2. What is Rosa's thief name?

- ☐ The Knowledge
- ☐ Rosa de la thief
- ☐ Thief Rosa
- ☐ Rosa Burgle

3. What is Rosa's special skill?

- ☐ She knows things
- ☐ She is a master of disguise
- ☐ She is an acrobat
- ☐ She can pick locks

4. What object appears in each of the characters introductions?

- ☐ A sandwich
- ☐ A hammer
- ☐ A coin
- ☐ A rope

5. Which character also plays the security guard?

- ☐ Will
- ☐ Alice
- ☐ Serena
- ☐ Rosa

6. What song did Rosa dance to in a talent show when she was younger?

- ☐ We will rock you
- ☐ Flashdance
- ☐ The Real Slim Shady
- ☐ Soulja Boy

7. Which character enters via the rooftop?

- ☐ Serena
- ☐ Will
- ☐ All of them
- ☐ Rosa

8. What country does Serena say she will escape too?

- ☐ Thailand
- ☐ France
- ☐ Malta
- ☐ Malaysia

9. What does Will say is the code for the pad to access the gallery?

- ☐ 1234
- ☐ 0000
- ☐ 2223
- ☐ 2229

10. What film inspired Will to become an Art Thief?

- ☐ Thomas Crown Affair
- ☐ Monuments Men
- ☐ Mission Impossible
- ☐ The Great Escape

ART HEIST	Scene 1.1	Seat	Group
<i>By Jack Bradfield and Poltergeist</i>	Rosa - The Service Entrance		
Name	Character	Class	Tutor
	Alice Rosa		

ALICE Okay Rosa, what's your name?

ROSA Rosa-

ALICE No, you have to come up with a thief name.

ROSA Okay. Er. Rosa Burgle.

ALICE To the point. I like it.

It's the night of the heist. Rosa Burgle is all alone.

Where do you start?

ROSA is finding the story as she speaks.

ROSA I'm outside the service entrance.

ALICE Yep. Give me more.

ROSA It's a cold night, it's raining, and I'm standing on cobblestones. I look down and I'm dressed head to toe like a canteen chef. Studies show it takes thirty seconds to trust a woman, but only five to trust a man.

She draws a moustache on her face with a make-up pencil.

How do I look?

ALICE It's like you're a different person!

ROSA That's right. I'm a master of disguise.

ALICE I love it. Now, backstory.

ROSA Every night I'm out taking risks:

There I am disguised as an usher getting free cinema tickets.

Then I'm dressed as a lifeguard. Free swim.

Now I'm at the self-checkout paying for a regular croissant when it's actually an almond croissant.

In that situation the croissant is disguised.

ALICE What's the motive?

ROSA You know how people fall in love with random objects?

Like the woman who dated a train station.

Or that guy who married a Nintendo DS?

That's what's happened to me and this painting.

ALICE Are you sure about that?

ROSA I was at the gallery last week at a work drinks.

And I was talking to someone important but they were...

So.

Boring.

And then I turned and saw her.

At the end of a long corridor.

The painting.

I spent the rest of the night pressed up at the Tensa barrier, just staring at her.

And I know if I just had her, I'd be happier.

All of my problems at home and at work would just disappear.

ALICE There's a metallic "cling" to your left.

It's a two pence coin.

ROSA picks it up.

ROSA Suddenly I feel a bit nervous.

Maybe I could....

Okay, heads, I go in.

Tails, I go home.

She flips it.

ALICE It rolls into a grating on the street.

ROSA Fine. I knock on the door.

ALICE It's a buzzer.

ROSA Okay, I buzz on the door-

Buzz.

ALICE And the security guard answers.

ALICE is the security guard.

Hello?

ROSA, in an appalling French accent:

ROSA Hello. I am se chef. I left my phone charger.

ALICE You know, you're not meant to be here after hours.

ROSA I'll... make you a sandwich?

ALICE Really? Okay, go right in!

She buzzes ROSA through!

ROSA I deeply regret saying that, but I can't let it affect me now.

Adrenaline is surging through me. I divert to my mantra. The same words I said to myself at the Year 6 talent show, While I performed Soulja Boy.

She goes through the motions of the dance.

I am the best. I am the best.

You've got to have confidence, or you're left with questions:

Why am I doing this?

Why am I disguised as a chef?

Why do I feel so nervous?

I don't have time for stupid questions. This is my night, this is my heist, and I'm in the gallery.

ART HEIST	Scene 1.2	Seat	Group
<i>By Jack Bradfield and Peltorgvist</i>	Serena – The Rooftop		
Name	Character	Class	Tutor
	Alice Serena		

ALICE OK Serena, where do you start?

SERENA, *all nervous*:

SERENA What do I do-I don't know what to do?

ALICE Just pick something.

SERENA Err.

ALICE You're on top of a building?

SERENA I'm on top of a building.
 I've got a whole Tom Cruise thing going on.
 The wind's blowing in my face.
 It's raining.
 It's night.
 And it's like.
 It's like...

She breathes.

 Yeah. It's like I am the night.

Her posture changes: Soundtrack licks in. She's on the rooftop.

ALICE Name.

SERENA Serena Metropolis.

ALICE Occupation.

SERENA Professional art thief.

ALICE Backstory.

