

Company Three Blueprint Library



Annual Programme

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Company Three structures its annual programme based on our 'life-cycle', a series of stages that correspond both to the needs of work we want to develop as well as the restrictions imposed by things like the school year, exams, holidays, and so on.

Our programme allows for the following mix of events to take place – all of which can contribute to a balance of activities which build relatedness, competence and autonomy, three key conditions of self-determination that we think are key to supporting young people to make great work.

These include:

- Play-development workshops
- Rehearsals
- Productions to public audiences
- 'First-stage' sharings to public audiences
- Scratch sharings to other young people in the company
- Affinity spaces – workshops for young people who share an element of identity (e.g. LGBTQI+ space, Black young people, and so on)
- Adventures Workshops – exploring new ideas and ways of working.
- Informal drop-in 'Den' nights
- Theatre visits
- Residentials
- One-off masterclasses
- Fundraising events and celebrations

Time of year and key principles	Context	Activities
May – July The start of our year. Rest and reflection. We reconnect to our local community through schools projects, invite new members to join the company and begin to explore new ideas.	Exams, hot weather and tiredness means that young people's commitment feels hardest at this point, so we run more one-off workshops and are relaxed about attendance.	Deep Dive Schools projects – learning from young people in schools. Adventures workshops – exploring new ideas and artforms in one-off workshops. Storytelling evaluation, staff recruitment and training, staff holiday and rest, planning ahead.
Summer Holidays An intensive period of listening, playing and free	August is one of the only months where it's possible to gather most of the company	Summer Project – a week of open devising without expectation or need to create product.

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experimentation – discovering what’s most important to our members.	without many other commitments on an intensive basis.	Residential – time away all together, to explore ideas and get to know each other differently and better. Drop-in sessions to keep in touch and offer a safe, creative space during holidays.
September – December The very beginning of play-making – taking the stories and ideas that have been shared during summer holidays and developing them in an open-minded, playful and exploratory way.	The start of the school years feels like the right time to begin to think about the next pieces of work we’ll make. It’s also a good time to work on group relatedness and competence through performer or maker training.	Devising workshops – on a weekly basis, taking a source through research and development. Half-term development weeks – using more intensive time to work on R&D. Theatre trips to inform the work as it is being informed. Affinity spaces to support those who might need a comfortable space to talk about themselves. Scratch night – to bring the company together at the end of the term, to share what different groups have been making and bring some focus to what they might become as plays.
January – April Our key making phase - taking the most promising ideas from the scratch process and crafting and producing new ‘first stage’ plays, driven by the change our young people most want to see.	The only term without mock or real exams in it, so a good time to rehearse work which requires more commitment.	Rehearsals to drive the producing of new work. Affinity spaces to continue to provide support. Half-term intensive rehearsals to work through first-draft scripts. Assembly Festival sharing of ‘first stage’ plays for a friendly public audience, in Easter holidays.