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THE SHOW

Ever got terribly stuck on a problem? Ever made a stupid mistake and felt like a fool? Brilliant! Then this show is for you.

We're Stuck! is very different to most family shows – it's an interactive, live-action, adventure. Audiences won't just be sitting and listening, they'll be on their feet and using their brains, helping our characters work out how to save the day.

Created in collaboration with award-winning games designer Sophie Sampson and drawing on the expertise of 5 partner neuroscientists and psychologists, the show aims to change the way young people approach maths and learning. In the company of our skilled performers, children will make mistakes, get stuck, struggle with ludicrously difficult tasks and risk total failure. It'll be fun.

Background

Contemporary neuroscience is revealing that our brains are complex, plastic, full of extraordinary potential. *We're Stuck!* is a joyful act of rebellion against the usual way we think about maths, learning, and cleverness. During the show children will take part in an active adventure, proving to themselves how brave they can be, risking error in order to grow their brains. During one pilot session, a parent said that the most valuable part of the experience was "seeing my daughter enjoy maths for the first time".

In 2014 Sarah Punshon and Maths on Toast embarked on an R&D period that involved working with schools, venues and neuroscientists to create and test out ideas for the show. The workshops proved extremely successful and we quickly began fundraising to fund the development of the full production. After receiving funding from the Arts Council and Wellcome Trust the show opened at Shoreditch Town Hall in March before embarking on a short UK tour to Burnley Arts Centre, The Boo, Waterfoot & Z-arts.

You can see a video from the R&D period, with clips of early performances, here.

The content and structure of the show was developed in collaboration with five senior neuroscientists and psychologists from the Centre for Educational Neuroscience, University of London, the Department of Experimental Psychology, University of Oxford, and the School of Biomedical Sciences, University of Edinburgh.

Our multi-award-winning company draws on years of experience creating engaging and high quality theatre for young people. Amongst the team we have Fringe First winners, Offie nominees and Olivier Award winners to name but a few. With this abundance of expertise in the room *We're Stuck!* is set to be a theatrical adventure like no other.



Age Range / Mathematical Content

You don't have to be good at or even like maths to enjoy this show. The show doesn't require that anyone do sums or recite their times tables or anything off-putting like that. The games are set at an enjoyable level of challenge, and the company will adapt the difficulty and language to the abilities of their audiences.

However, our games do make use of 2D coordinates (used on maps and in graphs). Children learn this technique in Year 4. We therefore recommend the show as most suitable for children in years 5 and 6. Children in year 4 will find the experience more challenging. Children in year 7 may find it a valuable revision of the topic. Our messages about neuroscience and learning are important at all ages. The show is particularly relevant and important for children in years 5 and 6, coming up to SATs and the move to secondary school.

Wrap-around activities

Alongside the development of the show Sarah Punshon has worked with Maths on Toast to create a unique wrap-around package of activities for families and children. This will include a 'Volcano Industries Handbook' for every child that's full of games and activities based on the show. There will also be activities/resources for teachers and parents to access via the Maths On Toast website.

Future Touring

If you are interested in booking the show or finding out more please contact:

Paul Warwick | paul@chinaplatetheatre.com | +44 (0)79 3269 6879 Kaya Stanley-Money | kaya@chinaplatetheatre.com | +44 (0)77 4307 2199

This project offers venues:

- An exhilarating interactive adventure for 8-11 year olds.
- An opportunity to engage both family and school audiences.
- An opportunity to engage wider audiences and to establish/build on a reputation for promoting top class work for young people.
- The chance to promote a unique wrap-around package that encourages teachers and families to interact with the children around maths based activities.

Watch the trailer here:

https://vimeo.com/172102775

www.sarahpunshon.co.uk @spunshon

www.chinaplatetheatre.com @youroldchina



BROCHURE COPY

One Tenth Human and China Plate present

We're Stuck!

By Sarah Punshon

Commissioned by Shoreditch Town Hall and Z-arts

Originally developed in collaboration with Maths on Toast

Ever got terribly stuck on a problem? Ever made a stupid mistake and felt like a fool? Brilliant! Then this show is for you.

Join us on a special tour deep into the heart of Volcano Industries where you can explore top-secret research laboratories and meet cutting edge scientists struggling with some unusual and extremely tricky problems. They need your help. But beware – there may be unexpected dangers...