SERENA Total successes one hundred and thirty-seven.
 Total failures zero.
 An international ghost.
 I move apartments every two months,
 Burn my phone weekly,
 I have no friends. I have no family.
 I live on ready meals and Kellogg's Variety packs.
 I've pulled off jobs all round the world.
 Paris, New York, Hong Kong, Antarctica.
 I prepare meticulously, and everything always goes according to plan.

ALICE But tonight is different.

SERENA Yes! Tonight is different because...
It's my last heist ever.

ALICE Woah. Why this painting?

SERENA All I know is that it's Extremely Valuable.
My client is offering enough to quit the business for good.
Meet people, start a family,
Hell, I need to mean something.
And so:
Grab the painting,
Drop it at the safe-house,
Head for the airport.
Board a plane to Malta.
Start again.
Standard building vault-
Thirty-one metres, two-hundred and seven possible foot-holes. One gargoyle.

She spins a grappling hook, and it loops round the gargoyle.

First time.

ALICE It's a sharp drop if you don't make it.

SERENA Must check the wind speed-

She tosses a coin. She times on her watch.

ALICE It lands near a chef outside the service entrance.

SERENA Ha. He won't look up. People are so self-centred.

Therefore acceleration due to gravity, therefore wind speed,

Therefore air resistance-

She jumps. Nails the landing. She's on the roof.

Standard area scan-

ALICE You're looking at the rooftop restaurant.

SERENA Glass door. Cute, but total security risk.

She smashes the door with her elbow.

Hm.

It's nice in here. The chandelier. The atmosphere.

For a second I imagine booking a table with friends.

For a birthday party maybe...

She snaps out of it.

Anyway. ANYWAY.

I breathe, I clear my head, and I'm in the gallery.

ART HEIST	Scene 1.3	Seat	Group
<i>By Jack Bradfield and Feltorgvist</i>	Will – The Underground Car Park		
Name	Character	Class	Tutor
	Alice Will		

ALICE Will-your turn.

WILL bursts on, irritable.

WILL Yes Alice, I know

ALICE Okay, name.

WILL My name is William Hatch.

I'm in the underground car park.

There's a flickering fluorescent above me.

Very atmospheric.

I've been hiding here since sunset.

This is what is known as a Stay Behind Robbery.

ALICE There's a door with a yellow sign on it that says Danger Electricity.

Next to it there's a code pad.

WILL Luckily, I've been stalking the electrician for the last week on Facebook, we hacked his Messenger and I've memorised the code.

Two two two nine.

ALICE It doesn't work.

WILL Yes. It does.

Two. Two. Two. Nine.

ALICE It doesn't, they changed it last night.

WILL Okay then I get out my hammer.

He gets out his hammer.

ALICE It's a puzzle Will-you have to investigate the cars-

He smashes the code pad.

WILL I completely destroy the system, and the door opens.

ALICE Okay...

WILL Now, backstory.

I've been planning this my whole life,

I'm an Art Heist Aficionado.

It started when I was thirteen,

I saw the remake The Thomas Crown Affair with Pierce Brosnan

All cocktails and glamour and danger.

I would spend my weekends in the library reading:
 Renaissance Pirates robbing the Medicis.
 Thieves disguised as policemen at the Gardner Museum.
 The man who slipped into the National Gallery through the loos.
 And one thing struck me,
 One thing above all else.
 Art heists are so easy.
 It's a victimless crime.
 No one gets hurt.
 The thief is the hero; they leave their mark on history.
 I don't even care if I get caught.
 I'm even going to leave a calling card- I just haven't worked out what it is yet.

ALICE Why are you stealing this painting?!
 WILL I'll tell you that later.
 I head through the door.
 I'm in a low corridor.
 Pipes at funny angles. Gurgling. Steam.

ALICE At the end of the corridor there's a hatch.
 WILL I pop it open.
 ALICE It's a sewer, the smell makes you gag-
 WILL I jump right in.
 Plop. Sewer.
 These tunnels...
 Such a complex system running beneath the conscious city.
 Easy to forget about it when it's dealing with unmentionables.

ALICE Something rattles through a grate and hits you in the eye.
 WILL OW.
 ALICE It's a coin.
 WILL I pocket the coin and keep going until I'm standing under a lift hatch.
 I pop it open and I'm in the basement toilets. I'm in the gallery.

ART HEIST	Scene 2	Seat	Group
<i>By Jack Bradfield and Peltorgvist</i>	The Kitchen		
Name	Character	Class	Tutor
	Alice Rosa Serena Will		

ALICE You're in the gallery!

WILL I'm sitting on the floor of the toilets,
This is my moment.

ALICE Wait!

WILL WHAT?

ALICE Look down.

WILL My trousers are soaked in sewage. I reach for the hand towels-

ALICE There aren't any hand towels.

WILL Okay then, I dry off in the Dyson Airblade.

WILL puts his foot on a Stage Block, and starts drying off.

ROSA I burst through the entrance, my heart racing-
Heading for her-

ALICE Aren't you forgetting something-?

ROSA Leftovers. Alright, I run down steps to the kitchen.

WILL doesn't know where it went, ROSA doesn't know how she got it.

ALICE Oh Serena you're free by the way.

SERENA Thank you! Another day, another vent system.

