

The Colour of IMPOSSIBLE Things



'Delightful! This is the perfect introduction to Shakespeare'
Everything Theatre



The Blanket Fort Club
Family friendly sensory immersive theatre

The Colour of IMPOSSIBLE Things

A sensory immersive adventure into Shakespeare's *A Midsummer Night's Dream*

SYNOPSIS

Three teacher-clowns – a science teacher, a PE teacher and an English teacher – find themselves locked in the school hall of Athens Academy with their class: the audience, and they can't figure out why. As they attempt an escape to catch the waiting coach due to take them on their summer school trip, they find themselves playing games, battling invisible monsters and stumbling headlong into *A Midsummer Night's Dream*. The forest bursts through the walls, transforming the school hall into an immersive woodland of shifting rainbows, scents, forest textures and spatial sound – the most impossible, most beautiful thing any of them have ever seen.

Rooted in The Blanket Fort Club's commitment to radically inclusive storytelling, the production combines clowning, puppetry, sensory theatre and emerging accessible technologies. Haptics, 360° spatial audio and subtle projection deepen emotional engagement and enhance accessibility, particularly for young people with PMLD and other complex needs. This 60-minute production is aimed at 5-11s and all children with complex needs and disabilities (SEND).

Created and part-funded in partnership with Nexus Multi-Academy Trust – a specialist network of 16 Special Educational Needs and Disabilities (SEND) schools across Yorkshire and Nottinghamshire – The Colour of Impossible Things undertook a pilot tour of these schools in July 2026, alongside three school and community/family performances at Cast, Doncaster.



REVIEWS AND FEEDBACK

"A delightful immersive experience to stimulate all the senses and successfully introduce the magic of Shakespeare to children aged 5-11 and all children with complex needs and disabilities". ★★★★★ (Everything Theatre, July 2026)

"This is the perfect introduction to Shakespeare.... There is enough of the original dialogue to keep the authenticity, but also an abundance of interaction to create a stimulating first experience". (Everything Theatre, July 2026)

"... the children were the quietest and most engaged I have ever seen them". (Carl Haag, Deputy Head, Kelford Special School, Rotherham, July 2026)

"It was a fantastic performance! The awe and wonder on the children's faces was truly magical and it was lovely to see how engaged they were". Jessica Wilson – Teacher, Hilltop Academy, July 2026

"It was a fantastic production, and the cast did a wonderful job of bringing *A Midsummer Night's Dream* to life for a younger audience. The interactive elements kept everyone engaged, and it was a great introduction to Shakespeare in a way that was fun and accessible". Ruzina Islam, Chair Board of Trustees, 71st Doncaster Scout Group KAVS, July 2026



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– **Wraparound Engagement** : 25–40 minute sensory literacy workshop, exploring the themes and language of *A Midsummer Night's Dream*

TOURING REQUIREMENTS

- Cast: 3 performers that run embedded tech
- Running time: 45 minutes + 15 minutes Forest School explorations
- 40 minute version for PMLD only audiences

The company tours lights and sound/speakers with the show running on independent interactive audio, visual and multimedia software operated by the company on stage. As a result, the production is self-contained for non-traditional settings (i.e. community centres, schools). In studio and theatre venues we ask for a general wash to be pre-rigged, which we will control from our MacBook during the show.

Get-in:	Minimum 2 hours and 30 mins before the start time of the show, assuming the performance space is clear and ready to access prior to arrival.
Get-out:	1 hour and 30 mins.
Venue Configuration:	End-on, but highly adaptable to be performed in other configurations. Note that the actors will move into the audience area to engage with the children.
Minimum playing area:	6m (W) x 5m (D) x 2.8m (H)
Set:	The final section of the production includes a guided environmental immersion, inviting audiences to move through a sensory and tactile forest walkway experience. This element is adaptable to suit the scale and configuration of the venue including open studio format.
Lighting:	See above
Sound:	We are self-contained
Technical Staff:	1 venue technician required throughout and to assist with get-in and get-out.
Parking:	Parking required for one Sprinter-size van.
Facilities:	Dressing room space for two female and one male performer including easy access to power, water and toilet facilities.

CURRICULUM AND PASTORAL LINKS

- PSHE: imagination, resilience, self esteem
- English/Drama: A Midsummer Night’s Dream
- Inclusive storytelling
- Science: light and shadow, colour, refraction
- Communication: gesture, sign-supported storytelling
- Creative confidence through play



SENSORY IMMERSIVE DESIGN

Click images for immersive design videos

For more information on the company, head on over to our [website](#)