This brand new interactive show, created by award-winning theatre-maker Sarah Punshon, is inspired by the latest educational neuroscience into how amazing and utterly rubbish our brains can be at maths – and how we can best grow our grey matter. Join our brave and ridiculous heroes on their voyage of discovery, and together we'll struggle with ludicrously difficult tasks, get horribly stuck, and risk total failure. It'll be fun.

WARNING: there may be numbers. And robots.

"It was like being in Dr Who!" audience member

"Adventure, laughter, clowning, maths, didacticism... a triumphant combination" Exeunt We're Stuck! is a promenade production performed for a small audience.

Supported by a Wellcome Trust Arts Award, The Mercers' Company, Manchester Science Festival and using public funding by the National Lottery through Arts Council England

80 WORD COPY

Ever got terribly stuck on a problem? Ever made a stupid mistake and felt like a fool? Brilliant! Then this show is for you.

Join us on a special tour into the heart of a top-secret research institute, where cutting edge scientists need your help tackling some extremely tricky problems. But beware: there may be unexpected dangers....

Inspired by the latest educational neuroscience, this innovative interactive show will stretch your brain in unexpected directions.

WARNING: there may be numbers. And robots.

Supported by a Wellcome Trust Arts Award, the Mercers' Company, Manchester Science Festival and using public funding by the National Lottery through Arts Council England

Running time: 70 minutes

Age guidance: 8-11 years (School years 4, 5 & 6) **Audience Capacity**: 35-40 per performance



PRESS & AUDIENCE FEEDBACK



"Adventure, laughter, clowning, maths, didacticism... a triumphant combination" Exeunt

AUDIENCE FEEDBACK

"My little one is very confident with maths and this boosted his confidence but probably not as much as it did mine!" Parent

"The non-stop energy and entertainment. Treating the kids as proper people and getting them fully engaged." Parent

"Best school trip ever" Year 5 pupil

"Really great performers and ideas. Such a fantastic experience using a space so cleverly. The actors were fantastic and so committed to their roles. Really fabulous production." Parent

"A lively production highly recommended for all professors in the making." Parent

"I didn't like it, I LOVED it" Year 5 pupil

'Seeing my daughter enjoy maths for the first time' Parent

Teacher Feedback - on the development workshops for We're Stuck!

"Everyone can get stuck' stayed in their minds... It surprised me that they picked up on this. I didn't expect them to remember" Year 6 teacher

"When we left the theatre, the children were buzzing about their experience. Some said it was the best show they'd ever been to." Year 5 teacher

"Our year 5 classes who came last week loved the whole experience. They want to go on more Maths themed trips now!" Josh Cardale, Jubilee Primary School

"Confidence. And trying again. A lot of them just stop when they get it wrong. This will help with that." Year 6 teacher

"They were all really engaged, a lot of them don't really like maths, there are about 5 in the class that really love it but today I noticed how they were all engaged." Year 5 teacher

"We really enjoyed the show - it was very ingenious to go into all those different spaces for unexpected challenges and happenings - and of course I loved the message about maths! Many congratulations to everyone involved."

Anne Haworth, Chair of General Council, Association of Teachers of Mathematics



TARGET AUDIENCES AND KEY MESSAGES / BENEFITS

We're Stuck! is a groundbreaking interactive adventure for both family and school audiences.

- Young people aged 8-11 invited to embark on an promenade adventure through four different spaces, interacting with the performance, solving problems and engaging with the performers. All children attending the show will be offered a Volcano Industries Handbook with lots of challenges and games to play at home and a postcard to send to Dr Volcano where they can tell him all about their hardest challenges. This will link to pages on the Maths on Toast website that have lots of other wrap around and follow up activities so enabling the impact of the show to reach beyond the production.
- Parents and familes the chance to engage in an exciting family day out that also offers post performance activites that they can access at home through the Maths on Toast website.
- School audiences An unforgettable, accessible, live action and interactive production that provides opportunities to practice tricky KS2 mathematical techniques such as 2D coordinates and spatial reasoning. A safe, supportive environment in which to explore difficult emotions around getting stuck when problem solving, and strategies for getting unstuck. A chance to continue their engagement outside the theatre with wrap around activities that reinforce the learning that has taken place during the show. China Plate can provide venues with the following tried and tested resources for use with schools:
 - Schools email template
 - Bespoke schools marketing
 - Publicity materials
 - > Direct schools mail letter template
 - Online educational resources
- Previous China Plate, Sarah Punshon, Z-Arts and Shoredtich Town Hall audiences A brand new production from an award-winning creative team. An unforgettable, accessible, interactive production.
- Existing drama audiences an exciting interactive adventure for children and their families. An unforgettable, accessible, engaging production.
- Arts professionals An exciting new production developed by Sarah Punshon & Co, China Plate, Z-Arts and Shoreditch Town Hall, featuring an award-winning creative team. An unforgettable, accessible, interactive production.