SERENA starts working her way through the vents.

WILL sees a lone crisp on the stage block, and crushes it with a stack of books on contemporary art.

ROSA finds sausages.

ROSA YES! Sausages! Fry these. Make the sandwich. Get it to the guard. Get the painting. Simple.

ROSA starts cooking the sausages in a pan.

SERENA I'm having trouble focusing. I imagine getting off the plane.

WILL The closed stack is... amazing, storage for the paintings not on show. Boxes on top of boxes.

SERENA The warm wind blowing off the sea-

WILL Piled under here like foundations.

ROSA It's looking perfect. When I have her, my life's gonna be perfect too.

WILL I can't resist. I pop open a box and rifle through it.

SERENA The villa, old walls bathed in the sun-

ALICE The smell of sausages drifts through the gallery.

Everyone smells the sausages.

SERENA A beautiful man cooking sausages on the barbecue - wow it's so real.
 I can't wait to get to Patagonia.

ALICE Wasn't it Malta?

SERENA Yes--sorry--Malta-

WILL sneezes.

ROSA What was that?!

SERENA What was that?

WILL I've sneezed on a painting.
 Maybe sneezes are my calling card?

ROSA What if she's allergic to sausages?!

SERENA Come on, focus.

WILL / No, stupid idea.

ROSA No, stupid idea.

WILL I put the sneeze painting back and I find this old print.
 It's an old illustration of the gallery.
 He pulls out a print of The Royal Family Viewing the Exhibition of the Royal Academy 1789, by Pietro Antonio Martini.

SERENA swaps with WILL and starts cutting wires on a stage block.

SERENA Ground floor camera box.
 A little bit of red wire, blue wire.

ROSA AM I STRESSED?
 I can't tell, this is how I feel most of the time.
 There's a lot of information coming at me at once.

WILL It's like my eyes don't know where to look in the image.
 I'm here, and I'm having a kind of profound experience.
 I've been preparing so long for this heist, every moment feels so special.

ALICE There's another code pad-

WILL I hit the code pad.
 And I know it's worked...
 But I hit it again.
 And again.
 And I rush down the corridor.

ROSA Is this worth it? Yes. Anything's worth it for love.

SERENA I head through the duct.
 Roll out.
 And I see the painting.

Long pause.

 Achievement.

ALICE You're in the gift shop.
 You are looking at a print.

ART HEIST	Scene 3	Seat	Group
<i>By Jack Bradfield and Poltorgvist</i>	The Gift Shop		
Name	Character	Class	Tutor
	Alice Rosa Serena Will		

SERENA Why?

ALICE Work with it Serena!

SERENA Fine... I'm meant to be in the gift shop. Because I need to lift finger-prints from the till.
Yeah. To activate the service lift.

ALICE The guard has heard the alarm, so she does the rounds.

ALICE puts on a guard hat. SERENA sits at the till and lays out her tools. WILL enters, he's disgusted:

WILL The gift shop. It makes my skin crawl. Same old tat in every single one.
Bouncy balls. Fridge magnets. Keyring lasers.

I know I need to head for the stairs but this anger is still rising in me. I hate gift shops.

WILL heads over to the postcards. ROSA rushes on with the sandwich trolley, abandoning it near WILL.

ROSA Oh my God I love gift shops. So many things to..buy... So relaxing...
I'm going to stay here a second to decompress. Recapture the moment.

SERENA has put a large technological box on the stage block.

SERENA Just need to raise the fingerprints off the till using this lightweight fume chamber.

WILL Yes, maybe this is the perfect place to leave a calling card.

ROSA smells a candle.

ROSA I'm not doing anything wrong, I'm just browsing the gift shop.

SERENA I'll let that smoke. Dammit. Need some chewing gum.

She looks for the gum. Smoke starts fuming out of the box.

WILL A little rectangle you need to buy to pretend your trip meant something.
He tears one.

Ooh. That felt good...

The smoke from the fume chamber makes ROSA cough.

ROSA Must be getting a cold, I am under a lot of pressure.

SERENA has the gum. Will can't see through the smoke.

WILL My vision is foggy. the blood rushing up to my head. It feels amazing.

SERENA Is it weird that I only ever chew gum in a professional context?

ROSA's hands are covered in little plastic hands.

ROSA Oh my God TINY HANDS.

SERENA pops some gum in and begins to chew.

WILL A famous thief has to make a statement, and this is mine.

WILL picks up the sandwich and bites it. He goes over to a selection of gift-shop tat. ROSA has a scarf.

ROSA What a lovely scarf.

WILL Not bad.

SERENA takes the gum out and presses it on the till.

SERENA Step three, apply the pressure...

ROSA They couldn't arrest me looking this good. Hello police, sorry, you must let me go, I'm too fashionable for prison. Oh-Better pay.

She leaves a coin on the table to pay for the scarf. SERENA picks up the coin. WILL is bouncing a bouncy ball.

WILL I'm just surrendering to my impulses now. It's this symphony of self!

ROSA Where's the sandwich?!

They cross. ROSA ends up with the sandwich in her hand.

WILL Alright, let's get out of here.

ALICE returns, humming. Everyone moves. ROSA adjusts her hat, WILL hops up into the lift shaft, SERENA runs over to the lift controls.