PRODUCTION IMAGES





Tour Dates 2017

22nd – 25th March **Lichfield Garrick, Lichfield** 10.30am & 1.30pm 01542 412121 www.lichfieldgarrick.com

28th – 31st March **New Wolsey Theatre, Ipswich**10.30am & 1.30pm
1st April
1.30pm
01473 295900
www.wolseytheatre.com

4th – 8th April **The Core at Corby Cube, Corby**11am & 2pm

01536 470470

www.thecorecorby.com

10th – 22nd April **Shoreditch Town Hall on the road, London**Taking place in spaces across Hackney

Various times
0207 739 6176

www.shoreditchtownhall.com

25th – 28th April **The Black-E, Liverpool**10.30am & 2.30pm
29th April
11.30am & 2.30pm
0161 226 1912
www.unitytheatreliverpool.co.uk
www.theblack-e.co.uk



ENGAGEMENT FOR SCHOOLS

As part of the experience every attending school will have access to an extensive Education Pack that contains wrap around activities and games that they can introduce to the class. The resources will link directly to the performance allowing the learning and impact of the show to be extended far beyond the live performance.

The performance will be an exciting and engaging adventure that will challenge and inspire the children to tackle difficult tasks and expose them to mathmatical problems in a fun and unique way. We know from the develoment process that *We're Stuck!* encourages positivity around maths amongst audience members. We will ensure that this continues outside of the live performance by providing each child who attends a performance with a Volcano Indistries Handbook that will have extended activities and challenges for them to complete at home or at school. There will also be online resources available to teachers through the Maths On Toast website that can be used to extend learning in the classroom. Part of the wrap around materials will include a postcard that they can send to one of the characters from the show, reporting on their progress and the challenges that they have completed. In response they will receive a reply from Dr Volcano offering further encouragement and challenges to try.

The activities and games contained in *We're Stuck!* directly relate to areas of the statutory curriculum for Key Stage 2 as outlined at gov.co.uk.

The maths curriculum states that children in years 4, 5 & 6 should be improving their ability to solve difficult problems: developing fluency and mathematical reasoning. *We're Stuck!* aims to dispel the myth that being stuck on a problem means you are not capable of learning maths. Through our research we have learnt that mathematicians and scientists spend a lot of their time being stuck on problems, and part of the skill of advancing to high levels in these subjects is becoming comfortable with the experience of struggling with something difficult. 30% of people in the UK wrongly assume that maths is a skill you are born with, rather than a skill that can be learnt (National Numeracy website, August 2014). Through challenging children in a fun and exciting theatrical context, we want to change the rhetoric that you are either good or bad at maths and if you find it hard it's probably not for you.

The performance features games and challenges that engage with a number of areas on the primary school curriculum:

Mathematics:

- Describe positions on a 2-D grid as coordinates in the first quadrant
- Describe movements between positions as translations of a given unit to the left/right and up/down
- Identify 3-D shapes, including cubes and other cuboids, from 2-D representations
- · Know angles are measured in degrees.
- Identify angles at a point (multiples of 90°).
- Use angles to explore rotation in practical contexts i.e. instructing peers to rotate or programming robots.
- An ability to tackle routine and non-routine problem solving that involves breaking down complex problems into a series of simpler steps.
- Understanding and using facts and procedures creatively to solve complex or unfamiliar problems.



Coding:

Programming and instruction giving.

General:

Developing teamwork and participation skills.

Educational Neuroscience:

• The show introduces children to key facts about the human brain and how learning is embodied in the brain via neurons and synaptic growth. Recent research indicates that an understanding of neuroplasticity can have an impact on children's motivation and achievement in many subjects.

Educational Resource:

- Teachers will be provided with an education pack and resource sheet that will be available online. This will include a large number of games and activities that can be used to further engage the class with the challenges they participated with in the performance.
- Each child will be given a 'Volcano Industries Handbook', which is mainly designed to be taken home and engaged with as a family. However a PDF version of this handbook will be available for teachers to view online to inspire further engagement.

You can download the resources from here:

www.mathsontoast.org.uk/portfolio/stuck-for-teachers



SAMPLE DIRECT LETTER

We're Stuck! is a brain-stretching interactive performance for young people aged 8-11 and their grown ups.

Volcano Industries are taking over **[YOUR VENUE]** over the **[DATES]** and you're invited to join us on a special tour, deep into the heart of the laboratories. You'll meet cutting edge scientists struggling with some unusual and extremely tricky problems. They need your help. But beware – there may be unexpected dangers...

This brand new interactive show is inspired by the latest educational neuroscience into how amazing and utterly rubbish our brains can be at maths – and how we can best grow our grey matter.

We're Stuck! is a promenade performance for a small audience that will see you travel through and explore a number of different zones within Volcano Industries. Together we'll struggle with ludicrously difficult tasks, get horribly stuck, and risk total failure. It'll be fun.

Wrap around materials

At the end of the tour each child will receive their very own Volcano Industries Handbook, where they can find lots of games and activities all about Volcano Industries.

Teachers and parents/carers will be given access to bespoke activities packs to use at home or in the classroom.

We're Stuck! is at [YOUR VENUE] on [YOUR DATES] at [YOUR TIME]. Tickets are [YOUR TICKET PRICE] and are available from [YOUR VENUE] Box Office on [YOUR BOX OFFICE NUMBER] or online at [YOUR WEBSITE].



BOX OFFICE NOTES

Dates and Times

[Your Dates and Times]

Company

One Tenth Human and China Plate present

Production

WE'RE STUCK!

Ticket Prices

[Your Ticket Prices]

Show Copy

Ever got terribly stuck on a problem? Ever made a stupid mistake and felt like a fool? Brilliant! Then this show is for you.

Join us on a special tour into the heart of a top-secret research institute, where cutting edge scientists need your help tackling some extremely tricky problems. But beware: there may be unexpected dangers....

Inspired by the latest educational neuroscience, this innovative interactive show will stretch your brain in unexpected directions.

WARNING: there may be numbers. And robots.

Important Audience Information:

The show is interactive and played in promenade, which means the audience will not be sat for the majority of the performance and will be required to move into different spaces. We recommend that all coats and bags are left at the cloakroom.

Access / Mobility

The show involves the whole audience moving between several different spaces. Audiences will not be left standing for the whole show, but we definitely recommend wearing comfortable shoes and leaving bags and coats in the cloakroom.

The performance areas are all wheelchair accessible, but the company need to be warned before each performance of any audience members with mobility issues, so they can adapt their route and pacing.

ımages

High res images are available on request, please contact Kaya Stanley-Money.

Capacity Age Guide Running Time

Maximum 35-40 Most suited for ages 8-11 70 minutes (performance)

Twitter Hash tag

#StuckPlay



THE COMPANY

CLARE DUNN is a performer, director and theatre maker. Recent and current work includes FanSHEN, Gecko, Arch 468, Dante or Die, Unpacked, The V & A Museum, Compagnie Passe Muraille and New Writing South.

She is a co director of interactive theatre company TOOT, (*Ten out of Ten/Be here Now*) and is currently performing their new show - *Focus Group** www.tootmaketheatre.co.uk.

She is resident practitioner at Sevenoaks School and a sessional lecturer for Reading University. Clare trained at Royal Central School of Speech and Drama and DAH Teatar, Belgrade.

DANIEL BYE is a writer and performer based in Leeds. Current and recent touring work includes: Going Viral, Error 404, The Price of Everything, How to Occupy an Oil Rig and Story Hunt. Recent writing work includes Aftermath (Royal and Derngate) and The Deal Versus the People (Common Wealth). He has created new work for companies including Northern Stage, West Yorkshire Playhouse and Strange Bedfellows. He also creates large-scale community events in collaboration with Sarah Punshon and Boff Whalley including Wonderstruck (People United/ Manchester Museum); and the forthcoming We're Here (Somerset House)._www.danielbye.co.uk