SERENA Now, just need to apply the fingerprint.

WILL I've scrambled up into the lift shaft. It's very uncomfortable.

She presses the gum onto the stage block. ALICE spies ROSA, ROSA diverts to horrible French accent.

ALICE Hey!

ROSA Your sandwich.

SERENA's fingerprint gum doesn't work. Red light. ALICE holds up the sandwich. There's a bite out of it.

ALICE Thanks.

Hey - I know it's just us here, but you can't set off the alarm off again okay?

ROSA What?

ALICE The alarm. If you want to get upstairs: service lift, back of the gift shop.

ROSA Okay thank you.

SERENA's fingerprint gum doesn't work again. She adjusts it.

ALICE Yeah...so anyway I was thinking we could-

ROSA I am very busy.

ALICE Oh! Right! Back to work..off we go.

SERENA's gum works! Green light!

SERENA Yes, success!

ROSA and SERENA spin into the lift.

I spin round the corner-

ROSA I hurtle down the corridor.

SERENA / And I'm in the lift.

ROSA And I'm in the lift.

They stare at each other. Lift music.

SERENA Are you...?

ROSA points to her chef hat.

Oh. Okay.

ART HEIST	Scene 4	Seat	Group
<i>By Jack Bradfield and Peltorgvist</i>	Third Floor		
Name	Character	Class	Tutor
	Alice Rosa Serena Will		

ALICE Alright, and you're in the lift.

Love this bit.

They're all still in the lift.

Ding!

SERENA and ROSA rush out.

Okay you actually see the painting this time!

The frame lights up!

ROSA Oh my God there she actually is.

SERENA I don't usually have a connection with these things but...

ROSA She's impossible to describe. I want to take her home and hold her all night.

SERENA I don't have the words... pass It's something to do with where she's placed -

SERENA The frame.

ROSA The colour.

SERENA It's just clearly so-

ROSA Precious.

SERENA Valuable.

They both head towards it. ALICE stops them.

ALICE Wait right there.

The painting lies behind an electronically sealed door. You look through the little square window,
And see the security system laid out before you:

Pressure pads pepper the foreground, Drawing the eye upwards to active CCTV cameras, And finally,
in the centre of the composition, a bouquet of lasers.

SERENA A... hm... a little better... protected than I anticipated.

ROSA It's worth it for her. isn't it?

They both reach for the door.

SERENA But I can't just yet.

ROSA Not with this engineer person here.

SERENA Not with this chef here.

/I'll come back later.

ROSA I'll come back later.

SERENA I need to deactivate the door anyway.

ROSA I need to adjust my disguise anyway.

They leave. They head over to the stage blocks, SERENA worles on a mainframe, ROSA redraws her moustache. WILL climbs out of the elevator.

WILL Oh wow.

Beautiful, isn't it?

One of the most underrated paintings of its generation.

You were wondering about motive. Well.

Let me tell you a story about the Mona Lisa.

ALICE Briefly, Will.

WILL Before 21st August 1911, no one had ever heard of the Mona Lisa. It was just another Leonardo... Until a thief lingered in a store cupboard till five am. At sunrise he dashed out with the painting, No one realised Mona was missing for two whole days.

But once a painting has a story, you see, its value skyrockets-And now she's one of the most famous paintings in the world. It happens to everything!

Why this painting? Well, if I'm going down in history, I might as well take a painting I love down with me.

He tries the door. It doesn't open.

ALICE There's a small electronic wall-mount to your right.

WILL takes out his hammer.

WILL Okey-dokey.

ALICE No, the hammer will set off the alarm.

He brings the hammer up.

WILL You need a keycard.

WILL Well where do I get the keycard?!

ALICE The guard has it!

SERENA Wait who has the keycard?

ALICE The guard.

SERENA Why's this so complicated!

ROSA My moustache is so bad, I'm gonna get caught-

ALICE You've got to get the painting.

SERENA What if I can't get the painting?

ROSA What if I don't want the painting?

ALICE The guard is coming your way Will.

WILL No she's not.

ALICE Yes she is!

WILL No she's NOT!

ALICE YES she is!

WILL Alright. Where am I?!

ALICE You're in the Hall of Statues.

WILL Here goes nothing.

He bashes the light switch with his hammer. The lights flicker out.

ART HEIST	Scene 5	Seat	Group
<i>By Jack Bradfield and Feltorgvist</i>	The Gallery Part 1		
Name	Character	Class	Tutor
	Rosa Serena Will		

ALICE is lying unconscious on the floor.

ROSA Why did you do that?
 Oh God oh god oh god.

SERENA Tie her up.

ROSA Is she dead?

SERENA No, she's breathing, do it.

ROSA I think I'm just gonna go-

SERENA Where are you going to go?

ROSA I don't know I'm- Yes, you're right, tie her up-

SERENA Make sure it's tight.

ROSA I'm sorry-I'm really sorry-

ALICE is tied up on the ground. WILL pockets her coin.

SERENA Alright.

SERENA grabs the keycard and steps forward.

 I've incapacitated the guard.-

WILL You've incapacitated the guard?

SERENA We've incapacitated the guard-

ROSA I feel sick.

SERENA I head to the security door and open it.

She grabs the handle and pulls. Nothing happens.

SERENA Hm...