AVITA JAY trained at Drama Studio London. Theatre credits include: *Spare* (New Diorama Theatre), *Toad* (Southwark Playhouse), *Sunday Morning at the Centre of the World* (Southwark Playhouse, BAC), *The Merry Wives of Windsor* (National Tour), Secret Cinema's *Brazil, Unsung* (Wilton's Music Hall), *The Tragicomedy of Mac-Beth* (National Tour), *Warde Street* (Park Theatre), *Pioneer* (National Tour), *Peer Gynt* (Crossrail Place), *The Man Who Found His Freedom* (The Space Theatre) and *Rapunzel* (Park Theatre). TV and Film credits include: *Emmerdale* (ITV), *L8R* (BBC2), *The Rezort* (Matador Pictures), *London, Paris, New York* (Fox Star Studios) and *Twenty8K* (Formosa Films). Avita also narrates audiobooks.

SEIRIOL DAVIES is a writer, actor and songwriter. He's made shows with Punchdrunk, You Need Me, Gideon Reeling and Beady Eye and also created "Islands" with Caroline Horton & Co (Bush Theatre). He is half of the time-travelling punk music hall act Underbling and Vow ("London's premier retro-blitz granny rockers" — Time Out). His first musical "How to Win Against History", based on the true and tragic story of the cross-dressing 5th Marquis of Anglesey, will premiere at the Edinburgh Fringe in 2016. He's currently working on a second musical with Company of Angels and Ice & Fire: a rollicking tubthumper about young people caught in the absurd, bureaucratic spirals of the British government's unemployment programme. He's also working on a sci-fi sitcom set in a future where men have become unnecessary and the galaxy is run by women.



CREATIVE TEAM

Sarah Punshon - Director

Sarah trained as a theatre director at the Royal Scottish Conservatoire and at the West Yorkshire Playhouse under the Channel 4 Regional Theatre Young Directors Scheme. She now directs for theatre and television, and creates quirky live events for venues such as Manchester Museum and the Wellcome Collection. She has taken over the Wellcome Collection with a carnival of human error, and Manchester Museum with a choral performance involving more than 100 community performers. She has directed more than 25 hours of television drama including *Eastenders, Doctors* and *Shameless*. She recently co-wrote and directed the first ever stage adaptation of Agatha Christie's thriller *The Secret Adversary* (Watermill Theatre & Eleanor Lloyd Productions). Other theatre directing includes: *Gaslight* (New Vic Theatre), *How To Occupy An Oil Rig* (Northern Stage at St Stephens), *The Lady in the Van* (Salisbury Playhouse), *Don't You Leave Me Here* (West Yorkshire Playhouse), *Frozen* (Theatre by the Lake), *And A Nightingale Sang* (New Vic Theatre / Oldham Coliseum). She was a 2010 Clore Leadership Fellow. Sarah is also a selector for the National Student Drama Festival and an active member of The Fence, an international playwriting network.

www.sarahpunshon.co.uk

Joanna Scotcher – Designer

Joanna Scotcher received the Whatsonstage 'Best Set Designer' Award for her site specific design of *The Railway Children*, which went on to win the Olivier award for Best Entertainment in 2011. Joanna completed her design training with the Royal Shakespeare Company. From this classical initiation in stage design, her design projects have taken her from sets for fashion, performances on lakes, journeys through tunnels, games in royal palaces and live television broadcasts. As well as the theatrical stage, her work specialises in the world of immersive performance and site responsive design, inhabiting spaces from the epic to the intimate.

Her recent design work has been exhibited at the V&A Museum's 'From Gaga to Gormley' exhibition. Her immersive series of installations 'House of Cards' can currently be seen at Kensington Palace having been commissioned as part of the Jubilee re-opening in 2012. Current Productions include Pests, by Vivienne Franzmann, directed by Lucy Morrison at The Royal Court & Hopelessly Devoted by Kate Tempest, directed by James Grieve & Stef O'Driscoll for Paines Plough.

Joanna is Associate Designer for the multi-award winning theatre company LookLeftLookRight.

Elena Peña - Sound Designer

Sound design credits include: *The Christians* (Gate), *Brainstorm* (National), *Islands* (Bush), *The Meet Cute, Twelve Years* (BBC Radio Drama), *Seochon Odyssey* (HiSeoul Festival, Korea), *Patrias* (Edinburgh International Festival), *Arabian Nights, The Wardrobe* and *Kilburn Passion* (Tricycle), *Not Now Bernard* (Unicorn), *Macbeth* (China Plate), *Pim & Theo* (NIE), *Have Your Circumstances Changed?* and *Yes, These Eyes Are The Windows* (ArtAngel), *Flashes* (Young Vic), *Mass Observation* (Almeida), *Brimstone & Treacle* and *Knives In Hens* (Arcola), *Gambling* (Soho), *The 13 Midnight Challenges of Angelus Diablo* (RSC)

Joshua Pharo – Lighting Designer

Joshua works as a Lighting and Projection Designer across theatre, dance, opera, music, film & art installation.