She rubs her hands and tries again.

 I open it.

Nothing.

ROSA I open the door.

WILL Move. I open the door...?

He pulls the handle a few times, but still nothing happens again. SERENA has discovered ALICE's booth. She tentatively speaks into the mic.

SERENA The door opens...?

She presses a button on the laptop and a door opening. Sound plays. The game is back on.

 Ha! Okay. You're in a room...

 A corridor, paintings all along the walls, floor to ceiling.

WILL takes the mic.

WILL It's crowded with paintings.

 Loads of famous ones, fighting for space on the wall like the print I found in the closed stack.

 It's... It's totally beautiful.

ROSA takes the mic.

ROSA And there's the first security system...which is...

 Pressure pads! Yep.

 Pressure pads all across the floor.

 Pressure pads spring up all over the floor.

They get ready to traverse them. All three thieves begin to speak at once:

ROSA / I summon up courage within me.

 I imagine taking her home. Love conquers everything, always-

SERENA / Hm. Standard pressure system,

 The trick is to only put enough weight On the pad to check it's there-

WILL / I broke into the security company last week,

 Stole the plans,

 Plus, I did cadets at Sixth Form-They all look at each other.

SERENA Why do you smell so bad?

WILL It's just sewage on my trousers.

ROSA Shut up. Shut up.

Let me try something.

ROSA looks at WILL, and speaks into the mic.

You hit yourself in the face?

WILL does so. ROSA is amazed at the power of the mic.

No going back now!

The thieves set off, leaping over the pressure pads.

SERENA One last heist, then on the plane to Paris-Patagonia-Malta-

WILL I picture my photo on the Art Theft Wikipedia!

ROSA You trip and fall.

SERENA falls into another square.

WILL I keep my balance, and-

WILL takes the mic from ROSA.

You have another crisis of confidence.

ROSA almost starts crying.

ROSA I know. I'm worthless.

Leave me alone!!!

SERENA Give me that.

SERENA takes the mic from WILL.

You stumble on your shoelace-

WILL But I crash down outside the pressure pads.

ROSA runs over to the desk and presses a button.

ROSA OKAY, PRESSURE PADS ARE DONE.

It's cameras now.

Scanning the floor in front of you.

SERENA Ohhhh my God.

Cameras appear:

WILL I basically want to get on camera!

I want my face everywhere!

I want it in the history books.

SERENA Hey, look at me.

WILL What!?

SERENA The best thieves aren't in any history books.

WILL starts to take his clothes off to reveal the white laver underneath.

WILL What's the point in that?

If you're not in the book then you're not-

ROSA Three.

WILL Then....then what's the point in that?

ROSA Two.

WILL Then no one knows who you are, and you've hit someone with a hammer...

For no reason and...

ROSA One!

SERENA and ROSA rush through the spotlights. WILL heads to the back and grabs a camera from one of the stage blocks. He speaks into it.

WILL I-I out down a side passage, and sprint past the modernists.

ROSA and SERENA are working through the cameras.

ART HEIST	Scene 6	Seat	Group
<i>By Jack Bradfield and Peltorgvist</i>	The Gallery Part 2		
Name	Character	Class	Tutor
	Rosa Serena Will Alice		

ROSA This doesn't feel like a very fair contest-

SERENA What can I say? My life depends on it-you trip.

ROSA trips. Grabs the mic.

ROSA How?

SERENA I need to leave the country-

ROSA Why? You slip.

SERENA slips, grabs the mic.

WILL I might as well enjoy myself.

SERENA To start a new life! I need people-

ROSA I'm a person-

WILL I mean what's the point in any of this?

SERENA You're not the right sort of person! You're dizzy.

ROSA Woah-

WILL Some reckless spirit takes me and I can't help it...

SERENA It's what I'm meant to do!

ROSA takes the mic. WILL starts making a mess.

WILL I start knocking a load of impressionist paintings off the wall.

ROSA You step in shot of a camera.

SERENA walks into a camera by accident and it goes red and beeps.

Pause.

SERENA GIVE ME THAT

ROSA holds the mic out of SERENA's reach.

WILL I hit the camera controls with my hammer.

Cameras go out. ROSA is out of breath. SERENA is taking off her costume now.

SERENA You need to listen to me. I'm on a very secret mission.

To steal the painting.

Which allows me to flee my life as an international art thief...

And retire to a foreign country-And make friends on an island,

Oh this..

This is really quite bad isn't it?

What about you?

ROSA is taking off her costume too.

ROSA It's because I love the... I love the painting-

I'm in love with the painting?

SERENA That's the worst motive I've ever heard!

ROSA I could stop this right now.

Pause.

SERENA ...Do you want to though?

ROSA Um.

WILL snatches the mic.

WILL. And NOW THERE ARE LASERS EVERYWHERE.

Lasers appear everywhere. ROSA shouts in frustration.

SERENA Can you just go away!

ROSA takes the mic.

ROSA Why do YOU want it?!

WILL Well what else am I going to do?!

SERENA I'm not seeing clearly.

ROSA What else are you going to do...

WILL I head over to the window, pop out, and slink round the ledge.

SERENA runs to the other camera, and positions it on the floor.

SERENA I pull out suction cups and climb the wall.