Current Projects: *The Rolling Stone* (Orange Tree Theatre); In the Night Time (before the Sun rises) (Gate Theatre); Carmen UK Tour (OperaUpClose); We're Stuck! (China Plate).

Recent Credits: *Medea* (Gate Theatre); *Glass Menagerie* (Nuffield Theatre) as Video Designer; *The Merchant of Venice, Wuthering Heights, Consensual* (Ambassadors Theatre), *The Crocodile*



(Manchester International Festival); One Arm (Southwark Playhouse); The Trial Parallel (Young Vic); Amadis de Gaulle (Bloomsbury Theatre); Beckett Season (Old Red Lion); The Deluge (UK Tour, Lila Dance); Usagi Yojimbo (Southwark Playhouse); A Streetcar Named Desire Parallel (Young Vic); Pioneer (UK Tour, Curious Directive); I'd Rather Goya Robbed Me of My Sleep (The Gate), Thumbelina (UK Tour, Dancing Brick); No Place Like Home (The Gate). www.joshuapharo.com

Sophie Sampson – Games Designer

Sophie is one part of Matheson Marcault, who do work around culture, history and physical play. As a freelance creative producer she has worked with institutions such as Tate, V&A Museum, Natural History Museum, Historic Royal Palaces, BBC, Channel 4 and with companies like Hide&Seek, Coney, Caper, and Somethin' Else, as well as working with academics to understand how games can be useful inside classrooms.

Maths on Toast

Maths on Toast was founded in 2012 to tackle the lack of activities that offered families a chance to go and have fun doing maths in their local communities.

The charity run community events where maths is family fun, contributing to improving the numeracy skills and life chances of individuals, and the potential of the UK.

They run a number of events and activities including Festival of Triangles, Shape Parade and Numbers x Fun. They have also developed an extensive range of online resources and activities for parents and teachers, that all aim to change the way we see and approach maths.



COMPANIES

CHINA PLATE

China Plate is an independent theatre studio that works with artists, venues, festivals and funders to make original, exciting theatre that plays with form and has narrative at its heart.

China Plate achieve this through three strands of work:

- Developing (artist development and commissioning)
- Making (origination and touring)
- Programming (seasons, festivals and events)

China Plate are currently collaborating with Caroline Horton, Action Hero, Chris Thorpe, Contender Charlie, Dan Jones and Inspector Sands.

The company are Associate Producers at Warwick Arts Centre where they develop and commission new work, Artistic Associates at the New Wolsey Theatre where they are Directors of PULSE Festival, Programmers of New Directions (the NRTF showcase) and producers of innovative development programmes including The Darkroom, The Optimists (producer training) and The First Bite and Bite Size Festivals.

China Plate are **Ed Collier**, **Paul Warwick**, **Kirsten Burrows and Kaya Stanley-Money**. For more information on China Plate, visit www.chinaplatetheatre.com

Z-ARTS

Z-arts is based in Manchester and was formed in 2000 as a 'creative space for young people' with a priority on providing participatory activity. They work with schools and communities all over Greater Manchester, spanning the whole curriculum and strive to be forward thinking in all our projects, making them as relevant, accessible, educational and of course, fun as everyone who takes part in them deserves. Z-Arts aims is to inspire and enable generations of young people from Manchester and beyond to use creativity to maximise their potential.

SHOREDITCH TOWN HALL

Shoreditch Town Hall is a vibrant destination space in East London, comprising over 48,000 square feet across 70 individual rooms. Having undergone something of a transformation in recent years, from a beautiful but under the radar hire space, to an altogether more exciting destination contemporary arts and events venue at the heart of the buzzing London creative scene, the venue now produces a year round programme of some of the most exciting contemporary performance and theatre, supporting young and emerging artists in particular to create new work.



CONTACTS

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paul@chinaplatetheatre.com 079 3269 6879

www.chinaplatetheatre.com



Twitter @youroldchina