WILL Your suction cup squishes right into a painting of waterlilies.

SERENA Dammit!

WILL This is a story about ME and I'm on the ledge.

ROSA What else am I going to do?

SERENA The wind is blowing really hard.

WILL Ooh, this is very high...

SERENA This is a story about ME and I'm dragging the waterlilies behind me.

ROSA The lasers...

SERENA I mean what else am I going to do?!

ROSA is frozen, staring at the lasers.

ROSA I have a reason to be here.
I'm meant to do this.
THIS IS A STORY ABOUT ME.
AND IM DANCING THROUGH THE LASERS.

She begins to dance Soulja Boy around the lasers.

Sound explodes.

Light explodes.

WILL is on a ledge.

SERENA is up a wall.

ROSA is dancing in the lasers.

WILL almost falls from the window ledge.

SERENA loses her grip on the walls.

ALICE sits up, her head aching.

The cameras are on the floor.

They all swing to the middle and pull down the painting.

They're all holding the painting.

SERENA Wait wait wait. Stop. Stop.

Pause. Everyone is out of breath.

Twist: we've all been working on the heist together.

We planned it out beforehand:

I'd get the money-

TO WILL.

You'd take the credit-

And-I don't know-

ROSA I get to see it on weekends.

WILL No, no it doesn't work_

ROSA Yes it does! The guard can be in on it too.

And she agreed to get knocked out so it's believable.

Pause.

WILL. I don't like it. It doesn't make any sense. Why would I trust you? You hit me in the face!

ROSA You made me cry - and the main thing is I don't want to go to prison.

Isn't it better to work together and get out alive?! And go home? HOME?!

SERENA / Maybe we're after three different paintings. I've been doing this my whole life.

I'm clearly the best person to lead this. I have years of experience - what do you have?!

WILL / Well who put you in charge?! You don't even care about art. Maybe I've already stolen the painting last night.

YOU'RE ALL RUINING THIS. LET ME TELL IT.

ALICE is holding the mic.

ALICE A coin falls out of the guard's pocket and begins to roll.

It rolls around the pressure pads, just missing them.

It's wobbling now, but it keeps going,

Past the cameras,

Past paintings lying on the floor.

It winds itself impossibly around the lasers, and then Spins and stops, standing there, millimeters from the last laser in the room.

And then it falls. The laser glances it.

And it trips the alarm.

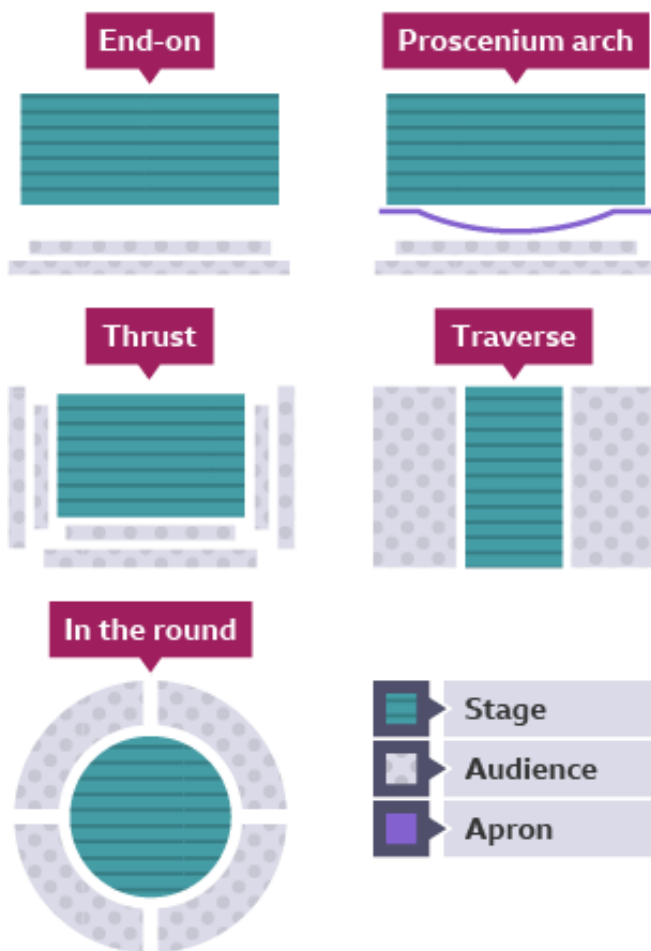
The alarm rings.

Then, the game shuts down.

Art Heist Set and Costume Design

You will need to concentrate on the following:

- The historical period and the theatrical conventions of the period.
- The style of the play.
- Characters – interpretation, motivation, vocal aspects, movement and interaction, their use of the acting space, their use of props and set, their costume, make-up and hair and the relationship between the actors and the audience.
- Staging – the effect of the production on different stages e.g. Thrust, Proscenium, Theatre in the Round and Traverse.



Before you start to design the play, you need to remember some things that will help you with each task.

- Staging
- There are four main types of stage layouts: Proscenium, Thrust, Traverse and Theatre in the Round.
- Look at the diagrams of each one.
- Label where the audience will be placed.
- Discuss an idea of the kind of set that can be used on each stage.
- Remember that the floor, the stage and the roof are important.
- The walls behind the audience can also be used.
- Although it is usually the director who makes the decisions regarding staging, it is necessary to work with the designers.
- Can you name each type of designer?
- What is the role of each designer?
- Remember that the designers add to the atmosphere of the performance and enrich the audience's experience.
- Vocal and physical skills should be considered when designing a performance. Do you remember all the different elements of each one? How many can you list? For example, 'gestures' are a physical element and 'tone' is a vocal element.
- Can you explain what is the meaning of naturalistic style?
- Look at your scene.

- Designers – set, props, costumes, make-up and hair, lighting, sound.

- [illegible]

4. Draw a picture of the stage you would choose for this extract, showing where the audience is placed. Then, describe how you would stage the extract on your choice of stage, focusing on the following:

- the style of the production
- your choice of lighting and sound
- your choice of props.
- your ideas on the shape of the stage
- your ideas regarding a set.

5. Draw a picture of the costume of your character in this extract. (Don't forget to include period, material, colour and quality.) Then, explain how you would communicate your role in the extract to the audience. Refer to the following:

- character motivation
- character's voice
- character's movement
- character's gestures and posture
- character's facial expressions
- their positioning on stage
- their relationship with the audience.

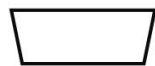
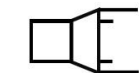


A series of horizontal lines for writing, consisting of 30 lines in total, spaced evenly down the page.

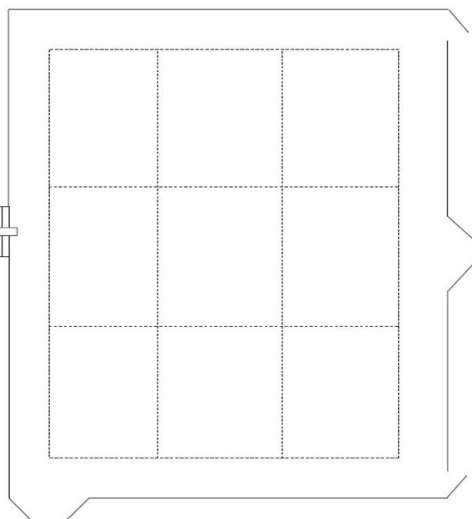
Universal symbols



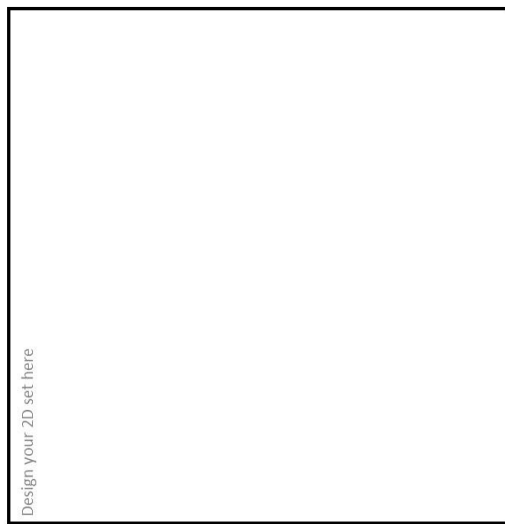
2D



3D



Design your 2D set here

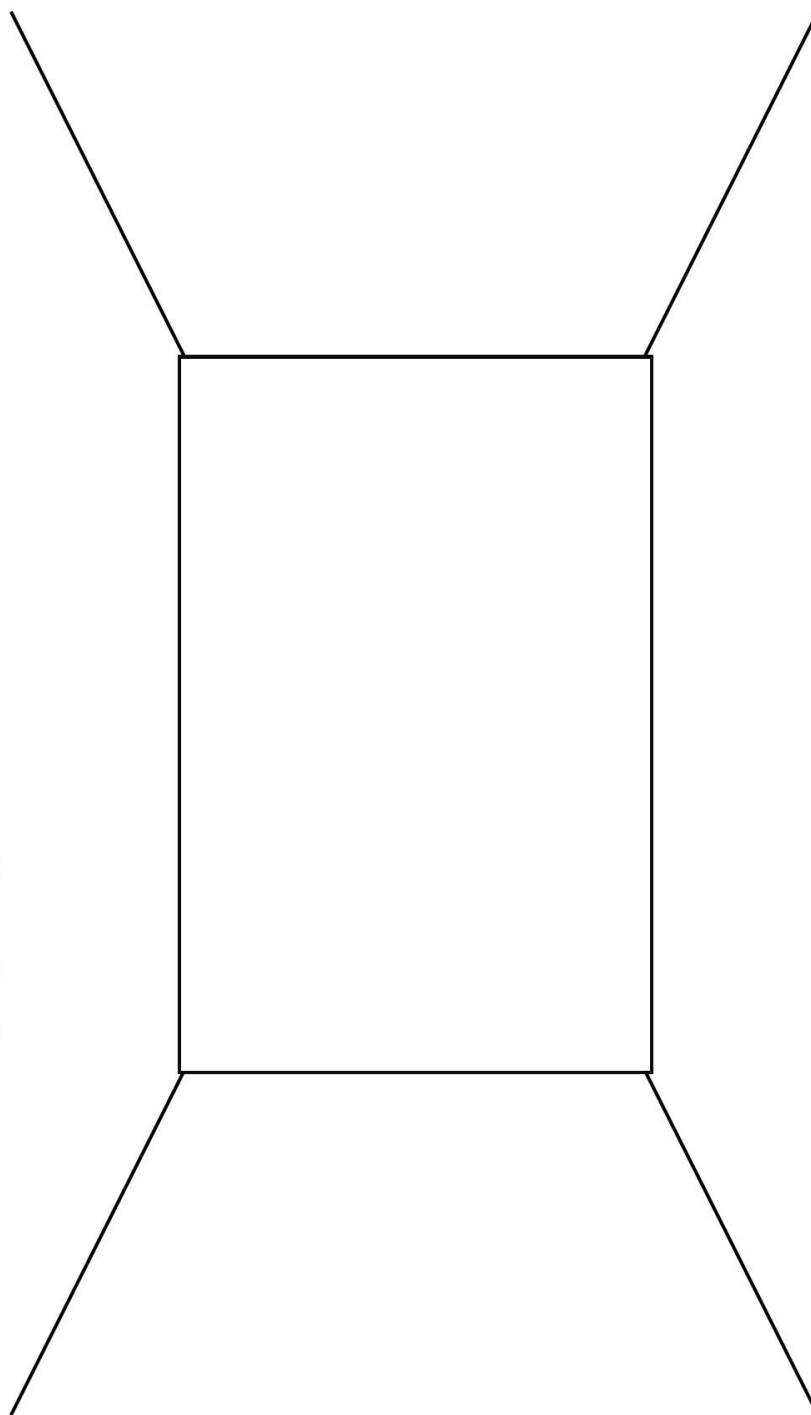


Set Designer

Production company

Set Design

Design your 3D set here



Art Heist Performance Plan

The scene I will be performing in Art Heist is scene number ____

The character I will be playing is _____

My group members are _____

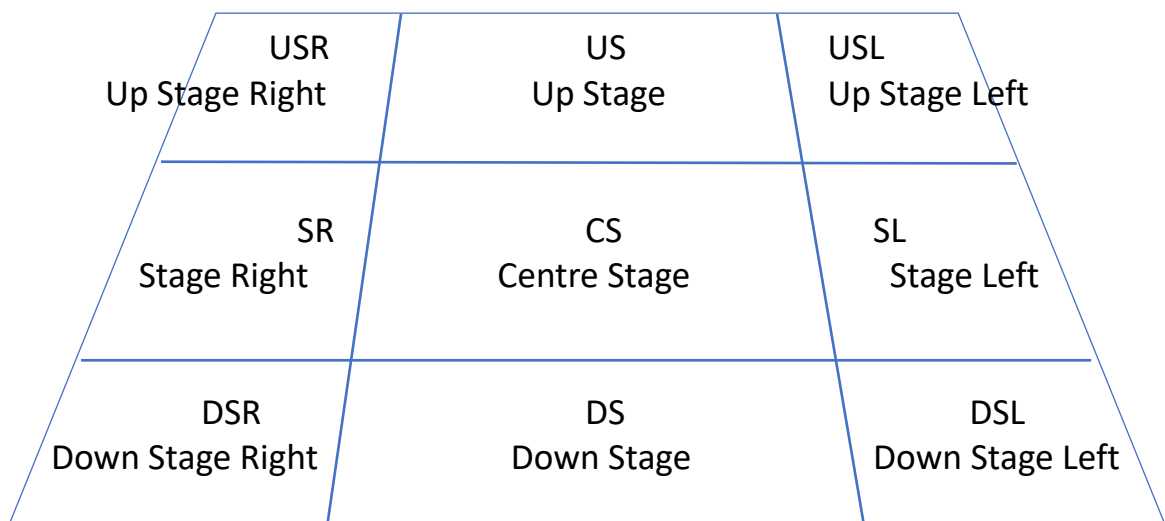
Facial Expressions

Link emotions to the Emoji below and annotate your text using the Emoji



Stage Areas and Blocking

When rehearsing and blocking use the following terminology and abbreviations



Audience

Rubrics – Assessment Grids for Key Assessment Points

KAT 1.1 – Art Gallery Theft Case file

LO	1	2	3
To learn how to develop my own character.	I can decide upon a name and some basic background facts about my character	I can create a costume design with detailed labels.	I can create hot-seating questions and form follow up questions.
To learn how to develop my own story and narrative.	I can research background information.	I can make observations and analysis of a setting.	I can identify character motivation and the impact that it has on narrative.

KAT 1.2 – Art Heist Performance

LO	1	2	3
To learn how to use project my voice on stage.	I can speak out loud in front of the company	I can breathe properly to allow me to project my voice to back of the theatre space.	I can control my breath to allow me to maintain or adapt volume accordingly.
To learn how to speak with clarity and diction.	I can sound out letters and phonics.	I can move my mouth to form words clearly.	I can move my mouth with accuracy to allow me to form words with diction.
To learn how to block my performance.	I know stage area abbreviations and use these in my script.	I can plan where actors should stand on stage based on their character relationships.	I can perform with an awareness of space and adapt to character relationships as they change.
To learn how to show an awareness of an audience.	I can find space onstage so that I am visible to the audience.	I can cheat out towards the audience when using gestures.	I can move downstage and cheat out to deliver vital dialogue.